

### CREDITS:

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# REINER KNIZIA'S AMAZING FLEA CIRCUS



## REINER KNIZIA'S AMAZING! FLEA CIRCUS®

The Flea Ring Circus is about to begin!  
But the cats and dogs are still deciding  
which show to watch. Fill your tent  
with the most spectators and win  
the game as the most  
successful ringmaster.



- **Players** – 2 to 6, aged 6+
- **Components** – 55 cards consisting of 28 Attractions (7 different ones in groups of four each), 12 clowns, 7 free tickets, 6 flea acrobat, and 2 animal catchers. 20 rubber cats (1 spectator point each) 20 rubber dogs (2 spectator points each)

**1. SETUP:** Place all cats and dogs in the middle. These are the spectators. Shuffle the cards, deal a hand of five cards to each player. Place the remaining deck face down in the middle.

**2. PLAY A CARD:** A player displays a card, then collects cats or dogs – The youngest player begins, then play continues clockwise. On his turn, a player selects one of his cards and displays it face up in front of him. This pile is called his SHOW. Each player builds his own SHOW stack with only the top card visible, so on his next turn, this player will play his next card on top of his stack. (The top card will always be the card currently displayed for your SHOW stack.)

**NOTE:** At the end of his turn *OR* at any convenient time thereafter, the player draws from the deck to refresh his hand to five cards. (See Animal Catcher rules if deck is empty).

**3. COLLECT SPECTATORS:** Each card played allows the player to collect some spectators (see the list below). Cat spectators are worth 1 point and Dog spectators are worth two points.

**Attraction:** There are seven different Attractions. Their values range from two to four spectators. After displaying an Attraction card, the player collects the corresponding number of spectator points from the first player on his right who still displays a matching card (in value and colour) on top of his SHOW stack. If there is no matching Attraction, the player collects the spectator points from the middle.



**Example 1:** Joe plays a fire-eater worth 4 points. Jill has the exact same card face up in her stack, so she gives Joe 2 dogs (or 4 cats or 1 dog and 2 cats).

**Example 2:** Jill plays a Flea Cannonball worth 2 points. Nobody else has the same card on top of their SHOW stacks so she collects a dog (or two cats) from the middle.



**Free Tickets:** After displaying a free tickets card, the player collects two points (i.e 2 cats or 1 dog) from any one other player of his choice.



**Flea Acrobat:** After displaying a Flea Acrobat card, the player collects as many spectators from the middle as there are Acrobat cards currently displayed on top of all the players' SHOW stacks. So if three people have just played an Acrobat card and you play a fourth, you collect 4 spectator points from the middle. If you are the only person to have an Acrobat card in your SHOW, then you collect only one spectator point.



**Clowns:** This is a little different. Instead of playing one card, the player may place *ANY* number of clowns onto his SHOW stack as one play. For each clown, the player collects one spectator point from the middle.



**Animal Catcher:** When an Animal Catcher card is played, all other players must return as many spectators to the middle as indicated by the top of their SHOW stack.

- *Attraction = card value* • *Clown = 1* • *Free tickets = 2*
- *Flea Acrobat = number of Acrobats currently displayed*

After an Animal Catcher card has been played, all SHOW stacks are collected, shuffled, and placed under the deck in the middle.

During the game, if a player runs out of cards because the deck is used up and he cannot refill his hand – he must skip his turns and wait until the Animal Catcher shows up so that the deck is replenished and he can draw cards back into his hand.

**NOTE-** Players must keep their spectators in front of them. A player who is required to give more spectators than he has, must only give what he has.

**ENDING THE GAME:** The game ends when a player collects the last spectators from the middle (if the number of animals left is insufficient, he can only have what is left). The player with the most spectator points wins the game. If there is a tie, all involved players become joint winners.