

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

UNFAIR

**Comicbook
Hacker
Kaiju
Ocean**

A Good Games Publication
v1.02

ABSOLUTELY UNFAIR

CHKO EXPANSION

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WHAT'S IN THE BOX

This expansion includes:

- 4 themed packs of cards:
Comicbook, Hacker, Kaiju, Ocean
- 4 Game Changer cards + 5 Hard Pass cards
- 19 "Silver Medal" tokens
- 5 "Gold Medal" tokens
- 4 Kaiju Health dice
- 4 Theme Randomiser tokens + spares
- Rulebook
- Solo mode rules: "Quinn" + flowchart card



Silver Medal
token



Gold Medal
token



Kaiju Health
dice

Each themed pack of cards contains:

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

Exceptions:

- Comicbook has 6 extra "Mastermind" cards
- Kaiju has 6 "Kaiju" City cards **instead of** "Unfair" City cards

THEY'RE NOT MISSING: the Game Changer cards are packaged with the Ocean theme pack.

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, Ocean is a good choice. Please use the First Date Game Changer card and these theme packs:

2 PLAYERS: Ocean, Pirate

3 PLAYERS: Ocean, Pirate, Vampire

4 PLAYERS: Ocean, 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.



*Theme
Randomiser
token*

I GOT EXTRA TOKENS!

The number of tokens printed in this rulebook is the correct count for playing the game.

We've included extras of some tokens so that if one of them is lost or damaged, you'll have a spare ready to go, without needing to contact us or wait by the mailbox for a replacement.

CARD DATABASE



A searchable online card database:

www.unfair-game.com/cards

A rules lawyer's ultimate resource.

*Ah yes, technically correct -
the most annoying type of correct*

RULE CHANGES

New buried card rule

In the Pirate pack in the base game, *Blackbeard's Revenge* offers a chance to bury a card and treat it as one icon added to the icon size of the attraction.

Unfair has added a new rule: if a card is buried under an attraction, no matter how it came to be buried there, it scores as one extra icon on the icon size of that attraction.

The new rule doesn't change how *Blackbeard's Revenge* works. It does mean that when other cards offer the chance to bury cards, they will do so without repeating this scoring rule, because it now applies across the whole game.

For example, the mastermind *Zam'Zmif* in the Comicbook pack allows burying cards, so keep in mind that those cards will score as one extra icon each.

New pay-to-skip rule



The B-movie pack in the ABDW expansion adds a new option to the game. Whenever you build an attraction, you may skip over empty attraction spaces by paying 3 coins for each space you wish to skip.

Unfair has now added this pay-to-skip option as a permanent rule that applies across the whole game, no matter which theme packs you are using.

Any extra amount you pay to skip spaces is not part of the cost to build, so it's not reduced if you build for half price or for free. You always have the option to pay 3 extra coins to skip a space.

New insufficient cards rule

The Rule Interpretation Guide now has details for the case when there are not enough cards available to complete a rule or card ability as specified.

If card supplies are so low that there are not enough cards available (even after shuffling the discard pile to replenish the deck), the effect proceeds without failing, using as close to the required number of cards as possible. This also applies if a discard pile, or any other source such as a player's hand or the Market does not have enough cards to meet the requirements.

This means that a rule or ability can tell you to draw three cards without having to also say "if there are less than three cards left, draw as many as you can and keep going".

Updated starting hand rule

This update was first introduced in the ABDW expansion.

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, repeating until you do have an attraction card in your starting hand.

This rule has been updated now. You may discard your starting hand if you do not have at least one attraction that costs coins to build and can have upgrades added.

You can keep your starting hand if you wish, but you might have trouble getting your park started quickly without an attraction.

Updated Cleanup step

This update was first introduced in the ABDW expansion.

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 Park 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 AND SYMBOLS



Power icon



The Comicbook pack includes masterminds and staff powers that have power icons. Masterminds require a certain level of power in your park to use their special abilities.



Power level requirement symbols



Mastermind cards have three levels of powered abilities. These symbols show the number of Power icons you need available in your park to use each ability.



Wi-Fi symbol

The Hacker pack has many attractions and upgrades that offer the benefits of Wi-Fi to guests, but they may also give hackers a way into your systems. Wi-Fi symbols sometimes appear on suitable cards in other theme packs too.



Hacking attack symbol

Hacking is a new type of event that is separate from the usual *Intrusions*, *Inspections*, and *Injunctions*. Cards that produce a *Hacking* event are marked with this symbol.



Hacking defence symbol

Cards that offer a way to block a *Hacking* event from affecting you are marked with this symbol.



Theme wildcard

A question-mark theme icon may be treated as any single theme icon you choose, a "wildcard", as long as it is not a theme already present on the attraction. Theme wildcards are used in the Hacker pack.



Heart symbol

The Kaiju pack uses the heart symbol to indicate the starting health of that kaiju. The kaiju is defeated when its health is reduced to zero.



Warning symbol

This symbol highlights unusual properties of some Kaiju cards. It has no special gameplay meaning. *just "look out!"*



DIRECTIONS IN YOUR PARK

Topmost upgrade



TRACKING YOUR ABILITIES

Many abilities use the words “Once per” — once per Events step, once per Park step, once per round.

A simple method you can use to track which abilities you have used, one that doesn’t require extra equipment, is to turn the card on an angle once it is used. This allows you to see at a glance which cards remain unused.



Don’t forget to reset your cards to upright in the Cleanup step!

Other games refer to this by special terms such as “tapping” or “exhausting” a card, but in Unfair the tilted angle of a card has no official gameplay meaning. It’s a helpful memory aid, but no rule will ever refer to it.



NEW GAME CHANGERS

Game Changers are optional cards that affect how the game plays. If you wish to use them, choose one or more before the game begins.

Tournament

Intended to give players more control over their starting hand, **Tournament** is a starting point for organised competitive play.

Tournament can be combined with other Game Changer cards, such as **Advance Planning** from the base game or **Lunch Special** from the ABDW expansion, to customise the tournament to your needs.

Leisure Suits

We can now supply stylish leisure suits to help keep guests safe when they visit your park.

You won't be able to fit as many guests in your park while using these suits, but the peace of mind they offer is very attractive.

If that means you can more easily reach 5 stars and build your super attraction on the first round, well, that's just a bonus.

or the point of the card

Solo Mode

Playing Unfair in solo mode means going up against an automated opponent in a scenario designed to challenge you and encourage trying out some different approaches.

The first solo personality on offer is Quinn, an eccentric tech billionaire who is collecting theme park parts to start their own private park.

We intend to offer other solo mode personalities in future.

Hard Pass

Once you have finished playing events for the round, you can hard pass, meaning you pass and cannot play events again that round. Instead you gain 1 coin each time your turn comes around.

If your competitors take too many turns to finish the round, at least you're making some money while you wait.

Hard Pass indicator cards are also supplied, one for each player.



COMICBOOK



Superheroes have captured the world's imagination, with their mysterious origins, amazing powers, colourful costumes, secret identities... and the inevitable super villains that come with them.

Masterminds

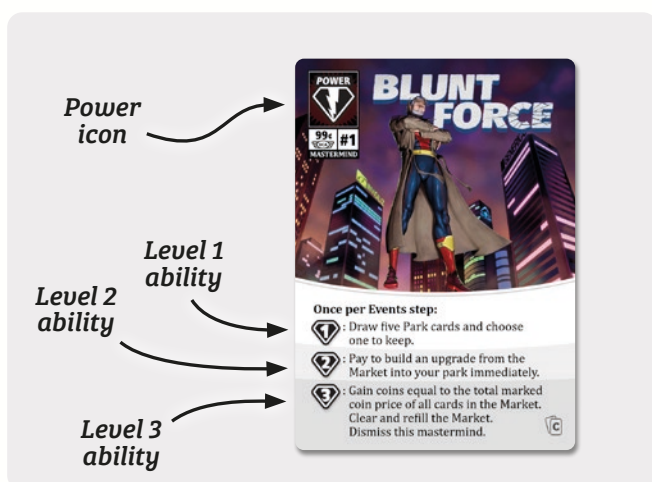
The Comicbook pack includes 6 extra cards of this new type, in addition to the normal 57 cards in a theme pack. Masterminds are individuals with special abilities. They're not staff members, but you can recruit them to your park to help you assemble a team of super-powered staff members to achieve your goals.

You can use the least of their abilities to search through Park cards more quickly for items you need, such as staff members or staff powers. All masterminds have the same Level 1 ability.

You can use their unique Level 2 ability to give you a helpful boost throughout the game.

Each mastermind can also take a villainous turn with their most powerful ability at Level 3 — breaking, stealing, and revealing their secret plans — but the mastermind leaves your park afterwards to escape the consequences, so you can benefit from this ability only once.

Anatomy of a Mastermind card



Additional setup

After you deal Showcase cards during the normal setup, shuffle the Mastermind cards and deal one to each player face-down. Return the unused cards to the box unseen.

ah, like a living Showcase card!

Recruiting a mastermind

If you decide to recruit your mastermind, they will demand that you focus your attention solely on them and their plans.

Recruiting a mastermind into your park uses an action when it's your turn in the Park step. Discard two Showcase cards, returning them to the box, and place your new mastermind face-up on the left of your Main Gate, alongside any staff or resources.

You cannot discard a Showcase card for this purpose after it is built, because you no longer have two Showcase cards. Instead, you have one attraction or park entrance and only one Showcase card left over.

No 5 star requirement

Unlike super attractions, you do not need 5 stars in your park before you recruit a mastermind. You can recruit them as your first Park step action in the first round if you wish.

You can still discard both of your Showcase cards to gain 10 coins as usual, but you can't also discard them to recruit a mastermind. You will need to decide which is more important to you.

Mastermind abilities

Mastermind abilities are marked with a Power level requirement symbol, showing how many Power icons you must have in your park to use that ability. You can choose which of the mastermind's abilities to use, providing you have at least that many Power icons. You're not required to use the highest one possible.



Each mastermind has one Power icon of their own, so they bring enough Power to use their Level 1 ability. You will need to add other cards that have Power icons to your park to use the mastermind's higher abilities. See **Staff Power cards** below.

WHEN TO USE THEM: Masterminds can only be used when it is your turn in the Play section of the Events step, just like using an Event card or other Events step ability. They cannot be used outside the Events step, and not before the Play section.

You can use your mastermind only once each round, even if you have enough Power icons to use more than one of their abilities.

Dismissing masterminds

If you use your mastermind's Level 3 ability, you will need to dismiss them from your park once their ability is completed.

In the same way as a demolished Showcase card, if you dismiss a mastermind, you must return the Mastermind card to the box.

Staff Power cards

Staff powers are like upgrades for staff members. The card must be attached to a staff member when it is built, and if that staff member is moved or dismissed, the staff power is moved or demolished along with them, just like an upgrade on an attraction.

POWER ICON: A staff power has a Power icon that is counted toward the Power level in your park when using your mastermind's abilities.

STAR VALUE: A staff power adds its star value to the staff member's star total, much like an upgrade on an attraction,

Unlike an upgrade on an attraction, the power cannot be used without the person. When a staff member is made unavailable, any attached staff powers are also unavailable.



This applies to its ability and to its Power icon and star value.

If a staff member is made unavailable, place the card face-down on top of any attached staff powers, to show they are inactive.

You can add a staff power while that staff member is unavailable, if you wish, but you will not be able to use that staff power until the staff member is available again. There is no limit on the number of staff powers you can add to your staff members.

If an event allows you to duplicate or re-use the ability of a staff member, that does not extend to any staff powers. A staff member's ability is limited to the rule box on their card only.

NOT ACTUALLY AN UPGRADE: Although staff powers are *like* upgrades in many ways, they have the card type "staff power", which means they cannot be affected by any abilities that apply to upgrades.

Replacement park entrance

The Comicbook pack includes a new type of Showcase card that was first introduced in the ABDW expansion: a **replacement park entrance**. It's shuffled and dealt along with the other Showcase cards during setup as normal.



A replacement park entrance is 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 using an action in your turn, if you wish, to reveal the previous gate underneath.

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.

No 5 star requirement

Because a replacement park entrance is not a super attraction, it is not subject to the 5 star requirement stated on the **Main Gate**. It can be built as normal, using a Park step 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).

Lunatic demolition

The **Lunatic Lair** allows you to build upgrades from the Market for free, stealing whatever you like.

This freewheeling craziness has a downside though: you must **demolish an upgrade in the Cleanup step**. According to the Cleanup step sequence, the ability takes effect after clearing pinned Event cards and reopening attractions, but before the Market is refreshed.

Additional card notes

Office Intern

Although a competitor might try to dismiss your **Office Intern** for you, it's worth remembering that you can use an action on your turn to demolish or dismiss a Park card in your own park whenever you wish.



Eternity Grip

It is possible to use the Power icons of the **Eternity Grip** for your mastermind's Level 3 ability and still retain your mastermind. All it requires is demolishing the **Eternity Grip** itself... and half of the attractions in your park.

Not if I don't have any!



Redshift

When rearranging your park using the Level 3 ability of **Redshift**, a “suitable” arrangement means that no current rules are broken. **Redshift** cannot put cards where they don’t belong.

The rule for building a new attraction is to use the first empty attraction space, but no such rule applies to moving an existing attraction. Having empty attraction spaces in your park is allowed, so you can leave gaps if you wish.

Zam’Zmif

Unfair has added a new rule (see page 4) that is active at all times with any theme pack: All buried cards, no matter how they came to be buried, score as one extra icon on the icon size of the attraction they are buried under.

This means that **any card buried by Zam’Zmif scores as one extra icon**.

If you use the Level 3 ability of **Zam’Zmif** to exhume and build any of your buried cards, the abilities of those cards activate just like normal.



Hey everyone,
this guy's got
SECRET PLANS!

Notes on buried cards

A buried card counts as one icon whenever you need to count the icon size of the attraction, both during the game and when scoring at game end.

NOT AN UPGRADE: When you bury a card, place it face-down and tuck it under the attraction in the same position that you would add an upgrade to the attraction. This is just to make it easy to count buried cards when you are counting icons — but that card is never the topmost upgrade, because a buried card is not an upgrade at all.

NOT ACTIVE: A buried card is not active with properties or abilities from the front of the card while it is buried.

PRIVATE: You may look at the front of any card buried in your park whenever you wish, but you’re not required to reveal it to other players.

MOVING: If an attraction is moved while it has buried cards, move those cards with the attraction to its new space.

DEMOLISHING: If an attraction is demolished while it has buried cards, exhume those cards and discard them.



HACKER



Electronic networks are now indispensable, offering convenience for parks and guests alike, but they also allow illicit access for those with the right technical skills.



Hacker staff members

You can recruit hackers into your park to improve your own systems and exploit the weaknesses in your competitors' parks.



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



Wi-Fi symbols

Many attractions and upgrades in the Hacker pack offer the benefits of Wi-Fi to guests. Wi-Fi symbols sometimes appear on appropriate cards in other theme packs too.



Hackers can attack your park whether you have Wi-Fi installed or not, but the more Wi-Fi access points you have, the more easily they can compromise your systems.

An attraction is considered to have a Wi-Fi symbol if the symbol is marked on the attraction card itself, or if any of its upgrades shows the symbol.

Hacking events

Attack

The main source of *Hacking* events is hacker staff members, with some also coming from City cards. A *Hacking* event is a separate type and cannot be blocked as an *Intrusion*, *Inspection*, or *Injunction*.



The main cause of hacking is.... hackers. Got it.

Defence

Some cards allow you to block a *Hacking* event. As with other blocking abilities, the original event isn't cancelled. It simply has no effect on a player who blocks it.



Resources

The Hacker pack includes a number of resources you can add to your park. They're not attached to particular attractions. Place them to the left of your park entrance when you build them.

CLOSING A RESOURCE: To close a resource, turn the card face-down. Just like a closed attraction or an unavailable staff member, its ability and stars are no longer active.

Closing a resource isn't permanent. Resources are turned face-up again during the Cleanup step, at the same time as attractions and staff members.

Additional card notes

Crossed Wires

This City event requires you to give your coin income that round to the next player in turn order.

“Income” means all the coins and any other tokens you receive during the Guests step. If you receive coins or tokens in other steps, they’re not counted as income.

Income includes coins and other tokens you gain from the central pool, as well as any that you collect by taking them off cards. If the coins or tokens come under your direct control during the Guests step, no matter the source, they’re income.

Income doesn’t include any coins or tokens that cards in your park might gain for themselves due to their abilities. Your income refers only to the coins and tokens you receive that become available for you to use.

Crossed Wires only affects your **coin income**, so you get to keep any tokens of other types you receive during the Guests step.



Subscriber List

The star value of a card that has an asterisk is determined by the rule ability on the card.

This means that the star value can only be calculated once the card is in play, since its ability isn’t active otherwise.

When such a card is not in play, its star value is considered “not applicable”. That applies when it’s in your hand, the Market, the Park deck, and the discard pile.



Note that it’s not the same as zero. A value of zero stars is marked with a grey star that has a “0” on it.

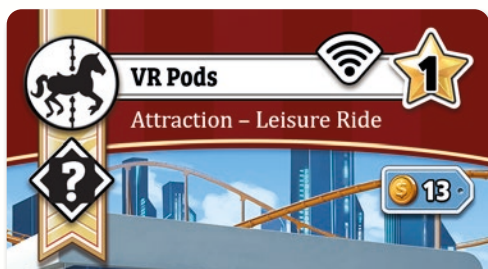
*In my day we'd say
"don't count your chickens..."*



VR Pods

The **VR Pods** attraction has a built-in upgrade, the **VR Headset**, which adds a question mark theme icon to the attraction.

The question mark 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 for scoring at game end.



You can decide which theme your wildcard represents at a given moment, and change the theme on the next occasion. However, you cannot use it as more than one theme at once.

Whenever a card ability needs to know which theme your wildcard is, you may choose a theme, but you cannot change the theme in the middle of that card ability. For example, it can't be an Ocean theme for the first part of the card ability and then a Pirate theme for the second part.

If you have more than one wildcard icon, you may choose the theme for each one separately.

NO DUPLICATE THEMES: You can choose any Unfair theme, including one from a theme pack not being used in the current game, but you cannot choose a theme already present on that attraction. Just like building a normal theme upgrade, you cannot have two of the same theme on the same attraction.

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

MULTIPLE WILDCARDS: You can add more than one wildcard theme icon to the same attraction.

For example, you could add a **Holographic Emitter** upgrade from the Alien theme pack to the **VR Pods**. Even though they both use the question mark theme icon, a **Holographic Emitter** is not a **VR Headset**, so you can have both upgrades on the same attraction.

AT GAME END: Before scoring, choose a theme for each wildcard icon you control, and treat the icon as that theme throughout scoring in all parks.

For example, if you have one wildcard icon, and you need a Pirate theme icon and a Ninja theme icon, it can be one of those, but not both.

If you have more than one wildcard icon, you may choose the theme for each one separately.

You cannot change your choice after you begin scoring your park, including after you or your opponents reveal any blueprints.

KAIJU



Kaiju are giant monsters, previously seen only in movies, now here to stomp around the Market. There are opportunities for a valiant defender to score points with the City, or for an enterprising park owner to benefit from the chaos.

Kaiju City cards

The Kaiju pack includes 6 extra cards of a new type, “Kaiju” City. These replace the usual 3 “Unfair” City cards in the Kaiju pack. Kaiju pose a threat to all parks, and players will need to work together, just a little bit, to defeat them.

Anatomy of a Kaiju City card



Additional setup

The Kaiju theme pack has no “Unfair” City cards to shuffle in.

Instead, shuffle the “Unfair” City cards from the other packs as normal, and count out one card face-down into a temporary pile. Return the other “Unfair” City cards to the box unseen.

After that, shuffle the “Kaiju” City cards and count out three cards face-down on top of that temporary pile. Return the other “Kaiju” City cards to the box unseen.

Then proceed as normal, placing the Blueprint Closure card on top and adding four “Funfair” City cards.

This setup means that every game with the Kaiju pack always has three kaiju appear in the second half of the game.



The “Kaiju” City cards are part of the City deck. They can be previewed or manipulated by abilities of other cards, just as if they were “Funfair” or “Unfair” City cards.

When the City card is revealed

When a "Kaiju" City card is revealed as the current City card, immediately place it into the lowest numbered Market space that does not already have a kaiju, starting with Market space 1. Discard the Park card that previously occupied that space.

Market spaces are numbered as shown:



Each kaiju will rampage in the City, disrupting normal commerce in that Market space and **repeating its attack each round** until it is defeated.

KAIJU HEALTH: When a new kaiju enters the Market, place one of the Kaiju Health dice on that kaiju. Set the value to match the starting health value shown in the heart symbol on the kaiju. This represents its current health, which will reduce each time you successfully attack the kaiju.

PERMANENT: A kaiju cannot be removed from the Market for any reason until it is defeated. Clearing the Market during the Cleanup step or by using an ability does not remove any kaiju. Other cards cannot be placed on top of a kaiju while it is in the Market.

AT GAME END: There is no penalty for still having kaiju in the Market at game end. *No penalty except the shame.*

Kaiju attacking you

Each kaiju has a different attack ability that affects all players if the attack is successful.

Each round, after the City card is played, each kaiju in the Market has a chance to attack.

When the City card for that round is a "Kaiju" City card, playing it means putting the kaiju into its space in the Market. This makes it ready to attack immediately, along with any other kaiju already in the Market.

Kaiju attack in the same order as their Market spaces.

To determine if the attack proceeds, the starting player rolls two dice on behalf of the kaiju, using the standard red dice. That player cannot use any of their own abilities to affect the result, because they are rolling as the kaiju.

Each kaiju gets a separate dice roll, which represents how much strength is required for that kaiju to attack successfully.

If any of the values of the dice roll are less than or equal to the kaiju's current health, the kaiju is strong enough, and the attack proceeds.

If **both** values on the dice are higher than the kaiju's health, the kaiju is too weak to make the attack, and it fails.

See over page for examples.

Kaiju attack examples

Example: Gamigora's current health is 4.

Gamigora rolls two dice: 2 and 5.



Only one of the values is within Gamigora's current health, but one is enough. Gamigora is strong enough and the attack proceeds.



Example: Rarrgon's current health is 5.

Rarrgon rolls two dice: 3 and 5.



Both of the values are within Rarrgon's current health, so Rarrgon is strong enough and the attack proceeds. Rarrgon only attacks once, not once for each of the dice.



Example: Brutazar's current health is 3.

Brutazar rolls two dice: 4 and 6.



Both of the values are higher than Brutazar's current health, so Brutazar is too weak to make the attack and it fails.

Aw, better luck next time!



As you attack a kaiju and reduce its health, the chance of the kaiju making a successful attack next round is reduced. Don't get too complacent though - even when a kaiju is at 1 health, it still has a 30% chance of a successful attack!

Attacking a kaiju

There are several cards that offer the ability to reduce the health of a kaiju. You can use those abilities whenever it's your turn to play an event in the Events step.

When you reduce a kaiju's health, turn its health dice to a value one number lower than its current health.

REWARD: You gain a silver medal token from the City each time you successfully reduce the health of a kaiju. Silver medal tokens are worth 10 points each at game end, or they can be cashed in for 10 coins at any time during the game if you prefer.

Defeating a kaiju

A kaiju is defeated when its health is reduced to zero.

Once defeated, it leaves the Market to lick its wounds and regain its strength for a future game. The defeated Kaiju card is placed in the City discard pile.



When a kaiju leaves the Market, immediately refill the empty Market space with a card from the top of the Park deck as usual.

NO BONUS: Whenever you reduce the health of a kaiju, you always gain one of the City's silver medals, but there is no extra bonus for the player who makes the final hit. Ending the threat and making the Market safer for everyone is your reward.

You can't spend warm and fuzzy. Luckily the medals have a cash value.

Planning for kaiju

Since the kaiju don't arrive until Round 5, you have some time to prepare your defences.

Guest Reassurance Pylon

This upgrade allows you to fire a missile to reduce the health of a kaiju. There are five such pylons available.

You can use each pylon more than once if you have some way to reopen the attraction it's built on.



Rapid Reload

This event allows you to reopen an attraction that has a **Guest Reassurance Pylon** in any park, so you can make an extra hit on your next turn, or even help a competitor to remove the kaiju threat.



Hit and Miss

This event lets you fire a missile to reduce the health of a kaiju, with a bit of luck. Roll two dice, and if the result is an odd number, you hit the kaiju and reduce its health. If you miss the kaiju, your missile lands in a competitor's park, closing one of their attractions. "OOPS!"



Mecha-Rarrgon

Designed specifically to fight kaiju, this super attraction has the ability to hurl pieces of your park at a kaiju to reduce its health.

Mecha-Rarrgon has a built-in **Kaiju Theme**, so even if it has no other upgrades, you can always demolish the **Kaiju Theme** to reduce the health of a kaiju by 1 point — but remember, demolishing a built-in upgrade closes the attraction.



If you build more upgrades, you can use them as extra ammunition against the kaiju, making **Mecha-Rarrgon** the only way to reduce a kaiju's health by more than 1 point at a time.

You gain one silver medal token for each point of reduction in the kaiju's health, but you cannot be awarded more medals than its current health.

For example, if Gamigora has 2 health remaining, you can only score 2 medals, even if you demolish 4 upgrades when attacking.

Medals

Whenever you make a successful hit and reduce the health of a kaiju, the City awards you a silver medal token for your part in protecting the Market.

You can store your medals wherever you wish — the park entrance makes a fine display area.



Each silver medal is worth 10 points at game end. Each gold medal is worth 50 points at game end.

You can exchange five silver medals for a gold medal at any time, or reverse that exchange.

However, if you wish to benefit from your success against the kaiju sooner than game end, you can sell your medals. There is a thriving market in kaiju-related souvenirs, so you can always get 10 coins for a silver medal. This is a financial transaction like taking a loan, and doesn't use an action.



Each silver medal can be converted to 10 coins at any time. You lose the medal and gain 10 coins. You may convert as few or as many as you choose, whenever you choose. If you wish to sell a gold medal, exchange it for five silver medals and sell those.

No gold medals for collectors!

Notes on dice

ROLL - Dice rolls in Unfair are always two dice.

REROLL - Dice rerolls in Unfair are always two dice. You cannot keep one aside and only reroll the other.

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 the dice in a dice roll, it always means just one number, not the total.

Dice control effects

If you have abilities that can change the values or result of a dice roll, you can use any or all of those abilities on a single dice roll, in whatever order you choose.

But not on a kaiju roll.

Notes on demolition

If a **non-built-in upgrade** is demolished, remove the card from play and send it to the Park discard pile, unless a rule says otherwise.

If a **built-in upgrade** is demolished, there is no separate card to remove and discard. Instead, close the attraction that the upgrade is built into.



Kaiju warning!

Defending against kaiju can be a good way to make a lot of points, but be warned: kaiju have powerful destructive abilities. They **will** cause chaos and disrupt your plans if they're not defeated quickly.

Don't wait until they appear in the Market before giving them proper attention — build some missile pylons to reassure your guests and defend what you've built, before it's too late!

Kaiju gallery

Obsidirax attacks with a blast of spines that will strike the first non-built-in upgrade it can reach. Your park is only safe if it has nothing but built-in upgrades, or no upgrades at all.

Brutazar likes to climb, so your tallest attraction is always under threat. Make sure your **Guest Reassurance Pylons** aren't the most prominent thing in your park!

Rarrgon has an uncanny knack for stomping the most costly item in your park. If that item is protected (by some type of shield, for example) this attack has no effect.

Gamigora isn't a fussy smasher and is satisfied by any type of demolition in your park. Its tough shell regenerates almost immediately, so you will need to focus your attacks to defeat **Gamigora**.

Negantis prefers chaos, so any sign of quality in your park is a target. Two heads means two attacks — if the first head fails to demolish something, the second head must be distracted by an event.

Teravore creates tremors that can make you drop your planned items even before they reach your park. Whenever **Teravore** attacks, its healing field increases the health of all kaiju, including itself. Although **Teravore** attacks each player in turn, the healing effect happens only once each round, not once for each player.



STRATEGY TIP: Try not to build your **Guest Reassurance Pylons** on tall attractions or beside the park entrance. Those attractions are often prime targets for kaiju attention!

QUICK, WAVE YOUR ARMS: When there is more than one suitable target for a kaiju attack in your park, you can draw their attention to the one you prefer to demolish. And if that upgrade happens to be protected from demolition, say by an alien shield, then the attack will fail.



HEY!
OVER HERE!

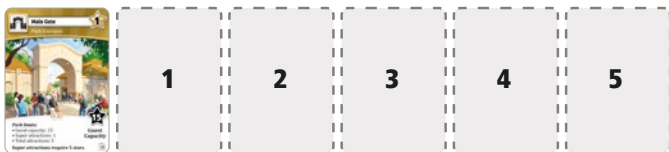
OCEAN



The ocean gives us amazing creatures, rich resources, a wealth of fabulous natural treasures. And seagulls.

Attraction spaces

Your park starts with 5 attraction spaces, numbered in sequence starting at the park entrance.



The park limits marked on your park entrance set the maximum number of attractions, and other cards may increase or decrease that limit. Your park always has a number of attraction spaces equal to its maximum number of attractions, and those attraction spaces exist even when they are empty.

Many animal upgrades in the Ocean pack require a particular environment to thrive, so they do best when they're placed in the proper attraction space. Each animal has a rule ability to tell you where it prefers to be placed.

You can consider the attraction spaces to match with a time of day. Space 1 is early morning, when it's cooler and less sunny. Space 3 is midday, and space 5 is late afternoon.

You can place the animals in any attraction space you wish, subject to the normal rules for building, but you won't benefit from their ability unless they are in their preferred space.

Additional card notes

Grand Atlantis

This super attraction prevents you from building more attractions, but it's important to remember that abilities of attractions are only active while that attraction is open. You can build more attractions if the hotel is ever closed.

You can use the free build ability each time it is your turn for an action, as many times as you have actions in the Park step.



Ocean Theme

When you are choosing a type of upgrade to keep, you may choose any word or words that appear on the card's type line. Some examples are "Animal", "Feature", "Theme", "Artifact", "Alien".

The only requirement is that the card's type line must include the word "Upgrade", otherwise it isn't a type of upgrade at all.



*This stuff just...
washes up?*

Animal upgrades

The abilities of all upgrades on an attraction remain active when that attraction is closed (unless they say otherwise), and animal upgrades are no exception.

In particular, the animals still produce money in the Guests step even when their attraction is closed.

You can consider that their food bill is paid by an animal welfare foundation, as long as you house the animals in their preferred habitat.

Electrified fences



The Dinosaur pack in the ABDW expansion offers **Electrified Fence** upgrades to control dinosaurs by turning off their rampaging abilities.

An **Electrified Fence** also turns off the abilities of other animals. For some reason, guests just don't enjoy watching the cute penguins and dolphins through lethally-charged industrial-strength fencing.

So, you can combine dinosaurs and other animals on the same attraction, but you're unlikely to get the maximum benefit from their presence if you do.

Mermaid

The **Mermaid** gains coins each round, and the next time you use a Loose Change action in the Park step, you can collect those coins in addition to your usual Loose Change coins.

You only need to collect the coins during the game if you want to use them during the game. Like all tokens, any coins remaining on the **Mermaid** at game end return to your control automatically for scoring.



Built-in upgrades

Built in upgrades, such as the Sharks in the **Ocean Research Lab**, have a name and an icon, but they do not have their own star value or their own build price.

If any ability requires an upgrade with a particular build price, or a particular star value, it does not apply to built-in upgrades.



When removing animal upgrades from a park, we use the word "demolish" to be consistent with other upgrades, but it just means that they have left your park (perhaps as a transfer to another park, or release into the wild).

"Dismiss" is a synonym for "demolish", so you can consider your animals dismissed if you prefer!

No excuses if you put 'em in with dinos and they get "demolished" though...

A QUICK RULES REVIEW

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 but doesn't say where the card must come from, the card can come from any allowed source, including your hand or the Market.

You may use an action...

Actions are your turns in the Park step. When a card says “You may use an action...” to do something, it is offering an extra option on your turn, only 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 can take an action.

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.

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

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 so, 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.

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.

AT GAME END: Any tokens on cards in your Park return to your control at game end for scoring purposes.

Yes!

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. *not officially, anyway.*

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, other 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 cards in hand.

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



For maximum detail on rules questions:

www.unfair-game.com/guide

The Guide is kept up-to-date online.

*Good call, now easier to
avoid reading than ever before!*

GLOSSARY ADDITIONS



Unfair has a searchable online glossary:

www.unfair-game.com/glossary

It includes entries from all rulebooks.

ABOVE – An upgrade is above another when its icon is more distant from the player on the combined icon ribbon of the same attraction. An upgrade is neither above nor below any upgrade on a different attraction. “Above” does not refer to the stacking order of the physical card when it is tucked into the attraction. See: Below, below.

ANY NUMBER – In Unfair, this means a non-negative integer. If a rule says you may do something any number of times, that number of times can be 0. We apologise for any distress caused to mathematicians and linguistics professors by the gross neglect of fractional, negative, irrational, and imaginary numbers in this definition.

ATTACH – To build or move an item so that it is connected to another item in play. The attached item moves with the main item and cannot remain in play without it. The most common type of attached item is an upgrade on an attraction. Buried cards and staff powers are other examples.

ATTRACTION, THE – When an upgrade refers to “the attraction”, it means “the attraction that this upgrade is built on”. An upgrade can’t be in play without being attached to an attraction, so to an upgrade, it’s clear which attraction is “the attraction”.

ATTRACTION SPACE – A space in which an attraction can be built. The park limits marked on your park entrance set the maximum number of attractions, and other cards may increase or decrease that limit. Your park always has a number of attraction spaces equal to its maximum number of attractions, and those attraction spaces exist even when they are empty.

BELOW – An upgrade is below another when its icon is closer to the player on the combined icon ribbon of the same attraction. An upgrade is neither above nor below any upgrade on a different attraction. “Below” does not refer to the stacking order of the physical card when it is tucked into the attraction. See: Above, above.

BURY – To place a card face-down under another card in play. Once buried, the card is no longer active and has none of its special abilities. It is not turned face-up in the Cleanup step. Buried cards cannot be concealed completely from view, and the number of buried cards must be apparent to competitors.

CLEANUP STEP – The fourth step in a round. There is only one section to the Cleanup step. It is used mainly for resetting items before the start of the next round. In particular, all attractions reopen in this step, along with other closed or unavailable items.

CLOSE – To set an attraction to its closed state. This is indicated by turning the attraction card face-down. If a rule would apply the “close” effect to an attraction that is already closed (for example, “close all sideshows” when one of your sideshows is already closed), the closed attraction is not considered a valid target for the effect and the attraction is ignored. The attraction is considered to have closed if it changed from open (face-up) to closed (face-down).

COLLECT – To remove coins or other tokens from a card and put them under your direct control so they are available for you to spend or use.

DEVELOPMENT – A Park card that has the word “Development” in its card type. Developments are placed to the left of your park entrance and benefit the entire park.

EACH LARGEST – An attraction is the largest if its icon size is not exceeded by any other attraction. This means there can be more than one largest attraction. A rule or ability can apply to each one of those largest attractions.

EVENTS STEP – The first step in a round, consisting of a Draw section, a City section, and a Play section. All three sections together form the Events step. Each section 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.

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

EXHUME – To remove a buried card from under a card in play. Where it goes afterwards is determined by the rule that exhumed it; if no instruction is given, the exhumed card is discarded. When a card that has something buried under it is demolished, each buried card under it is exhumed and discarded.

GUESTS STEP – The third step in a round. There is only one section to the Guests step. This is the income step. The gates open, and guests pay to visit your park.



ICON RIBBON – The gold strip that connects an attraction to its upgrades, shown on the left side of the card. When an upgrade is attached to an attraction, its icon becomes part of that attraction's combined icon ribbon.

INCOME – Any coins or other tokens you receive during the Guests step that come under your direct control and are available for you to spend or use. This includes coins and tokens gained from the central pool and any collected from cards in play. It does not include any coins or tokens gained by cards in your park, since those tokens are on the cards and not under your direct control.

MARKER – A game piece used to represent some game state by its position in relation to another element. Examples in Unfair include the Starting Player marker (in relation to a player) and the Current Step marker (in relation to the step tracker on the board). See: Token.

NON-BUILT-IN – An upgrade that does not have the words “built-in” included in its card type.

REVEAL – To show the face of a card to all players. If the card is revealed from a deck, it is removed from that deck and displayed to all players. If the deck is emptied in this process, it refills immediately as usual, even if the revealed card is later returned to the deck. If an ability instructs you to reveal a card and gives no further instructions, then the card is returned to its source after the ability ends.

SUITABLE – Used to indicate that all current rules still apply, usually in relation to placement of a card or token. If a rule would be broken by placing an item in that position, it is not a suitable position.

TOKEN – A small game piece used to represent some value in the game. The value of a token does not change because of its location. Examples in Unfair include coins and Alien Influence. See: Marker.



TOPMOST – The topmost upgrade on an attraction is the one whose icon is furthest from the player on the combined icon ribbon of the attraction. If the attraction has a built-in upgrade and no other upgrades, the built-in upgrade is the topmost upgrade, even though its icon is shown below the attraction icon. If there's only one upgrade, it's the topmost upgrade.

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... and everyone else who agreed to spend their time trying some wild new themes.

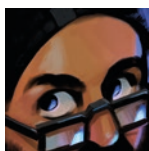
Artists

Nice work everyone!

See more of the work of...



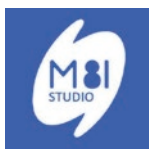
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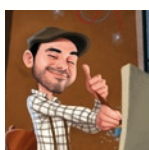
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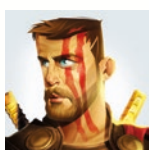
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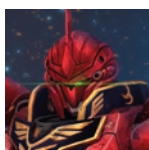
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Special Thanks

To Kate, for saying yes.

To Paul and Brooke, as always.

To Adam, Amy, Ben, Cole, Connor, Francois, Jeff, Martin, Rachel, and Tim for their enduring focus.

Note to self: find a clipping or
a puzzle or something to go here,
to keep them distracted.

PANORAMA REFERENCE



Unfair has a panorama reference online:

www.unfair-game.com/panoramas

It includes all released theme packs.

Comicbook



Hacker



Kaiju



The kaiju look so tiny!

Ocean



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



Scoring - free web app

www.unfair-game.com/scoring



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