

UNFAIR

A STRATEGY GUIDE

or "You don't have to Take That any more"

CONTENTS

Tailor the game to your group	1
Remember the goal	2
Strategic tensions	2
Game breakdown	2
Plan to defend your park	3
Events	3
City events	4
Build your park	5
Blueprints	6
Money	7
Loans	7
Loose change	7
Player archetypes	8
Theme pack guides	8

Unfair is designed as a modular game system. Each game played uses one theme pack per player, and each theme pack provides different amounts of support for the various ways to win.

So the first strategy to enjoying the game is:

TAILOR THE GAME TO YOUR GROUP

Game groups differ, and you can shape each game of Unfair to suit your group's play style or mood.

Want a mostly-pleasant building experience? Try choosing theme packs with a low "Unfairness" rating, such as the Robot, Pirate and Jungle themes.

Mix in Vampire, Gangster, or especially the Ninja theme pack for a more interactive game. ('Interactive' means it's more likely your things will get stolen or destroyed - or that you're the one doing it.)

Change it up

Game Changer cards allow you to tailor your experience further still, by altering the basic rules of the game.

Choose **First Date** to keep it simple for your first game and start with just two rather than four rounds of Unfair City events, and no costly super attractions to worry about.

Declare **World Peace** for the full-length experience but without Unfairness between players at all, or use **School Vacation** for a quick and simple race to build the best park with no unhappy interactions (apart from someone else taking the card you wanted first!)

This modularity will increase as new theme packs are added through expansions in future.

So to ease into Unfair as you discover its strategies, we suggest using the **First Date** Game Changer and playing with Robot, Pirate, Jungle and perhaps Vampire themes. You can always spice it up later with Ninja and or Gangster themes, and use the **World Peace** Game Changer... or not.

The more you play Unfair, the more you will learn how to use and respond to the various strategies in the game.

From the accumulated wit and wisdom of

Joel Finch, Game designer

Kate Finch, Co-conspirator/Muse

Kim Brebach, Developer & Publisher

Paul Long, BFF & BEFEFIG

REMEMBER THE GOAL

The aim is to score the most points at the end of the game's 8 rounds. No points are locked in until the end, so you need make moves that score points, and also ensure that those points are preserved until the end.

There are three main ways to score points:

1. Build attractions with many upgrades.
2. Build your park to match blueprints.
3. Earn lots of money.

There are a number of ways to lose points including:

- Attacks by other players using Event cards or Park card abilities.
- Attacks by the "Unfair" City cards in the second half of the game.
- Failing to complete blueprint requirements.
- Taking loans (not a bad thing, but they do cost points).

Remember: the aim isn't to have the tallest attraction, or the most money, it is to have the most points. Tall attractions, blueprints, money; all are ways to make points, but they aren't the goal in themselves, so if one strategy doesn't work, try something else.

STRATEGIC TENSIONS

Unfair isn't really about gleeful destruction, no matter how tempting the take-that elements might look.

Mastering Unfair requires finding a balance between the three sides of its strategic triangle:

1. Finding efficient builds and combos, to get the most out of each turn.
2. Using defenses or adding some redundancy to protect what you've built.
3. Attacking your competitors to keep them in check.

#1 is the most important of these. It's possible to win without attacking, but constant attacking and no building will leave you with no means to score.

GAME BREAKDOWN

Early game / First 5 stars

Start by building attractions, if you can get them, because they usually have a better price per star than upgrades. Even if you need to take a loan, getting a 2 or 3 star attraction at a good cost per star can be worth it.

Upgrades are fine to build if there's no good attractions available - keep an eye out for upgrades with a good cost per star. Single-digit costs per star are good for early on, double-digit costs per star are not so good.

Don't build anything with zero stars - that will use up your money without improving your income. The zero star items are useful later in the game for other reasons.

If you have no options to build cheap stars, consider taking a look at a Blueprint card or especially at Event cards - a *Sponsorship Deal* or *Media Blitz* in the first couple of rounds is a big help to get higher income.

Showcase cards have powerful abilities that can be worth making the centre of your strategy. Building a Showcase card requires a park with 5 stars, but luckily, getting stars in place fast also raises your income, so you have two reasons to start by adding the most cost-effective stars you can.

Consider how your Showcase cards can combine with what you're building. Some super attractions pay off for having particular types of upgrades, so keep an eye out for them.

Also make sure you keep the current City event in mind - how can that benefit you this round?

Don't get too attached to any plans at this stage though. The early game is a moving landscape and you'll probably want to revise what you're trying to achieve as it develops, at least a little.

Mid game

Once you have 5 stars, you can build a super attraction from your Showcase cards, which may involve taking a hefty loan. Most super attractions have a once-per-round effect, so getting it built early means you get more use from it - taking a loan can be worth the points penalty.

Remember that the Blueprint Store closes at the end of Round 4, so seriously consider taking some blueprints before then. After it closes, they're much more difficult to get.

The usual aim in the mid-game is to build your park's stars up to capacity, hitting the 15 Guest limit as soon as you can to maximise your income, and create a good foundation for various income multipliers that can be found in events and staff members.

If you can get some defensive Event cards along the way, that's helpful. The City events aren't always nice, even if your friends are the model of restraint.

You'll start to notice some taller attractions appearing in the mid-game. Is it time to start attacking so they don't get a runaway lead? Or will you draw attention to your own park that way?

Late game

After your park hits its capacity and you have a good income in place, you can start to look at other scoring opportunities, and at other players.

Who's got a stockpile of blueprints? Who is spending a lot of time looking through the Park discard pile for just the right card?

If you see your opponents block a City event of a particular type, that round might be a good time for the same type of attack from you, now that their defenses are low.

If you're playing a theme pack that has upgrades offering protection to upgrades, like Pirate, now is the time to think about using them - capping off a finished attraction with a **Flagpole** will help to protect it. This is particularly important to consider if you're matching to a blueprint.

If you have an important upgrade to add for a blueprint, one that is expensive or unique, it's worth considering holding it in your hand until the final round to avoid events that may demolish it.

Start collecting Event cards to act as a deterrent - if you look like you're ready with a blocker or some payback, you're less likely to be the target of negative attention.

This can also be a good smokescreen for assembling the parts of powerful event combos that can net you some serious income, cost savings, or points.

Final round

Make sure your blueprints are complete. Double check this.

Look for inexpensive upgrades to add extra icons to your attractions, since each extra icon scores more points. Guest Services such as **Restrooms, Vending Machine, Lockers & Coat Check** are great for this - if they haven't been snapped up by bargain hunters in the late game...

You can hire a staff member, or build an extra attraction if you still have space left. Most staff and attractions pay off more in points than you would earn from the coins they cost.

Now is also the time to think about taking your opponents to the cleaners - it's hard to recover from Park cards being demolished in the last round.

Determining who is the real leader is the tricky part though. If you choose the wrong victim, you would have been better off playing the top part of your event card.

PLAN TO DEFEND YOUR PARK

An important part of the game is identifying the spots you need to protect, so that a single attacking event doesn't ruin your plans and your chance to win.

Even if all your competitors are friendly, the City deck will always have some unfortunate effects that can mess up your plans if you're not prepared.

A common progression over the course of a few games of Unfair is to start out playing it as a building game, then get attacked and realise there is a defensive aspect, before adopting more advanced strategies like building redundancy and decoys, or holding extra Event cards as a deterrent.

This guide can help you skip those steps. Don't take the approach that "it won't happen to me". Be sure to spend some of your efforts on defending what you've built.

Of course, the important choices are in finding the right balance between event-based defense, building redundancy, bluffing, and risky expansion without defenses to get you the win. It will be different for every group and in every game.

EVENTS

Unfair's two-part Event cards either boost your fortunes, mess with your rivals, or defend against attacks. The cost to use one half of an Event card is losing the opportunity to use the other half.

A good early setup is important in Unfair, so early game events tend to be played positively to advance your game, or combine with each other and/or certain City events for even bigger gains.

In the mid and late stages of the game, events can help solve problems, or generate income bonuses or other combos.

You can also attack a competitor - close an attraction, require them to make a sizable expenditure to prevent a staff member being dismissed, or send in vandals to demolish one of their upgrades.

Your attack may be blocked or even reflected back at you (**Instant Karma** from Vampire) netting you no advantage whatsoever. Because attacks are not guaranteed of success, and there is an opportunity cost, you need to ensure an attack makes strategic sense before going ahead with it.

When to attack, and why

The main reasons to attack are to rein in the leader, with the aim of taking the lead from them, or because they have something in their park that you need for your own plans. Occasionally an attack might also be useful to stop a competitor from using an event or ability on you.

Every time you choose to attack with an Event card, you're giving up a positive effect on the other end of the card, so it's best to make sure you're getting a benefit equal to the one you miss out on.

Defense against events

Defenses for an attacking event include:

Block it

Use Event cards and staff abilities that block negative events. In events you have **Security Guards** (*Intrusion*), **Safety Certificate** (*Inspection*), and **Powerful Friends** (*Injunction*), and in staff there's the **Gate Guard** (*Ninja, Intrusion*), and the **Junior Vice-President** (*Robot, Injunction*).

In the Gangster theme, calling on the **Cleaner** or your **Family Connections** can block all three.

Reverse it

Events that are destructive can almost always be blocked, but less damaging events like closures can simply be reversed. If a competitor uses a **Giant Wad of Cash** to close your attraction, another **Giant Wad of Cash** of your own will reverse it. And in the Vampire pack, **Instant Karma** is a beautiful thing - if someone head-hunts your staff or steals your cash, you can reverse the process immediately by doing it right back to them.

Have some Event cards

You don't always need to own the exact blocking event to stop someone attacking you. If you have three or four Event cards in your hand, your competitors are likely to assume you can defend or retaliate, and choose someone less prepared. If someone starts collecting Event cards (often 2-3 rounds from the end), don't just watch them, grab some too. Make them think twice about coming after you. This can lead to a game of brinkmanship in the later rounds, but that's part of the game too.

Hold onto Event cards

Don't empty your hand of Event cards. If you've kept the same Event cards in your hand for the past few rounds, your opponents may start to assume they are defensive.

Make lemonade

For attacks that close your attractions, a **Renovation** event, or others such as **Celebrity Guest** (Vampire) can turn the closure to your benefit, giving building cost discounts or increased income.

Do nothing

If the attack doesn't damage anything you need for your plans, you can simply let it happen and save your resources.

Game knowledge

Knowing which cards are included in the theme packs you're playing can be critical to your planning.

For example, if you're playing with the Vampire theme, then **Instant Karma** is always a possibility to keep in mind when attacking - if your own attack were applied to you, how badly could it go for you?

If you're playing with the Ninja theme, then **Demolition Order** is a threat to all attractions with fewer than 5 icons.

Knowing that there are only two copies of each theme pack's special Event cards means that you can keep track of when they're played, and have some idea of whether you are safe from their effects.

CITY EVENTS

The first four City events provide a boost to all players. Use these events to your benefit and look for combos with your own Event cards to increase your income, or gain free builds to propel your park ahead.

City events in the last four rounds will be variously Unfair to all players. It's a common mistake to overlook the approach of the Unfair City events, without preparing any defenses - your readiness for that is a core test of your skills.

Many of the Unfair events have a 'type' (*Intrusion, Injunction, Inspection*) that can be blocked by certain events or staff members.

You're more likely to see an *Intrusion* event from your competitors. The City events do include some *Intrusions*, but they contain a higher proportion of *Inspection* and *Injunction* events.

As with normal event attacks played by your competitors, consider saving Event cards for defense or recovery, to protect key attractions or upgrades that are the important to blueprint success, and build some redundancy for key upgrade types in your attractions.

BUILD YOUR PARK

Engineering tall attractions in your park is one of the main ways to score points.

Attractions

You can only have five attractions, and each type has strengths and weaknesses, with different possibilities for combos. Unless you have a specific plan requiring many of the same type, it's better to have a range of attraction types, so that they don't all get closed at once by an event like *Anonymous Complaint* or *Fire Drills* (Robot).

The size of each attraction, counted in icons, is the most direct way to earn victory points - for example, an attraction 12 icons high will earn you 76 points at game end.

Focusing most of your upgrades on one main attraction can score you game-winning points, but it also paints a target on your back. If you are going to build high, look for staff or events that can reopen attractions once they are closed, or protect against demolition of your upgrades.

When building several smaller attractions, you probably won't attract as much attention, but the scoring is also smaller... unless you are planning to complete a multiple blueprints with them.

Alternatively, you can play it both ways and keep a couple of low-threat, medium-sized attractions to spread your risk in the mid-game, and choose one to build up in the last few turns for a points rush, while fulfilling a blueprint or two for a nice double-up in points.

Showcase cards

Super attractions come with an extra icon already built-in from their theme, plus a unique and powerful ability.

You can choose one to build from the two you are dealt but you don't have to play any of them and can win without them. Given their '5 stars in your park' requirement to build, their high cost and powerful abilities, you should aim to build them in rounds 2 - 4 to maximise your gains. This allows enough time to shape your early park building around your chosen super attraction.

Sometimes you get a starting hand and early Market cards that work best with one of your super attractions, making the choice easy, other times you get strategic freedom.

Upgrades

The main things to assess when looking at an upgrade

- The cost.
- How many stars it adds.
- Whether it's likely to match a blueprint or not.
- Are there extra abilities.

Guest Services

Guest Services upgrades tend to be inexpensive, but often have zero stars - they're not the main reason that guests come to visit your park. They are good for increasing the icon size of an attraction cheaply, but won't improve your income, so they're usually better for late in the game rather than early.

Quality & Themes

Upgrade types such as Quality or Theme are expensive, and while they do add to your star total and thus your income, and themes often have a useful ability, they are not as cost-effective early on as other upgrades. Their main value is in matching to blueprint requirements, and they can significantly add to the icon size of an attraction too.

These are good candidates to try to build for free or at half price, using events or abilities, but you may need to protect them.

Features

Feature upgrades are in the sweet spot between cost and benefit - almost all of them give stars, and their cost per star is usually quite reasonable.

Build combos

Look for combos between upgrades and attractions. For example, many Food Outlets are so close to being themed that they allow upgrading to that particular theme for free.

By combining attraction and upgrade abilities, you might be able to build a three-icon-tall Robot- & Pirate-themed *Animatronic Show* that pays back 5 coins immediately!

Staff members

The main things to look for when assessing staff:

- Stars - staff who actually perform in the park in some way usually have a star value. Staff don't use up an attraction space, so they can be a useful way to add stars without limiting your ability to complete blueprints.
- Abilities - some staff have abilities that are difficult or impossible to get elsewhere, making them valuable beyond their hiring cost.
- Points - some staff have a higher points value to reward their hiring cost, while staff with especially strong abilities often have low points values.

Defending staff

Many staff are worth defending for their ongoing benefits, especially staff who form part of your park's economic engine. You can defend staff members from being dismissed by keeping a ***Giant Wad of Cash*** on hand.

If you are worried that someone will steal your staff members, for example using ***Head Hunting*** from the Vampire theme pack, you can usually defend them by repeating their attack. Keep your own ***Head Hunting*** on hand, or use ***Instant Karma*** to reverse the change in staffing.

BLUEPRINTS

Completing blueprints is the second big source of points, but they require careful planning to maximise their benefit.

If you choose blueprints as part of your strategy, it's better to take them early so that you have the largest number of turns to find the pieces you need.

Be careful not to be too obvious about finding the pieces required by a blueprint - you never know who might be watching.

How to get them

The Blueprint Store closes at the start of round 5, so the usual method of using an action to draw 2 Blueprint cards and keep one (or none) is no longer available then.

Fortunately, the ***Project Management*** event allows access to the Blueprint Store even when it's closed, and the Ninja theme pack in particular has extra ways to get sneaky Blueprint card access, such as the ***Ninja Theme*** upgrade and the ***Intel Gathering*** event.

How to choose what to keep

Blueprint cards are marked with a difficulty rating, which ties to the points each one scores. The more requirements the blueprint demands, the higher the points, and the higher the difficulty rating. Bonus points don't factor into the rating.

If you choose blueprints early in the game, you can usually keep at least one Medium or Difficult rating safely, because you have time to find the pieces needed. Blueprints marked with Insane are meant to be attempted once you've played that theme a few times and understand the features available.

When choosing subsequent blueprints, try to select them so that they overlap in some way with the ones you already have. This makes some upgrades extra-important to protect, but also means you can score well with a smaller park and attract less attention.

Note that some Park cards occur only once in the game, and if these are required in a blueprint, they are marked with a warning triangle. Be sure that you can get the unique card before you take a blueprint that needs it.

How to find what you need

Using the ***Dumpster Diving*** event is the most reliable method of finding specific Park cards, because it allows direct searching of the discard pile.

One risk of waiting for the card you want to hit the discard pile is that your competitors often get a chance to take the card from the Market first. The other risk of retrieving it this way is that your competitors will know which card you chose.

First In Line is another useful tool for completing blueprints, allowing you to jump the queue if a card you need comes up in the Market.

You can also use the discard-1-to-choose-from-5 action in the Park step to look through the cards more quickly. This method has the advantage over ***Dumpster Diving*** that the card you choose is hidden from your competitors.

How to defend what you have

In the course of a normal game, you can expect that some of your upgrades will be attacked. You can prevent or limit the damage this does to your plans in several ways.

Events

See the discussion under Events on page 3 for discussion of blocking or preventing event attacks in general.

Note that having your attractions closed doesn't affect your blueprints, since all attractions reopen before scoring, so defending against closures isn't necessary for blueprint points.

Be aware that by directly blocking an event, you may also signal to your competitors that the item you're defending is important to you.

Redundancy

Build more than one of the required item - if the blueprint calls for any attraction with a Feature upgrade, build two so you can afford to lose one. This also increases the points of the attraction itself, so there's a benefit to offset the extra cost.

Decoys

Build a high-value item in a place that you don't need it, to draw attention away from the ones you do need. A Quality or Theme upgrade on a tall ride can be a more tempting target for demolition than a plain Feature upgrade, but the right blueprints can make that Feature upgrade pay off much better.

You can also choose a number of small point-value blueprints, and let your competitors attack your largest attraction while you focus on building the rest of your park to match the blueprints. Don't forget to act sad and swear vengeance when they knock an upgrade off.

Delay building

If you have an expensive or rare upgrade that will attract attention from your competitors (for example, the 4-star **Premium Quality** costing 25 coins, from the Vampire theme), consider holding off building it. If you wait until you have more Event cards in hand, your opposition is more likely to leave you alone, and if you build the upgrade on the last turn, it can't be affected by events at all.

How to get rid of a failed blueprint

The **Project Management** event is the surest way to dump a blueprint you're certain you won't complete. **Project Management** offers two options - you may draw blueprints (but you're not required to), and then you may discard a blueprint (but you're not required to). By choosing not to use the first option, and only using the second, you can rid yourself of an unwanted blueprint.

Since **Project Management** is one of only a few ways to access the Blueprint Store after it has closed, expect them to be in high demand.

MONEY

The final major source of points is money, and with some careful combinations, a large income each turn is possible.

Build your park up to fill its 15-guest capacity as quickly as possible, and then look for ways to extend your income past that limit.

Staff members are the most common source of extra cash, selling items like souvenirs, photos, snacks, and ice-creams to guests at various specific attraction types.

Another way is to increase your park's capacity, so that you can benefit from extra stars.

You can also choose attractions that generate extra money on their own, outside of your normal main gate ticket sales. Sideshows such as a **Freak Show** are a common (if small) source of extra income.

Beware that some theme packs, like Gangster, have ways to steal money, so before you decide to use a money-making strategy, make sure you know what to watch out for.

LOANS

Some players regard "loan" as a distasteful word, but a loan used at the right time to help get something special in place can easily repay its points penalty by the end of the game.

Don't take loans just to build expensive things like Quality or Theme upgrades early on. Make sure that the borrowed money is spent to gain many more stars, or an ability that will give you an ongoing benefit.

LOOSE CHANGE

Sometimes, using the Loose Change action can get you just enough coins to pay for an additional attraction or upgrade, without having to take the points penalty of a loan.

Mostly though, Loose Change is not a good use of an action. By drawing an Event card instead, you will usually get something that benefits you more than the few coins that Loose Change produces.

PLAYER ARCHETYPES

Blueprint Planner

Take your blueprints early, then draw cards to accumulate all the pieces you need.

Building extra upgrades to give some redundancy is the preferred approach to defense here, since defending an upgrade directly means showing your competitors that you care about it.

Finding overlapping blueprints is ideal, and a keen knowledge of which blueprints are in the current game and what they require is useful to a Blueprint Planner, to help in building overlapping blueprints. You can even complete some blueprint requirements ahead of time and then try to find the matching Blueprint card.

Keep an eye out for **Project Management** as a way to get more blueprints in the late game. A Park step action of 'discard-one-to-draw-five' is a popular way to search without revealing what you keep, but **Dumpster Diving** is often also needed to find specific cards.

Protection cards such as the **Flagpole** (Pirate) are also a favourite.

Tower Builder

Thrill rides are the best candidates for a Tower Builder, because they have a separate category of roller coaster track upgrades, and most theme packs include at least one unique track upgrade, giving thrill rides the widest range of possible upgrades.

Once the tower gets above about 8 cards, it becomes obvious that you're trying to make it as tall as possible, so there's no point in hiding which cards you care about.

This means that directly defending them against demolition is the best option because there's no way to build redundancy when every unique card counts.

Quality upgrades are especially useful to a Tower Builder, because you can add as many of them to the attraction as you can lay your hands on.

As a Tower Builder, you may also need to attack your competitors to knock loose the upgrades you need and then **Dumpster Dive** for them.

Moneybags

To achieve a money-based victory, the main method is staff abilities that pay off for having a certain attraction type, combined with actually having that kind of attraction in your park. For example, the **Photographer** (Jungle) pays 5 extra coins for each leisure ride - and an all-leisure-ride park is possible.

You can also increase your park capacity and add more stars, to get a regular income beyond the usual 15-star limit.

Moneybags will generally also be looking for event combos that produce large income. Events such as **Sponsorship Deal**, **Media Blitz**, **Festival Permit** (Jungle), **Viral Marketing** (Robot), **Celebrity Guest** (Vampire), especially in combination, will all drive up the cash for that round.

A park with all of one type of attraction can be very lucrative with the right staff, but also weak to closure due to events, or to having staff dismissed, so a **Giant Wad of Cash** and protection against **Inspections** are valuable to a Moneybags player.

In Plain Sight

These players quietly take their turns, attracting as little attention as possible to avoid becoming a target. A modest park, only a couple of carefully chosen blueprints, no excessively tall attractions, no giant piles of money.

Instead, just enough of everything to come out on top, as other players attack each to bring down the more visible leaders.

This is very hard to do in a two-player game.

Game Designer

This type of player generally watches what everyone else is doing, and thinks about things to add or improve for future theme packs. This strategy generally results in a loss and is not recommended. *#cannotwinhisowngame*

THEME PACK GUIDES

Coming soon to these pages - strategies for each individual theme pack!