

New Show!

MEEPLE CIRCUS

The Wild & Aerial Show

**Discover The Wild & Aerial Show,
the new show of
the Meeple Circus !
On the menu, Wild lion and bear,
and breathtaking aerial acts
starring Otto the tumbler and
Luna the tightrope walker !**

CONTENTS

- 5 red acrobats
- 4 new guest stars and their tiles :
 - The tumbler and his jump board
 - The tightrope walker and her integrated balance pole
 - The lion
 - The bear
- 8 new public demands cards
- 8 new challenges (4 Fun et 4 Technical)
- 14 stickers (including 6 for the base game guest stars)

NEW RULES

• SETUP

- Each player starts the game with three acrobats: 1 blue, 1 yellow and 1 red (instead of only 1 blue and 1 yellow in the base game).
- Add the new public demands cards in their respective piles (2 in each pile)
- Add the new challenges tiles to the challenges pile and shuffle it.

Reminder : It is recommended to select challenge tiles according to the tastes and desires of your gaming group. For example, you can use only the technical challenges, or only the challenges with a strong «roleplay» element, or even a completely eclectic selection !

THE TUMBLER

The tumbler's tile is one-sided : At the end of your act, place the jump board anywhere inside your ring and the tumbler on a board's end. Press with one finger on the opposite end to throw the tumbler in the air... catch him and put him immediately in the act, but not on the ground. If you drop him, you have to do it again.

Note : *The jump board is not considered part of the performance and is removed from the ring after use.*



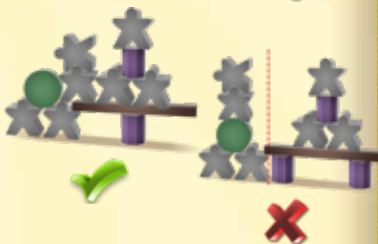
ADVANCED RULES

If you want to have a more challenging game, you can apply the following additional rules :

- A beam must have at least one component under AND one element on it, otherwise it does not count for the act.



- For each performance, players can only perform one act. If there is more than one act by the time the music ends, only the best one will score points. Two side-by-side acts (that are touching but can be «separated») do not count as one single act.



- Turn order : From the second preparation phase, the players will no longer go in clockwise order: players will play from lowest to highest score (in case of a tie, the youngest player plays first)