

BOBO THE CLOWN



D4

SHAKES THE CLOWN



D4

MR. BUNGLE



D4

ELI, THE DOG-FACED BOY



D6

ARIA, THE ITALIAN ALTO



D6

THE GREAT FAKIRA



D6

CHIEF LONGFEATHER



D6

MACABRO THE SINISTER



D8

BLOODY MARY



D8

CIRCUS

DIVAS

CARLA THE CUNNING



D8

PIERROT THE PRESCIENT



D8

THE LIZARD QUEEN



D8

THE RINGMASTER



D10

MADAME FORTUNA



D10

THE SILVER SEER



D10

LIANA THE FEARLESS



D10

ELLE, THE FIRE-EATER



D12

DAHLIA, THE LIVING DOLL



D12

CIRCUS

DIVAS

LADY LIBERTY



D12

POISON EYE



D20

THE MAJESTIC MESMERO



D12

ISIS THE MYSTIC



D20

CIRCUS DIVAS

SOME KIDS DREAMED OF RUNNING AWAY AND JOINING THE CIRCUS. BUT NOT YOU. YOU ALWAYS DREAMED OF RUNNING ONE.

NOW THE DEPRESSION HAS HIT, IT SEEMS THE ONLY MONEY IS OUT IN THE FARMLANDS OF AMERICA — AND YOU AIM TO FLEECE THOSE RUBES OUT OF SOME OF IT. SO, YOU SET OFF WITH YOUR FIRST PERFORMERS, BUT AS YOU HIT THE ROAD, YOU FIND ANOTHER CIRCUS HITTING ALL OF THE SAME TOWNS YOU ARE AND TAKING SOME OF YOUR CUSTOMERS. SO YOU TWO MAKE A DEAL: THE FIRST CIRCUS TO BANK \$100 WILL GET TO GO ON, AND THE OTHER ONE WILL HAVE TO GO BACK EAST.

SET UP

EACH PLAYER HAS \$10 TO BUY PERFORMERS. ANY UNUSED MONEY IS BANKED & MAY BE USED LATER.

TURN ORDER

ONE — PUT ON A SHOW.

TWO — COLLECT FUNDS.

THREE — PURCHASE NEW PERFORMERS. (THE PLAYER WHO EARNED THE LEAST MONEY THIS ROUND PURCHASES PERFORMERS FIRST.)

PUTTING ON A SHOW

ONE - COLLECT \$1 FOR EVERY PERFORMER. (NOTE: POISON EYE AND ISIS THE MYSTIC COUNT BOTH COUNT AS TWO PERFORMERS.)

TWO - ROLL THE APPROPRIATE DIE FOR EACH PERFORMER. YOU MUST ROLL PERFORMERS WITH SMALLER DICE BEFORE PERFORMERS WITH HIGHER DICE. COLLECT THE NUMBER OF DOLLARS SHOWN THE DICE.

THREE - IF ANY PERFORMERS ROLL A 1, THAT PERFORMER HAS NOT DRAWN A LARGE ENOUGH CROWD AND THROWS A TANTRUM. YOU COLLECT NO MONEY FOR THIS ROLL - BUT THE PERFORMER STILL COUNTS FOR YOUR PERFORMER TOTAL IN STEP ONE. (NOTE: POISON EYE & ISIS THE MYSTIC TANTRUM ON A 1 OR A 2.)

FOUR - IF A PERFORMER THROWS A TANTRUM, YOU MUST CONSOLE THIS PERFORMER IMMEDIATELY OR HE OR SHE QUILTS YOUR CIRCUS AND RETURNS TO THE HIRING POOL. ONCE YOU HAVE CHOSEN TO CONSOLE ONE PERFORMER, YOU MAY NOT CHOOSE TO CONSOLE ANOTHER IN THE SAME TURN. (YOU MAY LATER REHIRE THIS PERFORMER AS NORMAL.)

WINNING

THE PLAYER WITH THE MOST MONEY AT THE END OF A TURN WHEN ANY PLAYER REACHES \$100 IS THE WINNER.

