

CARNIVAL CONNECT



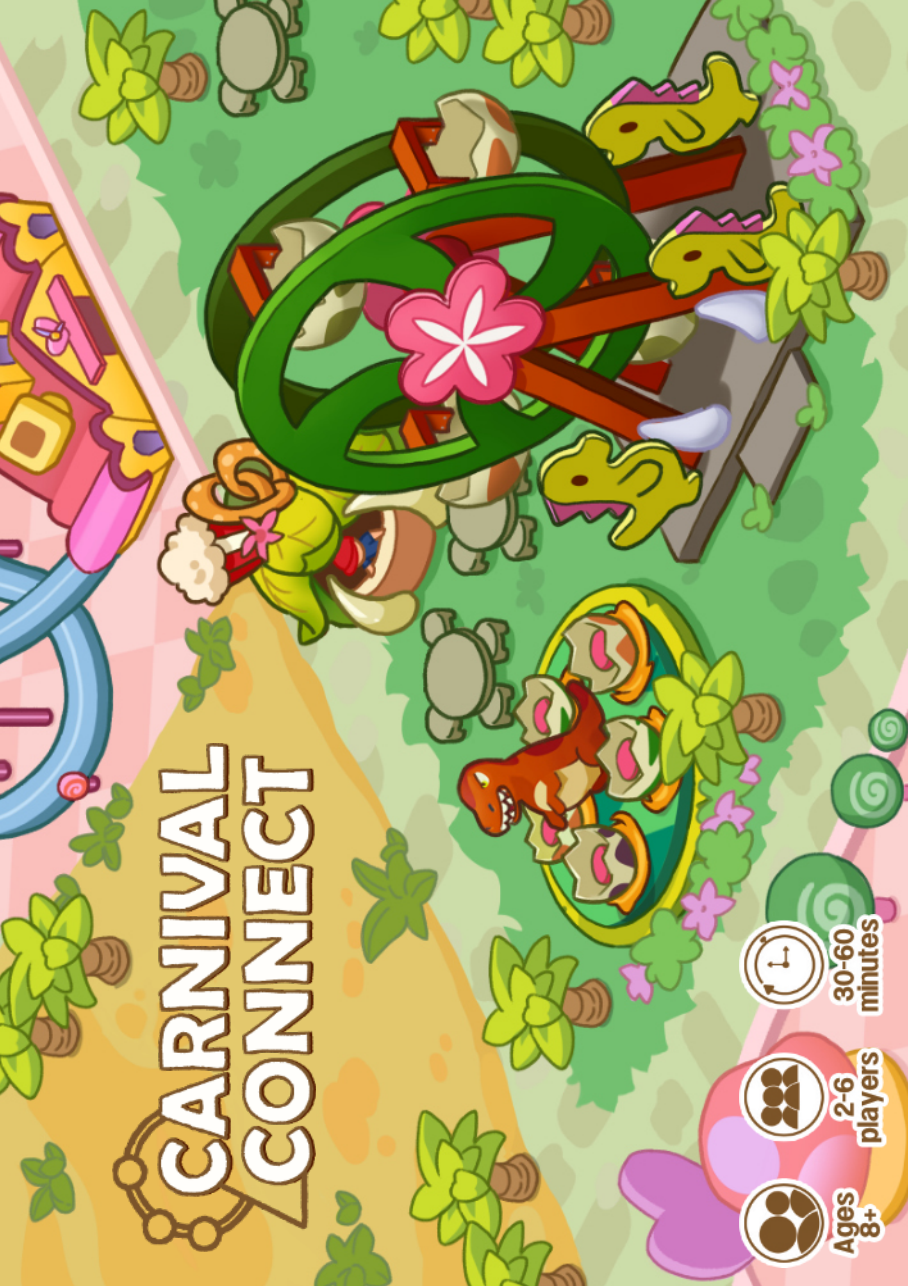
Ages
8+



2-6
players



30-60
minutes



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Game Components



60 Carnival Cards



24 Mission Cards



20 Double Sided Scoring Tokens



6 Closing Tokens



6 Double-Sided Scoring Rides



Active Player Token



Players							
Rides							
Objectives							
Total							

Laminated Score Pad

Set Up and Components for 3-6 Players

1 Draw Deck

Add the necessary cards and shuffle into a draw deck.

See [Draw Deck Setup](#) for which cards are used for your game.

2 Draw Pool

Open 3 cards from the **1 Draw Deck** and place them face up, this will be the draw pool.

3 Scoring Rides

Each player takes 3 cards from **Draw Deck** and chooses 1 of the 3 cards to indicate their Scoring Rides. This card will be kept for players to know what rides they are scoring for in the game.

4 Mascot Token

Players each take a Mascot token and place them face up onto the center of their **Scoring Rides**.

The scoring icons on the opposite side of the Mascot token are not used in this game mode.

5 Hand cards

Each player starts with 2 hand cards.

10 Closing Tokens

To be used when a Carnival reaches 7 cards.

8 Active Player Token

This token is passed around throughout the game to indicate whose turn it is.

8 Carnival Cards

Players will take turns to place a card in the middle of them to create a Carnival.

See [Page 7](#) for gameplay explanations.

7 Scoring Tokens

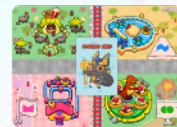
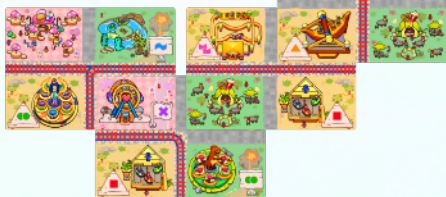
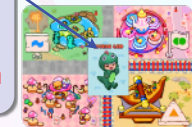
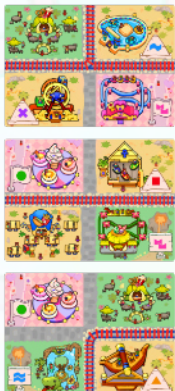
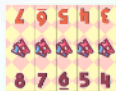
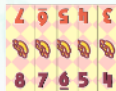
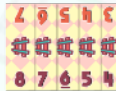
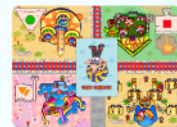
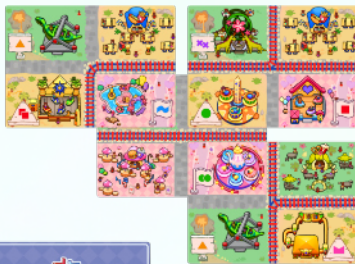
Stack scoring tokens in ascending order based on their category.

Place scoring tokens to their respective mission cards by matching their icons.

6 Mission Cards

The missions consist of 4 categories (Color, Track, Food and Rides).

Mission cards are double sided. Randomly flip the cards when shuffling and open one from each category.



Things to note for Junior Gameplay!

Gameplay for the Junior Mode is the same as the usual game, with players taking turns in clockwise order to add a new carnival card to either their left or right carnivals.

The main differences in the Junior version are that there are only Easy missions, 3 missions at a time, and 2 scoring icons to keep track of.

Recommended for Ages 8-10+.

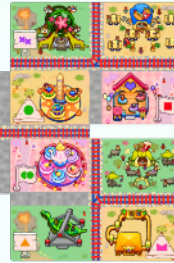
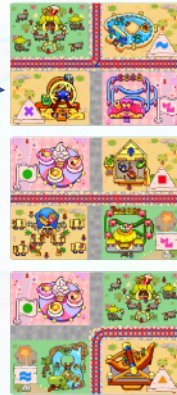
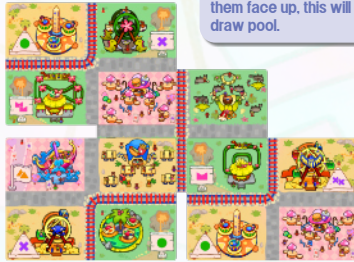
1 Draw Deck

Add the necessary cards and shuffle into a draw deck.

See [Draw Deck Setup](#) for which cards are used for your game.

2 Draw Pool

Open 3 cards from the **1 Draw Deck** and place them face up, this will be the draw pool.



9 Closing Tokens

To be used when a Carnival reaches 7 cards.



8 Active Player Token

This token is passed around throughout the game to indicate whose turn it is.



7 Carnival Cards

Players will take turns to place a card in the middle of them to create a Carnival.

See [page](#) for gameplay explanations.



6 Scoring Tokens

Stack scoring tokens in ascending order based on their category.

Place scoring tokens to their respective mission cards by matching their icons.



5 Mission Cards

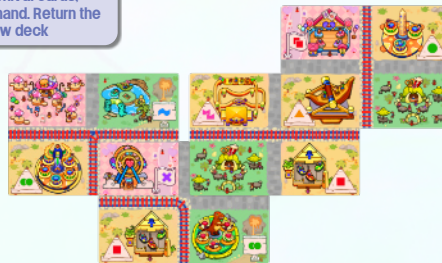
Take only missions with no stars.

Select any 3 missions (Age 8+) or 4 missions (Age 10+), 1 from each category, out of the 4 possible categories. (Color, Track, Food and Rides).



4 Hand cards

Each player receives 3 carnival cards, and chooses 2 to keep in hand. Return the extra card back to the draw deck.



3 Scoring Token

Each player selects a Mascot token. Flip it to the other side to see the scoring icons.

Leave the token on the table, scoring icons side face up.



Flip!



Draw Deck Setup:

2-3 Players: Base Deck (20 Cards) + 1 Additional Pack (10 cards)

4 Players: Base Deck (20 Cards) + 2 Additional Pack (20 cards)

5 Players: Base Deck (20 Cards) + 3 Additional Pack (30 cards)

6 Players: Base Deck (20 Cards) + 4 Additional Pack (40 cards)



Base Deck



Additional Packs

Gameplay

In a standard game, players form two partnerships each, one with the left player, and one with the right player. Carnivals are co-built by partners in the space between them. Set up the game, then choose a start player. The game is then played in clockwise turn order.

Game Objective

Score victory points from your carnivals and from completing missions. The player with the most points wins.

On Your Turn

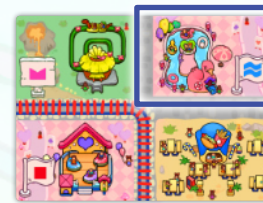
1. Each player starts off with 2 hand cards.
2. Players must play one card from their hand to either their left or right Carnival. If this is the first card in that space, there are no card placement restrictions.
3. Once the card is placed, choose a card from the Draw Pool.
4. After choosing your card, flip open a new card from the Draw Deck and add it to the Draw Pool.
5. Players cannot play any cards into a "full" Carnival that already has 7 cards.
6. Players are not allowed to pass their turns.

Game End

1. When a Carnival reaches 7 cards, place a Closing token to indicate that it is complete.
2. The game ends when a player has 2 completed Carnivals at the start of their turn. The player will then be forced to pass their turn and all other players will have a final turn before the game ends.
3. Proceed to count your scores. The player with the highest score wins.
4. In the event of a tie, the player with the higher score from the missions wins. If still tied, the game ends in a draw.

Placement Rules

If there are existing cards in the Carnival space, you must follow these placement rules:



Tile on a Card

A card consists of 4 quads. Each quad is referred to as a Tile.

Placement Rule 1:

Players must cover exactly 1 existing tile in a carnival.



Placement Rule 1 Example

This card is covering 2 tiles.

Placement Rule 1 Example

This card is covering exactly 1 tile.



Placement Rule 2:

Players may rotate the card 180° but not 90° during placement.

Placement Rule 2 Example

This card is rotated at 180°.

Placement Rule 2 Example

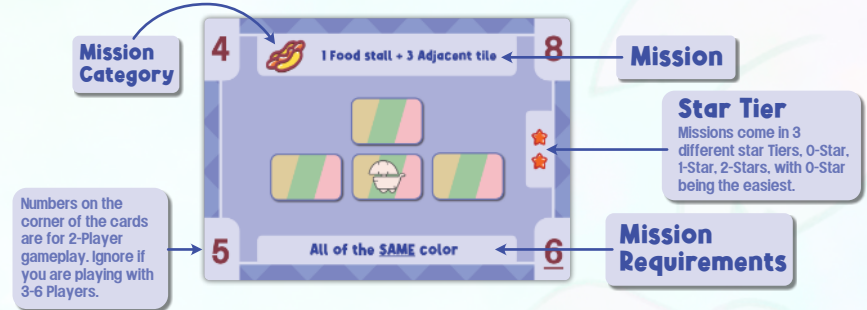
This card is rotated at 90°.

Mission Cards

1. After playing a card, check to see if that Carnival has fulfilled any mission.
2. If so, take the topmost scoring token from the respective mission and place it above the carnival.
3. Place the side with the higher value facing the player who placed the card.
4. Each Carnival can only claim 1 Scoring Token from each category.
5. Missions come in 3 different star tiers: 0 Star, 1 Star, 2 Stars. The level of difficulty for each mission is represented by the number of stars with 0 Star being the easiest.

How do you score from a Mission?

Here is an example of a color themed mission and how to score a Scoring Token.



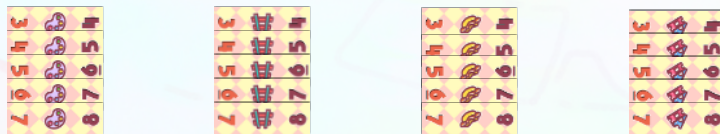
Scoring Tokens

Greater Scoring Point

Greater scoring point will point towards player who placed the card that fulfills the mission.

Smaller Scoring Point

Smaller scoring point will point towards the partner.



Mission Cards Definitions



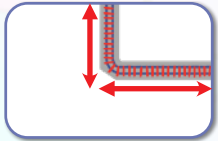
Tiles:

1 Tile = 1 Quad



Zone:

Tiles must be of the same color and orthogonally adjacent to each other.



Eg. Track is length 2.

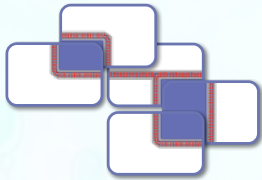
Length:

1 Length is the length of 1 Tile.



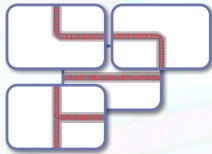
Adjacent:

No diagonals.



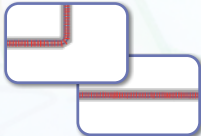
Loops:

Tracks must be closed.



Connected:

Tracks must be joined.



Disconnected:

Tracks must not join.



Surrounding:

Includes both adjacent and diagonals.



Tri-Color Tile:

Any color.



Single Color Tile:

Must be specific color.



Tri Color Rides:

Rides of Any Color.



Food Stall:

Does not score any points but can be used to complete missions.

Scoring System

A player's score is made up of points from the rides in their Carnivals that are also in your Scoring Rides and bonus points from Scoring Tokens.

Scoring Rides

Each player will have Scoring Rides from the start of the game. Below are the 2 different Scoring Rides indicators depending on the Gameplay.

Mission Card

Completing missions give you extra points and star bonuses.



Star Bonuses

each mission token confers an additional star point bonus to each player sharing that Carnival, on top of the usual mission token score.

1 star = +1 point
2 stars = +2 points

Scoring Pad:

Scoring pad is used to calculate all players' scores at the end of the game. Scores include both carnivals you have built!

Scoring Rides

Players will count the points according to what rides you are scoring for based on your Scoring Card.

Missions

Players will take the points that are pointing towards them on the Scoring Token and add them up to get their total Mission Points.

Players' Names					
Players					
Rides					
Star Bonus					
Objectives					
Total					
					Star Bonuses
					Total
					Add up all the points to get your final scores.

How do you calculate your scores?

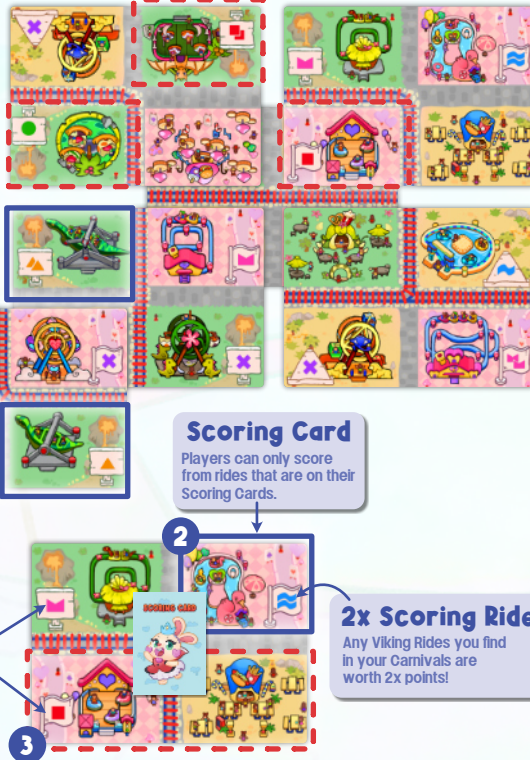
In a Carnival, all Rides are worth 1 point, all Mascot Rides are worth 2 points!

Carnival Example:



1 Scoring Tokens

Total up all the points that are pointed towards you.



Scoring Card

Players can only score from rides that are on their Scoring Cards.

1x Scoring Rides

Score 1x point for any Bumper Cars or Tea Cup Rides you find in your Carnivals.

2x Scoring Ride

Any Viking Rides you find in your Carnivals are worth 2x points!

4 Star Bonuses

1 star = +1 point
2 stars = +2 points



6 Types of Rides



Roller Coaster



Ferris Wheel



Water Ride



Bumper Car



Tea Cup Ride



Viking Ship

Calculating Your Score using Scoring Pad:

- Total up the points from your Scoring Tokens.
- Based on your Scoring Card, count the number of times each ride has appeared in both your left and right Carnivals, starting from the Mascot Ride.

From the Carnival Example, Player has scored 12-Point Viking Ships (2 points each) and 2 1-Point Viking Ships (1 point each), total of 4 points. As Viking Ships are worth 2x points based on his Scoring Card, player will gain 8 points instead.
- From the Carnival Example, Player has scored 2 2-Point Bumper Cards (2 points each) and 11-Point Bumper Car (1 point each), total of 5 points.

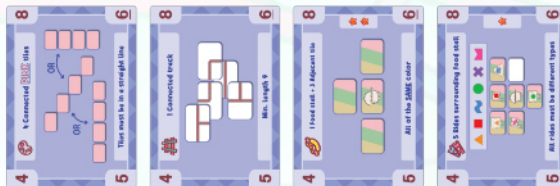
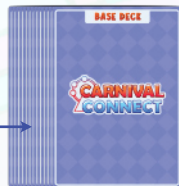
From the Carnival Example, Player has scored 11-Point Tea Cup Ride (1 point each), total of 1 point.
- Player has also scored a 2 Star and a 1 Star missions worth 2 points and 1 point respectively. This will give them 3 points for Star Bonuses.

Players	Name				
Rides					
		5			
		1			
		8			
Star Bonus	3				
Objectives	27				
Total	44				

1 Draw Deck

Add the necessary cards and shuffle into a draw deck.

See **Draw Deck Setup** for which cards are used for your game.



4 Mission Cards

The missions consist of 4 categories (Color, Track, Food and Rides).

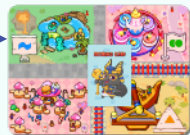
Mission cards Missions come in 3 different star Tiers, 0-Star, 1-Star, 2-Stars.

The level of difficulty for each mission is represented by the number of stars with 0-Star being the easiest.

2 Scoring Rides

Each player draws 2 cards and chooses 1 card as a Scoring Card, to be revealed at the start of the game.

Return the remaining cards to the Draw Deck and shuffle again.



3 Hand cards

Players will draw 2 cards from the Draw Deck and choose 1 card for their carnival.

The other card will be handed to the other player.



6 Scoring Tokens

Each Player will get one themed set of Left Scoring Tokens and Right Scoring Tokens.

Players can choose to take either the Day or the Night scoring token set.

5 Carnival Cards

Players will play their turns simultaneously and build a left and right Carnival on their own.

7 Scoring Card Token

Players will use the scoring card token to mark their scoring card!



Gameplay for 2 Players

In a 2-player game, players do not form partnerships. Each player will build their own left and right Carnivals. There will be a total of 4 Carnivals built by the end of the game, 2 by each player. Unlike the standard game, 2-player games are played simultaneously instead of taking turns.

Game Objective

Score victory points from your carnivals and from completing missions. The player with the most points wins.

General Rules

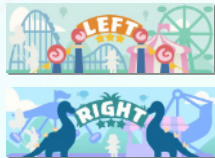
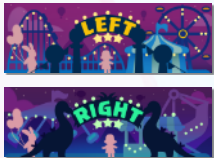
1. Both players will play simultaneously.
2. At the start of each turn, each player will draw 2 cards from the Draw Deck and choose 1 card for their carnival. The other card will be handed to the other player.
3. Players will always have 2 Hand Cards.
4. Placement rules are the same as the standard game for 3-6 players.
5. During each turn, players must play both hand cards, adding 1 card each to both the left and right Carnivals.
6. After the turn ends, check to see if there are any missions fulfilled. Then, repeat step 2.
7. Players are not allowed to pass their turns.

Game End

1. The game ends when there are no cards left to place in the Carnivals.
2. Proceed to count your score. The scoring system is the same as the standard game. The player with the highest score wins.
3. In the event of a tie, the player with the higher score from the missions wins. If still tied, the game ends in a draw.

Scoring Tokens

Scoring Tokens come in Day and Night themes. They are also labeled with Left and Right for Players to mark which Carnival has scored the mission.



Scoring Tokens

Each player to choose one theme before the start of the game.

Scoring Mission Points

After each turn, check to see if any missions were scored.

How do you score from a Mission?

1. After each turn, check to see if any missions were scored.
2. If a player has scored a mission, place the respective left or right scoring token next to the scoring number on the mission cards.
3. Scores come in 4 different tiers, 8, 6, 5 and 4 points.
4. Players will place their scoring token on the highest scoring tier available in that round.



What if multiple Carnivals score the same mission in the same round?

If multiple Carnivals score the same mission in the same round, Players will be rewarded with the same scores and tokens will be placed on the same scoring tier.



Example Carnival for Mission Definitions



All Rides

All rides come in 2 forms. 1-Point Scoring Rides that offers 1x points, and 2-Point Scoring Rides that offers 2x points. Here is the complete list of all the available rides!

Roller Coasters:



Mascot Roller Coasters:



Ferris Wheel:



Mascot Ferris Wheel:



Water Rides:



Mascot Water Rides:



Bumper Cars:



Mascot Bumper Cars:



Tea Cup Rides:



Mascot Tea Cup Rides:



Viking Ships:



Mascot Viking Ships:



Food Stalls:



Credits

Game Design:

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Daryl Chow

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Ly Uyen Linh

Supporting Artists:

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Nguyen Ho Khanh Chi
Nguyen Minh Hieu
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Graphics Design & Layout:

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Samantha Chiam

