

World's Fair 1893 Player Aid

Setup

- Place the Central Board and Top Wedge, making sure the face-up side reflects the number of players
- Randomly arrange the Area Tiles around the Central Board
- Place the Ferris Wheel Car on the Central Board at the bottom of the Ferris Wheel
- Place the Round Marker on 1 Ticket
- Shuffle the Draw Deck, removing the following cards if necessary:
 - 2 Player Game: one midway ticket and one main exhibit from each of the five categories
 - 4 Player Game: five midway tickets, two Daniel cards, one George card, and one Bertha card
- Place two cards from the Draw Deck *in front of* each Area Tile
- Give each Player 22 Supporters of one color, and place one **on** each Area Tile
- Give each Player their Start Bonus Card and each Player performs their bonus actions
- Use the Scoring Reference Cards that correspond to the number of players

Scoring Phase (move the round marker)

- Score Midway Tickets (see reverse)
- Score Area Tiles (one at a time around the Ferris Wheel)
- Leader Medals: The player(s) with the most Supporters in an area gains the indicated Leader Medals (see Scoring Phase Reference Cards)
- Approve Exhibits: The player(s) with the most Supporters in an area can approve exhibits for that area (trade Main Exhibit Cards for Exhibit Approval Tokens) (see Scoring Phase Reference Cards)
- Recall Supporters: After all five areas have been scored, each player recalls half their supporters from each area, rounded down

End of Game (after the third Scoring Phase is complete)



Midway Coins are worth their value in Victory Points



Leader Medals are with their value in Victory Points



Approved Exhibit Tokens: Score based on sets of unique tokens

5 – 15 Points

4 – 10 Points

3 – 6 Points

2 – 3 Points

1 – 1 Point

The Player with the most Points wins, the Player with the most Approved Exhibit Tiles wins ties, and the Player with the fewest unapproved Main Exhibit Cards wins further ties

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Gameplay

Step 1 – Place a Supporter on one of the Area Tiles

Step 2 – Play Influential Figure Cards obtained from the previous round (Influential Figure Cards **cannot** be saved for later use)

Step 3 – Collect all Cards from in front of the Area Tile only where the Supporter was placed from Step 1

Step 4 – Add Three new Cards, beginning at the Area Tile where the Supporter was placed from Step 1 and continuing clockwise, ensuring no area has more than its maximum allowed cards (3♥/4♦)

Play continues clockwise until a Scoring Phase is triggered

Card Details

Main Exhibits – The Player with the most Supporters on each Area Tile during a Scoring Phase may trade Main Exhibit Cards for Exhibit Tokens (see Scoring Phase Reference Cards for details). Exhibit Approval Tokens sets (different colors) are worth Victor Points at the end of the game.

Midway Tickets – For each Midway Ticket collected from an Area Tile, the Ferris Wheel Car moves forward one space. When the car reaches the bottom it stops and a Scoring Phase occurs. During a Scoring Phase, Midway Tickets are exchanged for Victory Points and the Player with the most tickets gains two additional points.

Influential Figure – Perform special actions:



Add one additional Supporter to the **same** area where you placed your Supporter this turn



Add one additional Supporter to an area **adjacent** to the area where you placed your Supporter this turn



Move **any** one Supporter (yours or an opponent's) from any area to any area



Add one **additional** Supporter to the indicated area

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