

GAME COMPONENTS

80 Parts cards
(20 each of banners,
lights, materials, seats)

20 Midway base cards
(4 each of bumper cars,
carousel, ferris wheel,
rollercoaster, swings)



Ticket
side

6 Wild cards
12 Tickets
3 Dice
1 Tableau
4 Reference
cards



GAME SETUP

- ❖ For a 2- to 3-player game, remove cards with white-tip ribbons.
- ❖ Give each player one Wild card. Shuffle remaining Parts and Wild cards to form a deck. Deal each player 5 cards. These 5 cards plus the Wild become the player's starting hand. Remove the same number of cards as players from the top of the deck and place face up in a single stack to start the discard pile.
- ❖ Give each player a set of 5 Midway cards; each card in the set represents one of the 5 rides. These cards are placed in front of the player ticket-side down; this is the player's Midway. Give each player 3 Tickets.
- ❖ Place dice and tableau in center of play area within easy reach of all players.



TURN SEQUENCE

- 1) If no cards are in the discard pile, take top card from deck and place face up in a single stack to create a discard pile.
- 2) Discard down to 6 cards.
- 3) There are two options:
 - a) Discard a Wild card from own hand or Midway along with any number of cards from hand; draw from deck the same number of cards as discarded (including Wild)

-OR-

 - b) Roll 3 dice; choose 2 and perform assigned action(s)

All dice MUST be assigned to the tableau prior to any action being taken.



- 4) Begin building a ride and/or build upon any number of rides in own Midway, if desired.

To begin construction of a new ride, player must use a minimum of two different parts of same ride from hand (one of these cards may be a Wild).

Player may add to an existing incomplete ride.

Ride is complete upon collecting each of its four parts (this may include one to three Wilds).

If a natural set is built, turn entire stack over to reveal the ticket-side of the Midway base card.

If player has less than 3 Tickets at the moment of completing a natural set, 1 Ticket may be taken from the Ticket discards and put into player's personal supply.
- 5) If there are less than 3 cards in hand, draw cards from deck to fill hand to 3 cards.



Think Ferris wheels, rollercoasters, carousels, flying swings, and bumper cars! Open your Carnival for business before the other carnies do by building 4 of the 5 available rides along your Midway. You accomplish this by collecting banners, lights, materials, and seats for each ride. Then cue the Carnival music and watch the crowd rush in!



2 TO 4 PLAYERS



20 TO 60 MINUTES

GAME NOTES

- ❖ No player may look through the discard pile at any time.
- ❖ The MIDWAY is the space directly in front of each player where rides are built.
- ❖ Wild cards may be reassigned to other ESTABLISHED, INCOMPLETE rides in a player's Midway during their turn.

When triples are rolled, the third die is assigned to the "BULLSEYE."



- ❖ Players may begin construction of a ride with less than two parts from their hand if there is already a single part in that player's Midway. This may occur from cards being stolen from existing sets or being placed into the Midway as a result of DICE ROLL ACTIONS.
- ❖ Once a card has been played onto a Midway, it CAN NEVER be placed back into a player's hand; it must always remain on a Midway.
- ❖ A NATURAL SET consists of all 4 ride parts (banners, lights, materials, seats) with no Wild cards used.
- ❖ The four parts of a natural set can NEITHER be traded with or against, NOR taken. This set is considered locked for the rest of the game.

DICE ROLL ACTIONS



Take a card from the top of the deck.



Take the top card of the discard pile.



Take a random card from player's hand.



Trade a card from own hand with one from another player's hand. Active player chooses card from own hand and then chooses a card randomly from another player's hand.



Trade a card from own Midway with one from another player's Midway. If there is no viable Midway, this action cannot be chosen. This may result in a player having no actions in this turn.



Take a card from another player's Midway, then discard one card from own hand. If there is no viable Midway, this action cannot be chosen. This may result in a player having no actions in this turn.

! IF A PLAYER ROLLS TRIPLES, THAT PLAYER MUST TAKE ALL THREE ACTIONS !

USING TICKETS



ON HIS/HER TURN, A PLAYER MAY DISCARD ONE (AND ONLY ONE) TICKET TO:



Add or subtract one pip from a die rolled before any actions are taken.

-OR-



Roll all three dice again.

ON ANOTHER PLAYER'S TURN, A PLAYER MAY DISCARD ONE (AND ONLY ONE) TICKET TO:



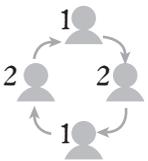
Block another player's dice roll action immediately before that particular action is taken, even if that action does not directly involve the player discarding the Ticket.

WINNING

Play immediately ends when one player has achieved victory by building 4 (out of 5 possible) carnival rides in their Midway, whether they are completed with or without the use of Wilds.

VARIANTS

TEAM PLAY In a 4-player game, 2 teams may be formed. Teammates sit across from each other. All base game rules remain unchanged, except each team (not player) is given 3 tickets; this is the maximum number of Tickets that any team may have at any time. Dice Roll Actions may be used on any player. The first team to build 4 out of the 5 rides wins; rides from both team members can be used toward this total.



QUICK PLAY A shorter game may be achieved by playing until one player has built 3 (out of 5 possible) rides.

ADVANCED PLAY Players are not rewarded with a Ticket when a natural set is built.



For more advanced variants, strategy notes, downloadable rules and a video tutorial, visit DICEHATEME.COM/CARNIVALGAME
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GAME NOTES (cont.)

- ❖ Dice roll actions MUST be taken, but may be done so in any order.
- ❖ Players MUST declare an action before taking it in order to give opponents the chance to block the action with a Ticket (see USING TICKETS).
- ❖ There is no limit to how many dice roll actions can be taken against one player in a turn.
- ❖ A player may NEVER have a duplicate of any card (except Wilds) in their Midway. Therefore, in No. 5 and No. 6 actions, a player cannot give or take a card that would result in duplicate cards in any Midway.
- ❖ Wilds may be taken from other players' Midways.
- ❖ A receiving player may place Wilds onto any ESTABLISHED, INCOMPLETE ride in their Midway.
- ❖ Wilds may NEVER be left on their own (unattached to a Parts card) in a player's Midway. If at any time a Wild is left on its own as a result of DICE ROLL ACTIONS, etc., the Wild card must be immediately reassigned to an ESTABLISHED, INCOMPLETE ride in that player's Midway, or else DISCARDED.
- ❖ Each player may NEVER have more than 3 Tickets; this includes any Tickets gained by completing natural sets.
- ❖ When adding or subtracting to the value of one die, a 6 cannot be changed to a 1, nor a 1 to a 6.
- ❖ Use of a Ticket CAN NEVER be blocked.

STRATEGY NOTES

- ❖ Look for opportunities to use Tickets to get closer to completing a natural set; this may result in getting a Ticket back and bring victory closer.
- ❖ Remember that both Wild cards and No. 4 Dice Roll Actions can help cycle the useless cards out of hand.
- ❖ Players can only use one Ticket per turn. Take advantage of this to get a desired card from their Midway by using multiple Actions against them on a single turn; they can only block one of those actions.

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THIS GAME IS DEDICATED TO
CLARENCE KIRKMAN, JR.
- THE ULTIMATE CARNIE.