

THE MAGNIFICENT – SNØ: RULES

This expansion to *The Magnificent* introduces SNØ, a new performer with white camp tiles and 18 new poster cards. 53 new master cards introduces new types of bonuses and new ways to score, while 8 trainer tiles provide new ways to tweak your actions. An optional module (master board module) gives each player a special 5th turn each round. You will also find components for a 5th player and more! **Note that *The Magnificent* core game is required to play.**

ADDED COMPONENTS

- 2 NEW PLAYER BOARDS (DOUBLE SIDED)
 - 4 DICE (1 OF EACH COLOR + 1 CLEAR)
 - 12 GEMS (3 OF EACH COLOR + 3 CLEAR)
 - 8 NEW CIRCUS TENTS (TENTS)
 - 8 NEW TRAINER TILES
 - 6 LARGE CAMP TILES (2 OF EACH TYPE)
 - 53 NEW MASTER CARDS
 - 8 TRAINER MARKERS (GREY)
 - 2 HAT FIGURES (GREY)
 - 1 SCORING MARKER (GREY)
- } Components for the 5th player

NEW TYPES OF COMPONENTS

- 14 WHITE CAMP TILES 
- 5 SUMMARY CARDS 
- 10 PLAYER ORDER CARDS 
- 18 WHITE POSTER CARDS (WHITE POSTERS) 
- 15 MASTER TILES AND 1 MASTER BOARD (OPTIONAL MODULE – SEE LAST PAGE) 

GENERAL SETUP

As a reminder, we have included a brief summary of the core game rules in blue below. For more details, please refer to the core game rulebook.

- 1 Place the **game board** in the middle of the table.
- 2 Place the **portable plastic box** with all supplies within easy reach of all players. Stack the **white camp tiles** beside the box.
- 3 In a 2-4 player game, use the number of dice shown in the reference table on the game board. In a 5-player game, use all dice: 6 orange, 6 green, 6 purple and 5 clear. Roll the dice and place them on the **MAIN TENT** on the game board.
*Note: The starting player is no longer determined by rolling dice (player order cards are used instead, see **Player Setup** on page 2).*
- 4 Set aside all 24 **master cards** marked with Roman numbers I-VI (including the new sets V and VI). Shuffle the remaining new master cards together with the master cards from the core game. Shuffle the new trainer tiles together with the **trainer tiles** from the core game. Place the **master card deck** and **trainer tile stack** on the designated spaces on the game board and fill up the **MAIN DISPLAY** with tiles and cards (only 3 cards and tiles in a 2-3 player game).

- 5 Place the 3 **wagons** on their designated starting spaces in the **TRAVEL AREA**, one on each track.

- 6 Shuffle the new **tents** together with the tents from the core game and make a facedown stack beside the game board. Draw 15 tents and randomly place one tent face up on each of the 15 spaces with a poster symbol in the **TRAVEL AREA**. Draw 6 more tents from the stack and place 2 random tents face up in the center of each of the tracks.

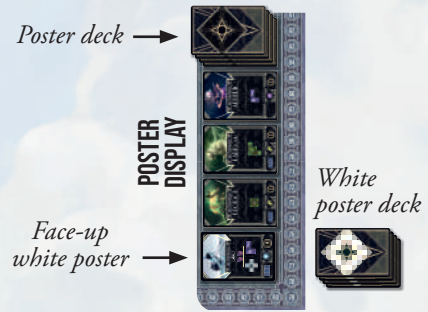
Example: The green travel area now consists of 5 face-up tents on the track plus 2 face-up tents in the center. Repeat this for orange and purple tracks.



7

Set aside the **starting posters** (green backside) for now. See *player setup*. Shuffle the **posters** (black backside) and make a facedown deck on the designated space above the POSTER DISPLAY.

Draw 3 posters from the poster deck (instead of 4) and fill up the 3 first spaces in the POSTER DISPLAY (the three spaces closest to the deck). Shuffle the new **white posters** (white backside) and make a separate facedown deck beside the game board. Draw the top card from the white poster deck and place it face up on the 4th space in the POSTER DISPLAY.



PLAYER SETUP

As a reminder, we have included a brief summary of the core game rules in blue below. For more details, please refer to the core game rulebook.

1

Each player takes a **summary card** and then chooses a player color and takes 1 **scoring marker** (placing it on 0 on the scoring track) and 2 **hat figures**.

Find the **player order cards** that correspond to the number of players (see number on the top of the cards). Return unused cards to the box. Shuffle the player order cards and deal one card to each player.

Starting with the player with the “#1” card, and continuing in ascending order, players place one of their hat figures on the PERFORMANCE TRACK, starting from the bottom vacant space.

Important: The player order is no longer (necessarily) clockwise around the table.



2-player game



4-player game



3-player game

5-player game

2

Shuffle the 6 **player boards** (including the two new ones) and deal one random board to each player. Place your board with the **A-side** face up in your PLAY AREA.

Take the four corresponding **starting master cards** (cards with the same Roman number as on your board). Return unused player boards to the box and shuffle unused starting master cards into the master card deck.

3

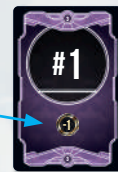
Give each player a random **starting poster** (green backside) and return unused starting posters to the box.

4

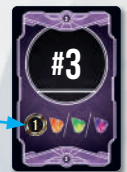
Place your **starting poster** above your preprinted **starting tent** and place your master cards face up in your PLAY AREA. Take the starting supply as shown on your player board.

The starting player does NOT give 1 coin to the last player. Instead, you pay or receive what is printed on your player order card (some cards don't give anything).

Example: Pay 1 coin to the general supply.



Example: Take 1 coin and choose one of the 3 colored gems.



5

Always draw 1 more **trainer tile** than the number of players (e.g. 5 tiles in a 4-player game).

Tiles are drafted in descending player order (starting with the player with the highest player order card). The remaining trainer tile is shuffled back into the stack.

Important! In a 5-player game only: Before the game begins, **flip the top master card** in the deck and the **top trainer tile** in the stack face up. The top master card in the deck and the top trainer tile in the stack are parts of the MAIN DISPLAY in a 5-player game. **Also, return one of your hat figures to the box!**

ADVANCED SETUP (special notes regarding starting supplies on the B-sides):

- **Tent** (B-side of player board II): Draw a random tent from the stack, place it on any of your tent spaces and take the corresponding bonus.
- **Trainer tile** (B-side of player board V): Draw 2 facedown tiles from the stack and choose 1. Place this extra trainer tile to the right of your STORAGE (on the tent picture). Shuffle the remaining trainer tile back into the stack.
- **White camp tile** (B-side of player board VI): Place it anywhere in your camp and gain bonuses that it may cover.

CHANGES TO GAME PLAY

Follow the core game rules with the exceptions below. See *APPENDIX* for details about the new trainer tiles and master cards.

Important: In each round, the player order will strictly follow the numbers on the player order cards!



ACTION A: BUILD

When building white camp tiles, they are regarded as **LARGE**. But they are **not** counted when scoring a master card referring to “large camp tiles” unless the white camp tile is specifically shown in the scoring section.

There are two ways you can build a white camp tile:

A) BY TAKING A CLEAR DIE

After you have taken a **clear die** and chosen a color for the clear die, each of the **large** camp tiles you can build this turn, may be white. As the standard rule for clear dice, you may boost your power by adding gems of the chosen color (or clear gems).

Note: You can still not add previously taken clear dice to the power.

B) BY CHANGING COLOR

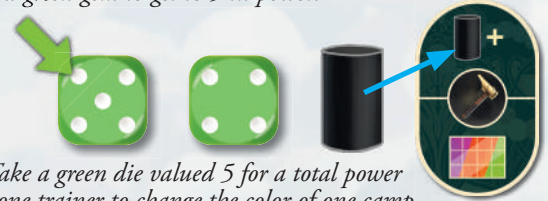
After you have taken a **colored die**, you may use one or more trainers on the trainer space on the game board to change the color of the camp tiles (for each trainer you use here, you may build one white camp tile instead of a large camp tile of the dice color).

Note: This is the exact same rule as in the core game. This trainer space now allows you to change a camp tile to white, even though the white color is not shown on the trainer space symbol.

Example: You want to build a white camp tile (large) and a small green camp tile. You need a power of 9. Here are two examples:



Option A: Take a clear die valued 3, choose green as color, discard a green gem to get to 9 in power.



Option B: Take a green die valued 5 for a total power of 9 and use one trainer to change the color of one camp tile to white.



ACTION B: TRAVEL

When you **end your movement** on an empty poster space (where the tent has been taken), you may, instead of taking a poster, take any available tent from the center of the same track (two tents are placed in the center of each track during setup). **Note:** You can't do this if you don't have a vacant tent space.

Example: You move the green wagon 5 steps on the green travel track. Since you end your movement on a poster space (without a tent), you choose to take one of the tents from the center instead of taking a poster.

Gaining Tents: You may now place a tent to cover your preprinted **starting tent** (it is regarded as "vacant"), but you don't get any tent bonus for doing so. **Note:** If you have a master card that makes you score for tents, you can now score 5 tents (for a maximum of 25 points on some master cards).

Gaining Posters: Each time you gain a poster (through travel action, bonuses, trainer abilities etc.), you may take a white poster instead of a "standard" poster. When you take a white poster, you may take the face-up poster in the POSTER DISPLAY or the top card from the **white poster deck**. If you take the face-up white poster, immediately replenish the display with a new white poster from the deck (or a poster from the poster deck if the white poster deck is exhausted).



ACTION C: PERFORM

Some of the new tents provide both coins and points, and some tents require that you also discard 2 gems.

Example: This tent will give you 2 points AND 2 coins when you perform.



5-player game only: You are NOT allowed to use your second hat figure (it is already returned to the box during player setup). When you hold your second performance in the same round, move your hat figure to the new space (even if the new space is further down than the hat's current position). Note that the space where your hat figure is currently positioned is regarded as occupied. Example: If your hat figure is on space 12, and you have a power of 12 for your second performance, you must move it down to the next vacant space below.

ROUND END

We have included a brief summary of the core game rules in blue below. For more details, please refer to the core game rulebook.



NEW PLAYER ORDER AND PAYMENT:

- First, each player that has 2 **hat figures** on the PERFORMANCE TRACK (not applicable in a 5-player game), returns the lowest one to their PLAY AREA. **In the core game, this was part of step 2.**
- Hat figures on the PERFORMANCE TRACK are moved down to the bottom of the track, keeping their relative order. **In the core game, this was part of step 4. Important: In a 2-player game only, if there is a gap between the hat figures, keep a gap of one space between the two figures when moved down!**
- Then, from bottom to top on the PERFORMANCE TRACK, distribute the **player order cards** accordingly (the player whose hat figure is on the bottom space gets card #1, the one on the next bottom space gets card #2, etc.). This will be the new player order in the next round!

- **Pay or receive coins and gems** according to what is printed on your player order card. *Note: If you have no coins and are supposed to pay 1 coin, you lose points according to the reference table at the top-left of the game board (1 point in round 1, 2 in round 2 and 3 in round 3), and you will then lose even more points for not being able to afford the dice (see below).*
- Pay coins equal to the value of all your dice of your highest valued color + all clear dice. For each missing coin, you lose points according to the reference table on the game board (1/2/3).

2

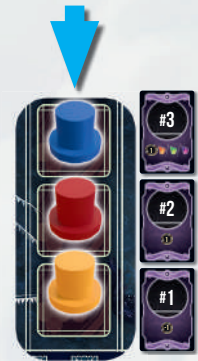
NEW MASTER CARD & TRAINER TILE: The player with the **highest** numbered player order card chooses one set of master card and trainer tile from the MAIN DISPLAY. Continue with the player with the next highest player order card, and so on. In a 5-player game, the face-up master card from the deck and the face-up trainer tile from the stack are one of five sets that can be chosen by the players. When this set is taken, a new card and tile are NOT flipped yet (see Step 4 below). **2-player game only:** If there is a gap between the two hat figures, the first player discards one set before the other player takes the remaining set.

3

SCORE AND DISCARD A MASTER CARD: Each player must now choose one of their master cards to score and discard.

4

PREPARE FOR NEXT ROUND (round 1 and 2): Return trainers from the MAIN TENT to your PLAY AREAS, replenish the MAIN DISPLAY with new cards and trainer tiles (not tiles in round 2) and collect and reroll dice. In a 5-player game, flip the top master card from the deck and the top trainer tile from the stack face up. These are parts of the MAIN DISPLAY in the next round.



Example: Yellow gets card #1, red gets #2 and blue gets #3. Blue will choose master card and trainer tile first.

GAME END

In case of a tie for victory, the tied player with the highest numbered player order card wins the game.

SOLO MODE

The following change applies: Before each turn, you may now discard the white poster from the POSTER DISPLAY in order to gain a **clear die**, which you roll and place on the MAIN TENT (in the same way as you discard other posters to get colored dice). If you do so, replenish the display with a new white poster from the deck. *Note: You don't use player order cards in a solo game, so during ROUND END, all changes do NOT apply to the solo game.*

MASTER BOARD MODULE (OPTIONAL)

This optional module increases the number of turns in a round from 4 to 5. On any of these turns, the players choose one master tile from the **master board display**. Each master tile gives the player access to a unique action, increasing the strategic depth of the game.

ADDITIONAL SETUP (after step 7 in GENERAL SETUP):

1. Place the **master board** at the left side of the game board.
2. Shuffle the **master tiles** and make a facedown stack above the master board. Depending on the number of players, draw a number of tiles from the stack and place them face up on the oval "M"-spaces. In a solo game, place 2 tiles on the right side ("Future tiles") and 2 tiles on the left side. In a 2-3-player game, place 3 tiles on each side. In a 4 or 5 player game, place 4 or 5 tiles, respectively, on each side.
3. Draw 2 random **tents**, 2 random **trainer tiles**, 2 random **master cards** and 2 random **posters** (not white posters) from the stacks/decks and place them face up in the designated spots on or next to the master board (see example).

*Note: The master tiles on the right side are **future tiles** that will be available in the next round. The remaining tiles and cards are referred to as the **master board display**.*

GAME PLAY:

Follow the standard rules with the following exception: Each player must take **5 turns** (instead of 4) each round. On any one of these five turns, you must spend the whole turn to take one **master tile** from the **master board display** (not any of the future tiles). When you take a master tile, place it in front of you and:

- A) Either execute the tile's action (*see APPENDIX for details*)
- B) or pass (simply keep the tile in front of you, forfeiting the tile's action).

Note: During this turn, you can only use the GENERAL (anytime) trainer spaces/tiles.

ROUND END (Step 4: Prepare for next round):

Discard the master tiles taken this round and any master tile from the **master board display**.

After round 1: Slide the **future tiles** left to the **master board display**. Then, replenish the future tile spaces with new master tiles from the stack.

After round 2: Slide the **future tiles** left to the **master board display** without replenishing.

Note that the cards, tents and trainer tiles are not replenished after any of the rounds.

Example: The master board in a 2-3 player game.



Master board display
(with a supply of tiles and cards you may acquire through master tiles)

Future tiles
(for next round)

Game design: Eilif Svensson
& Kristian A. Østby
Artwork: Martin Mottet
Graphic design: Martin Mottet
& Gjermund Morkved Bohne

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