

**AN OPERATOR'S GUIDE TO
EXPANDING
A TABLETOP**

UNFAIR

**Alien
B-movie
Dinosaur
Western**

A Good Games Publication

v1.0.2

TOTALLY UNFAIR

ABDW EXPANSION

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WHAT'S IN THE BOX

This expansion includes:

- 4 themed packs of cards:
Alien, B-movie, Dinosaur, and Western
- 5 Game Changer cards
- 4 Theme Randomiser tokens + spares
- 15 x "1" Alien Influence tokens
- 10 x "3" Alien Influence tokens
- 6 x "9" Alien Influence tokens
- Alien Abduction reminder marker
- Alternate Alien reminder + plastic base
- Dinosaur Dice Roll reminder marker
- Alternate Dinosaur reminder + plastic base

*Alien Influence
tokens*



Each themed pack of 57 cards contains:

- 1 Theme Overview card
- 1 Gate card
- 1 Loan card
- 1 Round & Scoring Summary card
- 2 Showcase cards
- 3 "Funfair" City cards
- 3 "Unfair" City cards
- 5 Blueprint cards
- 13 Event cards
- 27 Park cards

*Reminder
markers*



*Theme
Randomiser
tokens*



YOUR FIRST GAME?

Unfair has a lot to look at, and even if you are an experienced gamer who will understand the strategies of the game quickly, there are still many unique rules to learn and cards to read during your first play.

For this reason, we added the **First Date** Game Changer card to the base game, to be used whenever **any of the players** are new to the game. It shortens the game from 8 rounds to only 6, and removes some of the cards that need a longer game to give their full benefit.

This helps every player to have a smooth first Unfair experience, whether all players are new or only some of them.

Please trust us on this.

If you want to use this expansion with new players, Western is a good choice. Please use the *First Date* Game Changer card and these theme packs:

2 PLAYERS: Western, Pirate

3 PLAYERS: Western, Pirate, Vampire

4 PLAYERS: Western, Pirate, Vampire, Jungle

Unfair plays well with 5 players, but don't play a 5-player game if any players are new to the game. All players should be familiar with the rules and cards first.

RANDOMISER TOKENS

These tokens are included so that you can select theme packs to play at random, if you want to try different combinations.

Put the tokens for all packs you wish to play face down on the table or into a bag, then draw one token per player at random.



If you have a favourite theme pack that you want to play more often, use the spare tokens to add an extra copy of that theme pack's letter.

If there is a theme pack you only want to play sometimes, you can include one copy of that letter, and two copies of the others.

SCORING WEB APP



Available online at the Unfair website:

www.unfair-game.com/scoring

Bookmark it to your phone's home screen.

CARD DATABASE



A searchable online card database:

www.unfair-game.com/cards

A rules lawyer's ultimate resource.

Or their downfall...

RULE CHANGES

Visit www.unfair-game.com/rulebook for up-to-date rules.

Updated mulligan rule

The base game states that if you have no attraction cards in hand at the start of the game, you may reveal and discard your hand to draw again (this is known as a "mulligan"), repeating until you do have an attraction card in your starting hand.

Some attractions in this expansion cost something other than coins to build, so this rule has been extended. You may mulligan if you do not have at least one attraction in your starting hand that costs coins to build and can have upgrades added.

You are not required to mulligan, but you might have difficulty getting your park started if you can't quickly build an attraction.

Updated Cleanup step

Earlier versions of the base game allowed Cleanup step activities to take place in no particular order. The sequence is now set as:

1. Discard any pinned Event cards still in play.
2. Reopen all closed attractions and make any unavailable cards available again by turning them face-up.
3. Enact any active Cleanup step abilities.
4. Discard all the cards in the Market and refill it.
5. Discard cards to meet the 5 card hand limit.
6. Move the Starting Player marker to the next player in turn order.



NEW ICONS



Billboard attraction

Billboards are a new type of attraction that reserve a space for later use, and promote your park's exciting features while they do it. Billboards are available in the B-movie pack.



Store attraction *cha-ching!*

Stores are a new type of attraction, focused on extra income from selling goods. There is a store in the B-movie pack.



Theme wildcard

A question-mark theme icon can be treated as any single theme icon you choose, a "wildcard", as long as it is not a theme already present on the attraction. You can choose to change the theme it represents at any time. Theme wildcards are available in the Alien pack.



Development

Developments are a new type of Park card, similar to a resource, and is placed to the left of your park entrance when built into your park.

Where a resource is something intangible, like plans, permits, or accounts, a development is a more solid item, like a plot of land. Development cards appear in the Western pack.

NEW GAME CHANGERS

Game Changers are optional cards with special rules that affect the way the game plays. They must be chosen before the game begins.

One For The Pot

Useful if you want to play a 2-player game with an extra theme pack, to give some more variety.

Note that it may make Blueprints a little harder to complete, because the Park cards won't be turned over as much as if a 3rd player were actually present.

Prescience

A one-round preview of what to expect from the City deck, giving you extra time to benefit from a bonus or steer away from disaster.

Lunch Special

A shorter game with some extra starting coins to help get you going more quickly.

Combine this with **A Grand Opening** or **Advance Planning** for a running start, to get a full game in a shorter time.

Building Insurance

If you want to prevent any permanent damage to buildings in your park, but still allow some interaction between players, a **Building Insurance** policy is for you.

Each Insurance Excess token incurs a 25-point penalty if you still own it at game end.

Luckily, you can use an action in the Park step to discard an Insurance Excess token.

so blocking costs one action

Djinni's Bargain

If you prefer to be immune to the Unfair City events in the second half of the game, accept the **Djinni's Bargain**.

Of course, you also get no benefit from the Funfair City events either, but that's a small price to pay... right?



ALIEN



Aliens have arrived, but they assure us they only want to serve humanity. In exchange for our help with their research projects, they offer Alien Influence, a new type of token that serves as a currency for purchasing alien technology and services, and as a new way to score points.



Alien Influence income

Cards that have the Alien Influence symbol in place of a star produce that much Alien Influence as income in the Guests step instead of coins.



Total the numbers in the Alien Influence symbols on open attractions in your park, and gain that much Alien Influence at the same time as you gain your coin income from guests.

Alien Influence symbols on upgrades do not produce income during the Guests step if their attraction is closed.

Alien Influence is:

- **not** a star value
- **not** included in the attraction's star total
- **not** limited by the guest capacity of your park

For example, if you have 18 stars and 5 Alien Influence income symbols in your park, you will receive 15 coins (limited by guest capacity) and 5 Alien Influence tokens as income.

Building with Alien Influence

Cards that have the Alien Influence symbol in the price tag require payment in Alien Influence to build. **These attractions and upgrades cannot be built for free**, since there is no way for humans to bribe, threaten, or circumvent the aliens and their currency-tracking system.



MARKED ALIEN INFLUENCE PRICE: Cards that require Alien Influence to build are considered to have a "marked Alien Influence price". This is a build price (that is, the cost to build), but it is not the same as a "marked coin price". Any events or abilities that mention a marked coin price (such as building for half the marked coin price, or gaining coins equal to the marked coin price) do not apply to a marked Alien Influence price.

Alien Influence scoring

Score 2 points for each Alien Influence token you own at game end.



Abduction!

Any staff member who becomes contaminated with Alien Influence is marked for abduction and vanishes mysteriously. In the Cleanup step you must dismiss any staff member who has one or more Alien Influence tokens on them, and then shuffle that card into the Park deck.

During setup, place the Alien Abduction reminder marker on the board at the Cleanup step as a reminder to check your staff members.

SHUFFLED IN: Abducted staff members do not go to the Park discard pile. Instead they are **shuffled back into the Park deck** in the Cleanup step. This represents their uncertain return, sometimes straight away, sometimes rounds later.



Contaminated with Alien Influence! Dismiss and shuffle in.

CONTROL OF TOKENS: When tokens are placed on cards, such as Alien Influence on staff members, those tokens are not under your control, and cannot be used to pay costs or otherwise be removed unless an event or ability specifically allows it. The Alien pack includes no method to remove an Alien Influence token.

ALIENS ABDUCTING ALIENS: Alien staff members are not immune from having Alien Influence placed on them. The aliens don't care, they will simply produce another copy of that life-form when needed.



If you need to choose an alien card, look for the word "alien" included in its card type.



Additional card notes

Holographic emitter

The question-mark theme icon on the **Holographic Emitter** can be treated as any single theme icon you choose, a "wildcard", whenever a theme icon is required, including for bonuses during the game and scoring at game end.



You can decide which theme it is at any given moment, and change the theme on the next occasion, however you cannot use it as more than one theme at once. If you have more than one wildcard icon, you may choose the theme for each one separately.

You can choose any theme, including one from a theme pack not in play, however you cannot choose a theme already present on that attraction, just like building a normal theme upgrade.

THEME ABILITIES: Theme icons do not have special abilities by themselves, only the separate **Theme** upgrade cards have those. For example, if you make the wildcard a Pirate theme icon, you do not get to gain 5 coins from the **Pirate Theme** card's ability.

ONE PER ATTRACTION: Its icon can be treated as different themes, but it is still a **Holographic Emitter**. You cannot build more than one upgrade of the same name on the same attraction.

AT GAME END: Before scoring, you may choose a theme for each wildcard icon you control, and treat it as that theme icon throughout scoring in all parks. For example, if you need a Pirate theme icon and a Ninja theme icon, it can only be one of those, not both. You cannot change your choice after scoring your park.

Isomorphic Matrix

ugh, that's disgusting!

This upgrade is a giant blob of alien nano-technology that can take any shape at game end to help you complete a blueprint, becoming an exact copy of any non-alien upgrade in play.



The only restriction is that you cannot choose to make it an upgrade that is already present on the same attraction, just like building a normal upgrade.

During the game, the **Isomorphic Matrix** is an "alien" upgrade. However, once it copies another upgrade at game end, it is no longer an "alien" upgrade. It takes on **all** of the properties of the card it copies, and keeps **none** of its own.

B-MOVIE



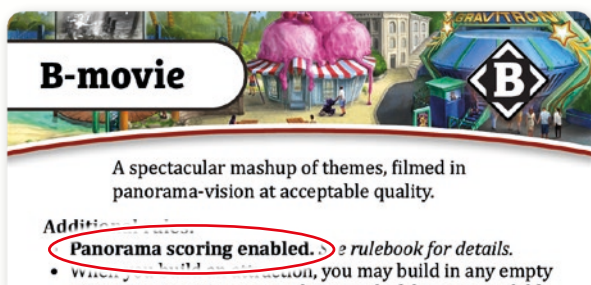
B-movies combine themes to make cinematic masterpieces so awful they're awesome, all on a shoestring budget. Not everything can be highest quality, but with a little effort, some spectacular scenes are possible.

Panoramas

All theme packs in Unfair contain at least one panorama, a series of attraction cards that can be placed side-by-side in the correct order so that their pictures join up to form a single scene.



Scoring for panoramas is only available when a theme pack that enables it is included in the current game. B-movie is one such pack, and different theme packs in future Unfair expansions will also enable panorama scoring. The Theme Overview card for that pack shows when panorama scoring is enabled.



Panorama attractions

Panorama attractions are marked with an indicator at the bottom of the card. The indicator shows how many attractions are in that panorama, and the position that particular attraction takes.



2nd panorama attraction in a 3-card panorama



4th panorama attraction in a 4-card panorama



Visual panorama reference: page 30.

Partial panorama

When panorama attractions from the same theme pack are built side-by-side in any part of the correct sequence, they form a **partial panorama**. The smallest partial panorama you can make is 2 cards in length, but they can be longer.



A partial panorama - correctly assembled.



Not a partial panorama - wrong order.

Of course, it's better to try to make one complete panorama than several partial ones.

Complete panorama

A **complete panorama** has the start attraction, all the middle attractions, and the end attraction, all from the same theme pack in the correct sequence with no gaps.



A panorama can only be completed with cards from the same theme pack, with the exception of a **panorama wildcard** (see *Shapeshifting Thing* on page 11).

For example, you cannot take the 1st card from the Pirate panorama and match it to the 2nd card in the Alien panorama. The card illustrations should make a clear match, but if there is any doubt, the theme pack indicator in the lower right corner of the card will confirm whether they are from the same pack or not.

Panoramas that have no start or end attractions, such as the endless panorama in the Western pack, cannot be completed.

Panorama wildcards

The *Shapeshifting Thing* is an attraction that can take the place of any single attraction in a panorama during scoring at game end, even one from a different theme pack.

A panorama wildcard has no panorama indicator, so it is **not** considered a panorama attraction during the game. The *Shapeshifting Thing* becomes part of the panorama only at game end.



A panorama completed using a panorama wildcard

A panorama wildcard cannot extend a panorama by adding an extra attraction to one end, and it cannot be used as a start or end panorama attraction if the panorama it mimics has no start or end of its own, such as in the Western theme pack.

You must make sure it is in the correct position to help you complete your panorama by game end. Its ability to mimic a real panorama attraction doesn't give it any special ability to change position by itself, and it doesn't take on any other properties of the attraction it substitutes for.

Panorama scoring

Score points at game end for each separate panorama in your park, based on how many cards from that panorama you have assembled correctly.

Cards assembled	Partial panorama	Complete panorama
2 cards	5 points	10 points
3 cards	10 points	20 points
4 cards	25 points	40 points
5 cards	35 points	60 points
6 cards	45 points	n/a

2 CARDS & 6 CARDS: This expansion has no 2-card panoramas, but they will be included in other expansions. The Western pack allows a 6-card panorama, but it has no start or end attractions, which means it cannot be completed and only scores as a partial panorama.



Planning and unscrambling

The two main ways to assemble a panorama are to build the cards in the correct sequence from the beginning, or move them using special abilities after they're built.

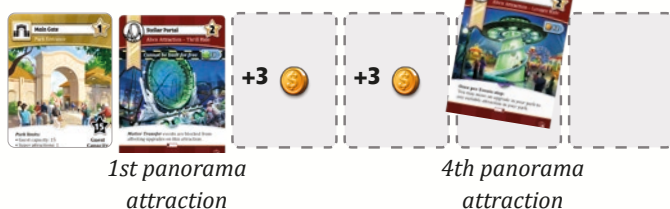
Planning

Normally, attractions must be built in the first empty attraction space, nearest to the park entrance. You cannot move attractions after they are built just because you want to.

PAY TO SKIP: The B-movie theme pack (and any other pack that enables panorama scoring) adds a new option to the game. You may pay 3 coins to skip over an empty space when you build, to place the attraction in whichever empty space you wish.

You must pay to skip the empty space each time you build. To leave the first attraction space in your park empty, you will need to pay extra for each other attraction you build.

That's extortion! I like it!



SAVE A SPACE: Billboard attractions can also be used to reserve an attraction space for later use. The billboard is cheap, includes 1 star for its thrilling poster display, and can be removed during the Events step without using an extra Park action to demolish it.

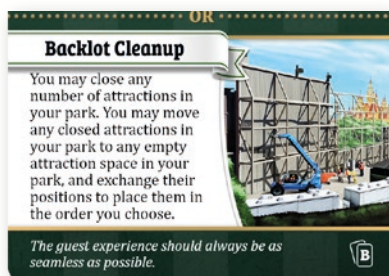
Attractions don't slide over to fill the gap when an attraction is demolished, so that leaves an empty attraction space available for you to build something new, such as the correct piece of a panorama.

You can also build other attractions and demolish them later using an action, but that's generally less efficient and more costly.



Unscrambling

The B-movie event **Backlot Cleanup** allows closing one or more attractions and moving them to a different attraction space, allowing you to build the attractions of a panorama in any order, and later re-arrange them into the correct sequence for scoring.



Additional card notes

Binoculars

Building this upgrade allows you to search for any other piece you require to complete your panorama.

An attraction is part of the same panorama if:

- It comes from the same theme pack, as shown by the indicator in the lower right corner of the card, and;
- It has the same number of boxes in its panorama indicator.



A **panorama wildcard** is not part of any panorama during the game, because its ability only applies at game end when it settles into its final shape. Building **Binoculars** on a panorama wildcard has no effect.

Pod Person

When a staff member you employ is attacked, you may substitute the **Pod Person** as a way of defending them.

As an added bonus, because the **Pod Person** cannot gain tokens, any attacks that rely on placing a token will fail.

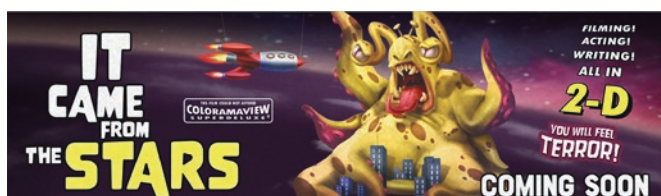
For example, if the **Mesmerist** tries to mesmerise someone in your park, you can substitute the **Pod Person**. Since the **Mesmerist's** ability requires his subject to gain a mesmerism token, the **Pod Person** causes that rule to fail. Not only does the **Mesmerist** not get his intended target, he doesn't successfully mesmerise the **Pod Person** either.



STOP WHEN IT BREAKS: Whenever one part of a rule sentence fails, any remaining part of the same sentence is ignored (not the whole card, just that sentence) and play moves on to the next sentence.

For example, if a rule sentence has two parts such as "they gain a token and you gain 5 coins", and the first part cannot be completed, the second part is ignored. If you can't place the token, you don't get the reward.

No work, no pay!



DINOSAUR



The discovery of a hidden valley filled with living dinosaurs, untouched by time, has led to a rush of exciting new attractions in theme parks all over the world, with little regard for the risks.

Adding dinosaurs

Dinosaurs can be added to your park by building separate **dinosaur animal upgrades** on attractions, or by building an attraction that comes with a dinosaur animal upgrade built-in.

Separate dinosaur upgrades

Dinosaur upgrades come with enclosures that are barely good enough, so there is a risk each round that the dinosaur will rampage. A dice roll determines whether they manage to escape to wreak havoc.

Help!
I think I've
thrown my
back out!



Build dinosaur upgrades fully revealed as a reminder to roll

Any dice rolls required for dinosaurs are made at the start of the Events step, before the usual Event Draw section. During setup, place the Dinosaur Dice Roll reminder marker on the board at the start of the Events step as a reminder to roll at that point.



CLOSED ATTRACTIONS: Any abilities of upgrades are still active even when their attraction is closed, so you must roll for each dinosaur whether its attraction is open or closed.

MULTIPLE DINOSAURS: If multiple effects happen at the same time, such as more than one dinosaur dice roll, it is up to the owner of those cards to decide the order in which they occur.

If you have more than one unfenced dinosaur, you choose the order in which to make the dice rolls. However, you must indicate which dinosaur you are rolling for **before** making the roll.

Built-in dinosaur upgrades

The **Stegosaurus Reserve** includes a sturdier pen, so there is no dice roll for risk each round. The built-in stegosaurus dinosaur upgrade can't be moved, and it has no stars of its own, so any effects that require a star value don't apply.

As with all built-in upgrades, the stegosaurus dinosaur upgrade can still be demolished, but the effect is that the whole attraction is closed instead. The stegosaurus population will be replenished automatically before the attraction reopens.

from the secret stegosaurus stash...?



One dinosaur per attraction

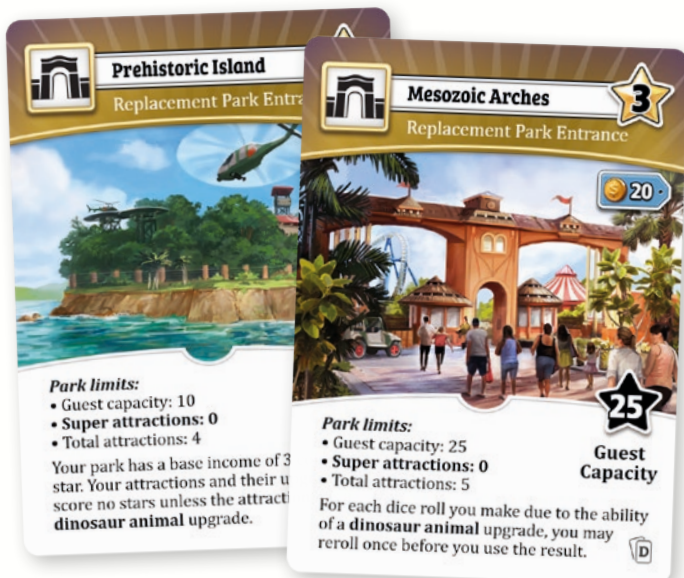
Normal upgrade-building rules allow for upgrades with different names to be built on the same attraction.

However, in the case of upgrades with the card type "dinosaur", if there is ever more than one on the same attraction, the one with the highest star value stays, and all others are demolished. If there are two or more with equal-highest star values, you may choose which one of those to keep.

Grrr! Aargh! Nom nom nom!

Replacement park entrances

The Dinosaur pack includes a new type of Showcase card, a **replacement park entrance**. It includes two of these instead of super attractions, and they are shuffled and dealt along with the other Showcase cards during setup as normal.



Replacement park entrances are built over the top of the current park entrance (usually **Main Gate**), covering it and replacing it as the active park entrance. If you happen to be dealt two replacement park entrances as your Showcase cards, you can build one and then later build the other over the top. Just like any other Showcase card, you can demolish a replacement park entrance Showcase card using an action in your turn if you wish, to reveal the previous gate underneath.

Make up your mind!

Showcase, not super attraction

A replacement park entrance is a Showcase card, but it is **not** a super attraction. Even if you have the ability to build an extra super attraction thanks to the Western pack's **Vacant Lot**, you cannot ever have two park entrances at once; one always replaces the other.

For some parks, one entrance is one too many.

No 5-star requirement

Because the replacement entrances are not super attractions, they are not subject to the 5-star requirement stated on the **Main Gate**. They can be built as normal, using a Park action or any other suitable building opportunity.

New park limits - no super attractions

The new park limits marked on a replacement park entrance come into effect as soon as it is built. In particular, note that there is a **0 super attraction limit**. If you have built a super attraction and then build a replacement park entrance, you must immediately demolish the super attraction to bring your park in line with the new limits (this does not use an action).

Likewise, if you have built 5 attractions and then build the **Prehistoric Island**, you must immediately demolish one attraction to meet the new limit of 4 attractions (this does not use an action). You may choose which attraction is demolished. Creating an artificial island is a large change for your park, and in this case you may close up any gap in your park left by demolishing an attraction in this way.

Additional card notes

Electrified Fence

Adding an **Electrified Fence** upgrade deactivates the rulebox ability of any animal upgrades on the same attraction, including the dice roll requirement of dinosaurs.

The abilities of upgrades remain active even if the attraction is closed, so the **Electrified Fence** will continue to protect you.



If you need to choose a dinosaur animal upgrade, look for the words “dinosaur”, “animal” and “upgrade” included in its card type.



Risk Management

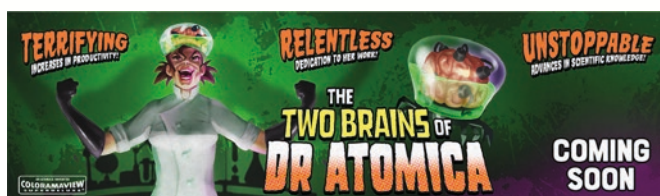
Dinosaur dice rolls all take place at the start of the Events step, before the Event Draw, City Event, or Event Play sections. However, the **Risk Management** event can be used after **any** dice roll, even a dinosaur dice roll, to control the outcome of the roll in your favour.

No matter how many separate dice rolls you make in that round, once you've played **Risk Management** you can set the result of each dice roll to a 7, using any combination of values on the two dice.



RESULT - The **result** of a dice roll always means the total of the numbers on both dice.

VALUE - If you are asked to use the **value** on one of those dice, it always means just one number.



WESTERN



The Old West is a place of wide open spaces, endless plains, big projects, sudden riches . . . and robbery.

Quality upgrades represent gold nuggets in this pack, discovered, dug up, and spent to improve the frontier town in your park.

Panoramas

The Western pack does **not** enable panorama scoring by itself, but when it's played in combination with a pack that does, such as B-movie, the Western panorama has some special features.

This panorama indicator shows that the Western panorama is endless, and the cards have no set position in the panorama sequence.



The Western pack has 6 panorama cards, and they can all be placed together in any order for panorama scoring, but the panorama cannot ever be scored as "completed" because it has no start or end attractions.

Additional card notes

Vacant Lot

A **Vacant Lot** is a development card, a new type similar to a resource.

Development cards are placed to the left of the park entrance when built into your park, along with resources and staff members.

The Vacant Lot allows you to build up to 6 attractions. It also adds an extra super attraction to your park limits, so you can have up to two at once.

Remember that the limit on the number of attractions in your park **includes** super attractions.



Western Theme

Building this theme upgrade allows you to also build a quality upgrade immediately for free. Unless the card says otherwise, "build" means from your hand or from the Market, so it is possible to build a Western Theme upgrade and discover a lucky gold nugget in the Market to build as a bonus.



A QUICK RULES REVIEW

Unfair plays out over 8 rounds, before final scoring. Each round is divided into 4 steps. Each step occurs once per round.

The 4 steps to playing Unfair

The Events step



All three parts together form the Events step. Each part is not a separate Events step by itself. An ability that happens once per Events step can only be used one time in the whole round.

Anything that is played or used in the Events step is considered an event. When the new City card is revealed, its rule is an event. Any Event card you play from your hand is an event. Any abilities on Park cards that are permitted in the Events step are also events. *It's about when it happens, not what.*

If a rule or ability happens at the start of Events step, it takes place before Event Draw, but it is still an event. Normally you can only use your own events when it is your turn in Event Play, but you can block or react to an event no matter which part of the Events step it occurs in.

The Park step



All of the Park actions together form the Park step. Each action is not a separate Park step by itself. An ability that happens once per Park step can only be used one time in the whole round.

The Guests step



There is just one part to the Guests step. All players work out their income at the same time.

Welcome, wallets, purses, and piggy banks!



The Cleanup step



There is just one part to the Cleanup step, with re-opening and resetting for the next round.

Building from hand or Market



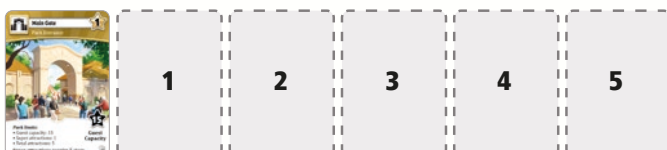
A card you build in your park normally comes from your hand or the Market, or any other source that a rule allows.

This is restricted only when a card specifically says "from your hand" or "from the Market", or some other limitation.

If a rule offers you a chance to build, and doesn't say where the card must come from, the card can come from any allowed source, including your hand or the Market.

Attraction spaces

Parks have 5 available attraction spaces. They start empty, but all of the spaces exist whether they are filled or not.



New attractions must be built in the next available empty attraction space, starting beside the park entrance and building to the right. New upgrades must be built at the top of the attraction.

The sequence in which attractions and upgrades are built is important to some card rules. Some events and abilities allow rearranging items, but you cannot move cards after they are built just because you want to. This includes rearranging attractions into a different order, and rearranging upgrades on an attraction.

When an attraction is demolished, the attraction space becomes empty again and is available for a new attraction. The existing attractions in your park **do not** move over to close up the space.

ADJACENT ATTRACTIONS: Attractions that are built directly beside each other are considered adjacent. An empty attraction space between two attractions, or between the park entrance and an attraction, means they are not adjacent.

Other parks are not adjacent either.

Blueprints

Blueprint requirements are concerned with your own park only, unless they specifically mention a competitor's park or all parks.

Each circular dot-point is a new separate requirement. You cannot use the same item to complete more than one dot-point in the same section of a blueprint, however you can use the same item again to complete different blueprints.

A plus-sign indicates an additional requirement that is part of the same dot-point it follows. You must complete the dot-point and **all** of its plus-sign items to meet that requirement.



Some blueprints offer options with an "OR" between them. If the "OR" is between dot-points then you must complete at least the dot-points above the "OR" or the dot-points below.

If the "OR" is between plus-signs, then you must always complete the main dot-point requirement, but you may choose to complete the plus-signs above the OR or the plus-signs below.

You can complete both above and below the "OR" if you wish, but you score no extra points.

Capacity

Gold stars in your park show how many people **want to visit** your park, and the black stars show the capacity, telling you how many of those potential guests **will actually fit**.

The number of guests in your park is always limited to your park's guest capacity when taking your income in the Guests step.



You may use an action...

When a card says "You may use an action...", it is offering an extra option for you to choose in the Park step, in addition to the normal options of Draw, Build, Demolish, and Loose Change.

If the card says "Once per Park step" you can only choose that option once each round, but if it doesn't have a limit, you can use it each time it is your turn for an action, **as many times as you have actions**.

You cannot combine options that say "you may use an action". You can choose one option or the other, but you cannot use the same action for more than one option at the same time.

CARDS AND TOKENS

When cards aren't in play, such as when they are in a deck, a discard pile, the Market, or your hand, they cannot hold tokens, including coins. Closed attractions are still in play.

Once cards are put into play, they become attractions, upgrades, staff members and other park items, and they can hold tokens.

CONTROL: If a card is in play, and it gains a token as the result of some event, ability, or other rule, then you cannot move, use, or spend that token unless a rule says you can. **You can only move tokens onto a card when a rule says you can, and you can only remove them again for the same reason.**

GAINING: When a card gains a token, the token comes from the central pool unless the rule says otherwise.

MOVING: If a card moves from one attraction to another, or from one park to another, the card doesn't leave play to do that, and any tokens on the card move with it.

DISCARDING: If a card leaves play while it has tokens on it, those tokens are discarded. This includes when the card is discarded or returned to your hand from your Park.

Some cards have rules that say tokens cannot be removed until game end. However, as soon as such a card leaves play, its rules no longer apply and any tokens it has are discarded. *Noooo!*

SPENDING: You can only spend coins or other tokens that are available to you. A token that is on a card is not under your direct control and is not considered available to you.

GAME END: At game end, any tokens on cards in your Park return to your control for scoring purposes.

Finally! About time!

CARD TYPE

When a rule mentions a “thrill ride” attraction or a “guest services” upgrade, it refers to the card type line that all Park cards have below their title.

A Park card is all of the types shown on the card type line. For example, this card is an “attraction”, and a “sideshow”. The dash between them makes no difference; it is included for ease of reading only.



When a rule talks about closing all “thrill rides”, the card must have both of the words “thrill” and “ride” on it to match that rule. It can have other words too, such as “attraction”, or “super”, or even new words like “alien”, but as long as it has the words “thrill ride”, it is a match for that rule.



If you were looking for a “dinosaur animal upgrade”, it would be any card that has all of “dinosaur”, “animal”, and “upgrade” in its card type.



The card type for a super attraction includes the word “attraction”, so a super attraction is still an attraction. Anything that affects an attraction can also affect a super attraction.



TITLE IS NOT TYPE: The card title is ignored when considering card types. For example, even though this card’s title is “Dinosaur Supervisor”, it’s not a “dinosaur” card because it doesn’t have the word “dinosaur” in its card type. Its type is “staff member”.



Who would let a dinosaur supervise anything?



THE GOLDEN RULES

#1: Cards can change the rules.

If a rule on a card contradicts a rule written in any Unfair rulebook, the card wins.

A rule on a card that says you cannot do something takes priority over a rule on a card that says you can do something.

For example, if you have an Event card that says you can demolish something, and a Park card that says you cannot demolish it, the "cannot" rule wins.

#2: What's done is done.

You must carry out all required game actions. For example, collecting your income is not an optional task, so if you forget to take your coins in the Guests step you must fix that oversight.

However, if a card says you **may** do something and you don't do it, there's no rewinding to change it. *unless your friends are softies.*

If you discover an error, such as incorrect placement of an upgrade on an attraction where it cannot be placed, correct the mistake with the fewest changes possible and continue.

#3: It's not a memory game.

The existence and number of cards, coins, tokens, and any other items in your park is public knowledge.

You may hold and place your cards and tokens in whatever manner is most convenient to your play space, but you must not obscure any items completely from view to conceal their existence or number, and you must correctly report the count of those items and their face-up or face-down status whenever asked. In short, place things how you like, as long as people can see them.

You must allow other players to examine any face-up item in your park so they can review its rules or requirements, but you are not required to show the face of cards whose identity is private, such as Showcase, Blueprint, buried cards, or hand cards.

Cards in a discard pile are public knowledge and can be searched by any player at any time. Searching between turns is encouraged to allow for speedy play. Cards in discard piles have no set sequence, and can be rearranged if you wish.

RULE INTERPRETATION GUIDE

"Cards do what they say, and don't do what they don't say."

Card rules appear as text on the card describing the effect the card has when it is active.

A CARD RULE IS ACTIVE WHEN:

- the card is in play, and
- the card is face-up, and
- no rule makes it inactive.

Card rules are active in hand only when the rule specifically permits its use from hand.

A CARD RULE IS NOT ACTIVE WHEN:

- the card is in a deck, or
- the card is in a discard pile, or
- the card is in the Market, or
- the card is in play face-down, or
- the card is removed from the game, or
- a rule makes it inactive.

SCOPE OF RULES

Card rules can modify rulebook rules. A card rule that says something cannot happen always takes precedence over any rule that says it can happen.

Rules that appear after a timing indicator (such as Events step, Park step, Guests step, Cleanup step, Game end) apply only during the indicated period and apply for the whole of that period unless a limit is specified, such as *"Once per"*, or *"At the start of"*. Rules that do not have an indicator apply immediately.

Rules that state a condition of indefinite duration, such as *"can be"* or *"cannot be"*, or use words such as *"when"*, *"ever"*, *"never"*, or *"always"*, are ongoing. They are applied constantly, at the end of each other rule sentence, to ensure the game is not in a state that breaks the ongoing condition.

A rule only affects the items in play at the time it is enacted. Items put into play after the rule is enacted are not affected, unless an ongoing condition is described in the rule.

If a card leaves play while its rule is being enacted, the remainder of its rulebox that is relevant to the current step continues; leaving play does not interrupt rule completion.

READING & ENACTING RULES

Each sentence in a card rule is a separate directive. Sentences must be enacted in the order they appear on the card.

If a sentence contains two or more options separated by *"or"*, one of those options must be enacted if possible. If more than one option is possible, the owner chooses which option is enacted.

If a sentence contains two parts separated by *"otherwise"*, the first must be enacted if possible. The second part must be enacted if the first part is not. If neither part is possible, the entire sentence is ignored.

If a sentence contains more than one part to be enacted in sequence, separated by *"and"* or *"then"*, those parts are enacted in the order given in the sentence. If a part cannot be enacted, ignore any remaining parts of the same sentence and proceed to the next sentence.

If a later sentence refers to an optional part from a previous sentence that was not enacted, or relies on the success of an earlier sentence that could not be enacted, the later sentence is ignored also.

SIMULTANEOUS RULES

If multiple rules apply at the same time, first resolve them by card type, in this order: Game Changer, Theme Overview, Park, Showcase, Event, Blueprint, City.

If multiple cards of the same type apply, resolve them in turn order according to who owns the card, beginning with the starting player.

If multiple cards of the same type apply that are owned by the same player, the owner chooses the order in which they resolve.

If a rule applies to more than one player, resolve it in turn order, beginning with the starting player.

PARK STATE

Your park can never be in a state that breaks any of the currently active rules or limits. If a card comes into play that changes those limits, you must immediately update your park to meet the new limits. Any changes required, such as demolition or dismissal, do not use a turn or action to complete.

DEFINITIONS

Rules use the glossary definition of key words. If another meaning of the word that is in use outside the game conflicts with the glossary definition, the glossary definition is taken as the intended meaning.

FAQS

I've seen these cards before!

Technically that's not a question, but we know what you mean.

Each theme pack in Unfair includes some cards you've seen before. In particular, there are 9 Event cards that are included in every theme pack. These form the core of event play in Unfair, ensuring that there is always a way to close or reopen an attraction, demolish a feature upgrade, or block an injunction event. Other repeated cards include the **Main Gate**, the Loan card, and the player reference card.

These cards are repeated for convenience, so that you can pull out one pack per player without bothering with an extra set of common cards as well.

How can I put a dinosaur on a roller coaster?!

Each attraction represents a section of your park. The dinosaurs are added in their own enclosure, nearby to that attraction, just like **Lockers & Coat Check** or **Restrooms**. They might offer extra entertainment for guests while queuing, or in the case of thrill rides perhaps they're visible from the top of the ride, or they add an interesting view out the window of a food outlet. A word of warning though, the basic enclosure supplied with each dinosaur isn't very sturdy and has not yet been put to the test...



GLOSSARY ADDITIONS



Unfair has a searchable online glossary:

www.unfair-game.com/glossary

It includes entries from all rulebooks.

ATTRACTION – When an upgrade rule refers to “the attraction”, it means the attraction that the upgrade is built on.

ABILITY – An effect created or an option granted by a rule on a card; something that the card rule allows or requires the player to do. This includes events, which are abilities played in the Events step. Sometimes card rules say “events and abilities”; this is a reminder that abilities can be events, not an important distinction between the two.

CARD TYPE – Each Park card has a line of text below its title indicating the type of that card. A card is all of the types indicated by each word in this line. For example, a “Super Attraction - Thrill Ride” is a “super” card, an “attraction” card, a “thrill” card and a “ride” card. Sometimes these types are used in pairs, such as “close all thrill rides”. To be affected, a card must have all of the indicated types, not just one of them.

EXTRA COST – Some events or abilities require an additional price to be paid before they can be used, either in coins, or by discarding cards or some other expenditure of resources. The extra cost is not an effect of that ability, it’s a cost to activate it in the first place.

HIGHEST – the highest value in a group is one that has no number higher than it. This means that equal-highest is still the highest value. See: Outright highest. See: That’s an outrage.

IN PLAY – Park cards and Showcase cards are in play once they are built until they are demolished. Event cards are in play once they are played until they are completed and discarded. Blueprint cards are in play once they are chosen by a player to keep, until they are discarded. Buried cards are in play until they are exhumed. City cards are in play from the time they are revealed as the current City card until the end of that round. A card is still in play even if its abilities are not currently active.

KEEP – If you keep a Park card or an Event card, it goes into your hand. If you keep a Blueprint card, it is placed face-down in front of you. Cards are not part of your hand until you keep them. If you are told to keep a certain number of cards from those you drew and no other instruction is given about them, then the cards not kept must be discarded to their corresponding discard pile.

LARGEST - See: Highest.

LOWEST – the lowest value in a group is one that has no number lower than it. This means that equal-lowest is still the lowest value. See: Outright lowest. See: That’s an outrage.

MARKED ALIEN INFLUENCE PRICE – When the price to build a Park card is shown on its price tag in Alien Influence, the card has a marked Alien Influence price. You can only pay that price using Alien Influence.

MARKED COIN PRICE – When the price to build a Park card is shown on its price tag using coins, the card has a marked coin price. If the price is marked in some other currency, then you must pay in that currency to build the card. If a card does not have any build price marked at all, or if the build price is not marked in coins, the correct marked coin price is “not applicable” rather

than zero. You cannot choose such a card if an ability requires a card with a marked coin price. Discounts that affect the marked coin price do not affect cards without a marked coin price. See: Build price (in the base game glossary).

OUTRIGHT HIGHEST – the highest number with no other numbers equally high; highest by itself. There is no outright highest if there is more than one item with the highest value.

OUTRIGHT LOWEST – the lowest number with no other numbers equally low; lowest by itself. There is no outright lowest if there is more than one item with the lowest value.

PANORAMA ATTRACTION – Any attraction that has a panorama indicator on the bottom line of its card frame. Panorama indicators look like these examples:



PAY – to spend coins, other tokens, or other items from your available supply, usually to receive some benefit. You cannot pay more than you have, and you can only pay with items you have available. Specifically, you cannot pay with items that are on cards, since they are not available to you. Items used as payment return to the central pool unless otherwise specified.

PIN – To pin an Event card is to put it into play in your park, where it then stays active until it is discarded in the Cleanup step. Only events that are marked with a push-pin symbol can be pinned; other Event cards are played and enacted immediately, then discarded once completed.

ROLL – Every dice roll in Unfair is always two six-sided dice rolled together to produce a result.

REROLL – If a card ability allows a dice reroll, the reroll is always of two dice together, not one of them individually. See: Roll.

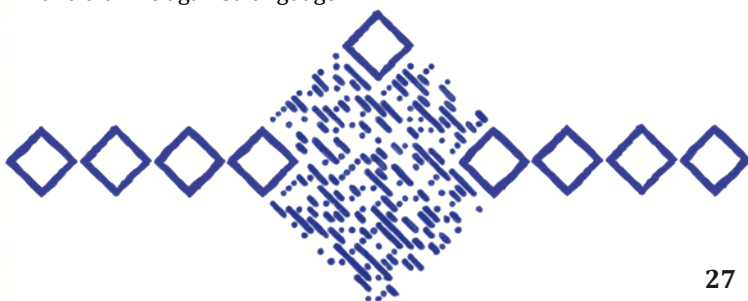
SMALLEST - See: Lowest.

STAR TOTAL – The star total of any item, whether it is a staff member, an attraction, or the entire park, is the total of the numbers on all the gold stars related to that item. For a park specifically, the star total in the Guests step excludes any closed attractions and their upgrades, and face-down cards such as unavailable staff members.

SEARCH – To look through each item in a collection, usually a deck or pile of cards. This is not the same as revealing items one at a time until a certain item is found. When you search, you may look at all of the relevant items at once.

STARS – These represent how attractive a Park card is to potential guests. Park cards have their star value marked with a gold star symbol. If a card does not have a Star value marked on it, or in the case of a built-in upgrade on an attraction, the star value is "not applicable" rather than zero. This means you cannot choose such a card or built-in upgrade if an ability requires a star value.

THAT'S AN OUTRAGE – Unfair's interpretation of the words "highest" and "lowest", which is an offence against natural law and a crime against language.



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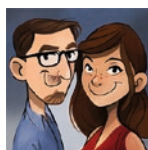
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... and everyone else who was willing to risk their time playing a bunch of kooky new themes.

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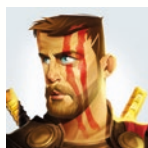
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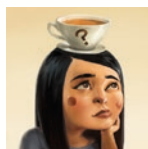
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PANORAMA REFERENCE



The panorama reference is online:

www.unfair-game.com/panoramas

It includes all released theme packs.

Alien



B-movie



Panorama wildcard

Dinosaur



Gangster



Jungle



**Requires super attraction*

Ninja



**Requires super attraction*

Pirate



**Requires super attraction*

Robot



**Requires super attraction*

Vampire



Western



Attractions can be placed in any order for scoring

PANORAMA SCORING

Cards assembled	Partial panorama	Complete panorama
2 cards	5 points	10 points
3 cards	10 points	20 points
4 cards	25 points	40 points
5 cards	35 points	60 points
6 cards	45 points	n/a

Up-to-date rulebooks

www.unfair-game.com/rulebook



Unfair strategy guide

www.unfair-game.com/strategy



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