GREDITS

·LEAD GAME DESIGN· JUSTIN GARY

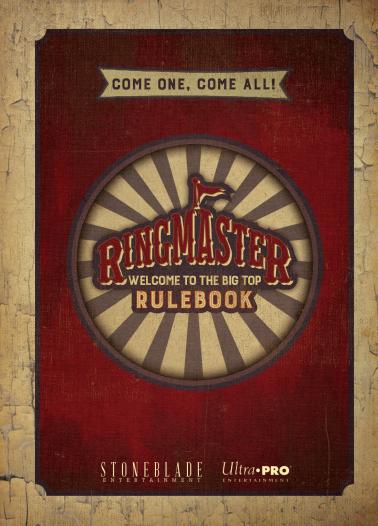
GAME DESIGN AND DEVELOPMENTS
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GRAPHIC DESIGN.

DENVER MILLER III

·ART·
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GEORGE ROCKWELL AND DENVER MILLER III



WELCOME TO RINGMASTER!

IN THIS GAME, YOU COMPETE TO BUILD THE BEST CARNIVAL AND THUS BECOME THE RINGMASTER. YOU WILL DO THIS BY PLAYING STARS AND ATTRACTIONS, WHILE OCCASIONALLY THROWING A FEW DIRTY TRICKS AND WACKY SIDESHOWS AT YOUR OPPONENTS TO MAKE SURE YOUR CIRCUS IS THE BEST!

CONTENTS: 34 CARDS & 1 RULEBOOK

GAME SETUP:

IF YOU ARE PLAYING WITH 3 PLAYERS, REMOVE FROM THE DECK ALL CARDS WITH A SMALL ON THE CORNER (1 THREE RING CIRCUS ATTRACTION AND 1 BIG TOP ATTRACTION)

IF YOU ARE PLAYING WITH 2 PLAYERS, REMOVE FROM THE DECK ALL CARDS WITH A SMALL ♥ OR ♥ IN THE CORNER (2 THREE RING CIRCUS ATTRACTIONS AND 2 BIG TOP ATTRACTIONS)

SHUFFLE THE DECK OF REMAINING CARDS AND DEAL 3 CARDS OUT TO EACH PLAYER. RANDOMLY DETERMINE WHICH PLAYER GOES FIRST.

HOW TO PLAY:

PLAY PROCEEDS CLOCKWISE FROM THE STARTING PLAYER.

ON YOUR TURN:

- 1. DRAW A CARD FROM THE DECK.
- 2. YOU MAY PLAY ONE CARD FROM YOUR HAND AND USE ANY STAR ABILITIES IN FRONT OF YOU.
 - A. STAR & ATTRACTION CARDS ARE PLAYED IN FRONT OF YOU
 - B. EVENT CARDS ARE PLAYED TO THE DISCARD PILE
 - C. SIDESHOW CARDS ARE PLAYED IN FRONT OF ANYONE
- 3. IF YOU HAVE MORE THAN 6 CARDS IN YOUR HAND, YOU MUST DISCARD DOWN TO 6 CARDS.

IF THE DECK IS EMPTY, RESHUFFLE THE DISCARD PILE TO MAKE A NEW DRAW DECK BEFORE DRAWING.

ONLY ONE CARD, SABOTAGE, CAN BE PLAYED WHEN IT IS NOT YOUR TURN. IF YOU PLAY IT, PUT BOTH SABOTAGE AND THE CARD YOU STOPPED INTO THE DISCARD PILE.

HOW TO WIN:

THE CARDS THEMSELVES WILL TELL YOU HOW TO WIN.
FOR EXAMPLE, THREE RING CIRCUS TELLS YOU THAT
YOU WIN THE GAME IF YOU GET 3 THREE RING CIRCUS
IN FRONT OF YOU.

FOR ANSWERS TO FREQUENTLY
ASKED QUESTIONS GO TO:

WWW.STONEBLADE.COM/RINGMASTERFAO