

BIG TOP



3-4



40'



11+

COMPONENTS

- A** 4 Player Screens
- B** 1 Auctioneer Token
- C** 30 Attraction Cards
- D** 1 Game End Card
- E** 4 Starting Ringmaster Cards
- F** 4 Completed Attraction Tokens
- G** 6 Star Award Tokens
- H** 78 Coins (70 x \$1 and 8 x \$5)

PREPARATION

Place 22 \$1 coins to the side to form the bank.

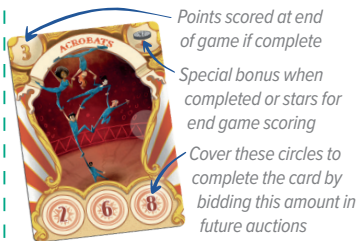
Build the attraction deck:

- Shuffle all 30 attraction cards.
- Draw 4 attraction cards without looking at them and shuffle them with the Game End card. Place these cards on the bottom of the attraction deck with the remaining 26 attraction cards on top, all facedown.

Each player takes:

- A player screen
- A completed attraction token
- \$22 (2 x \$5 and 12 x \$1) hidden behind their screen
- A starting ringmaster card faceup in front of their screen
- A card from the top of the attraction deck to be their starting hand.

The player who is most terrified of clowns is the first auctioneer. Give them the auctioneer token.



AUCTIONS

The auctioneer draws a card from the attraction deck into their hand, then places one of the two attractions from their hand faceup in the middle of the table to be auctioned.

The auctioneer makes the first bid for that attraction or passes. The option to bid moves clockwise around the table until all players have passed.

- Bids must be positive whole numbers.
- Players may not bid more than they can afford to pay.
- Players must always increase the bid or pass.
- Once passed, players may not reenter the auction.

The winning player pays the amount they bid **to the auctioneer** and places the attraction in front of their screen. If the auctioneer wins, they pay the bank. If all players pass without bidding, discard the attraction.

Pass the auctioneer token left and start a new auction.

PLACING COINS ON CARDS

If you make a bid that matches any number showing on any of your incomplete attractions you may take a \$1 coin from behind your screen and cover the matching space. You can

place only one coin on each card even if the card has several spaces with the same value. If you have multiple cards with the same value you may place a \$1 coin on each card.

Additionally, if the attraction being auctioned has a circle with the number you bid, take a coin from the bank and cover one corresponding circle. If the bank is out of coins, skip this step.

You may use coins on incomplete attraction cards to pay for your bid or cover other spots when you make a bid later but will need to cover that space again to complete the card.

Never cover spaces with a \$5 coin. Make change with the bank or other players as necessary.

COMPLETING CARDS

Once all the spaces on one of your attraction cards have been covered, that attraction is completed. Return the coins to behind your screen. Place it in a stack of cards under your Completed Attraction token so all players can see the point value and star value.

If you win an attraction card that already has all circles covered, it is immediately completed. First pay your bid, then take those coins behind your screen and place the card under your completed attraction token. If the card has an immediate effect icon in the top right corner, take that action as described on your player screen when it is completed.



Final Scoring:



- A** Completed attraction cards:
 $3 + 3 + 1 + 8 = 15$ points



- B** Completed Clown cards:
 $(2 \times 3) + (2 \times 3) = 12$ points



- C** 32 Coins: 6 points

- Player 1 ★★★★★★ 10 Points
 Player 2 ★★ 0 Points
 Player 3 ★★ 0 Points
 Player 4 ★★ 0 Points



- D** Most stars on completed attractions: 10 points

Total: 15 + 12 + 6 + 10 = 43 points

Only completed cards will score at the end of the game!

GAME END

The game immediately ends when someone draws the game end card from the deck.

Any player without a star on a completed attraction is eliminated and cannot win.

POINTS

- A** Points shown on completed attractions
- B** Scoring from completed clown cards, as described on player screens.
- C** 1 Point for every \$5 behind your screen or on unfinished attraction cards.
- D** Most stars on completed attractions:
 - Most: 10 points
 - 2nd Most: 7 points
 - 3rd Most: 3 points.

If tied, all players earn the lowest amount.

The player with the most points wins. Tied players share the victory.

CREDITS

Design: Taiki Shinzawa

Illustration: The Mico

Graphic Design: Matt Paquette & Co, Anca Gavril

Development: John Brieger, Michael Dunsmore

3D Artist: Filip Gavril

Scouting: James Nathan