

MEGALAND

HOW TO PLAY



GAME COMPONENTS

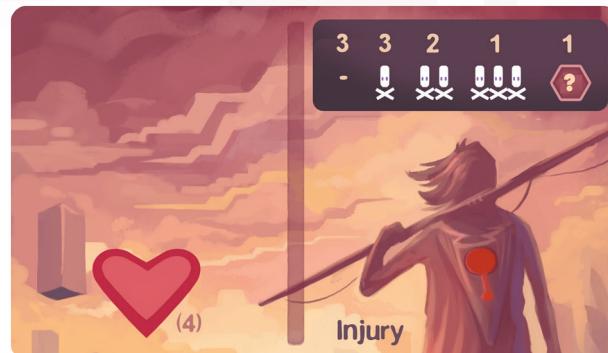


10 LEVEL CARDS



1 LEVEL TILE

2



5 PLAYER CARDS



Gear, Egg, Carrot, Stone, Crystal, Fish

The number on the card tells you how many of that type are in the deck.

96 TREASURE CARDS



Attach these to the character tokens and 1st player token.

8 CHARACTER STANDS

GAME COMPONENTS



14 JUMP TOKENS



32 HEART TOKENS



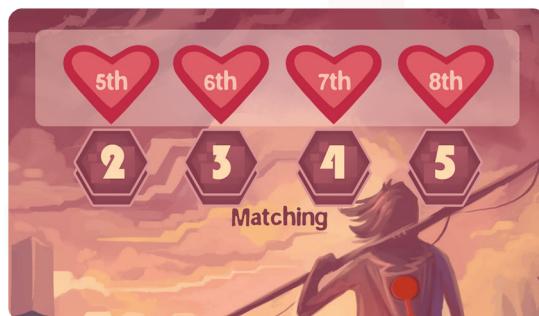
39 COIN TOKENS



1st PLAYER TOKEN



5 CHARACTER TOKENS



1 HEART COST CARD



28 STAR BUILDING CARDS
6 types



68 BUILDING CARDS
17 types

Each building card type can be stored in its own card slot in the game insert. Store the star cards near each other on one side of the insert, and the remaining cards on the other side of the insert.

3

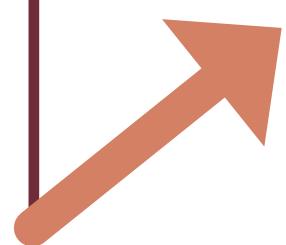
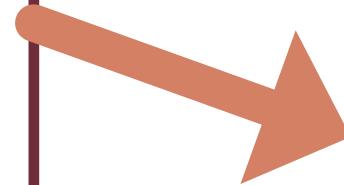
SETUP

1. Put all the star buildings in a row in the center of the play area, each type in its own pile, face up. You always play with all 6 types of star cards.

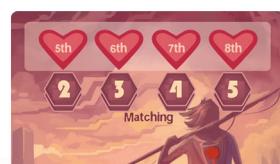
2. Choose seven (of the seventeen) types of normal building cards and put them in a row under the star buildings, each type in its own pile, face up. If this is your first game, choose a set of buildings that has at least one of each cost (1-5). Cost is in the upper-left corner of the card.
Note: In future games, you don't always need to have one of each cost, but it's a good idea to have a wide spread of costs.

4

3. Shuffle the level cards and put them in a face-down pile. Then put the level tile next to the level deck.



SETUP



Treasure Deck



4. Put the heart tokens, jump tokens, and coins next to the play area with the heart cost card nearby. This is the supply.

5. Shuffle the treasure cards and place them in a face-down pile.

6. Give each player a character and a player card. Give each player 4 heart tokens, which they place on the “heart” side of their card.

7. The player who played a video game most recently gets the first-player token.

Now you're ready to play!

PLAYING THE GAME

WELCOME TO MEGALAND!

You come to Megaland, not for power-ups, but for coins! Search each new level for treasures to build a booming business back in Megaland City. Be careful, though. If you go too far, you'll lose it all! The game ends at 20 coins and the richest player wins!



HOW TO PLAY

The game is played in rounds. Each round has three phases.

PHASE 1: RUN THE LEVEL

Are you ready to run? Send your character to the level by placing your character token on the level tile. Then draw a treasure card and put it **above** your player card. No need to take turns; in this phase all players place their characters and draw treasures simultaneously.

Once each player has placed their character token and drawn a treasure, the first player draws the top card of the level deck and puts it face up next to the level tile.



For each skull on the card, every player whose character is still on the level tile takes one damage! To take one damage, slide one heart token to the right side of your character card labeled "Injury".



Treasure Cards

Place all the treasures you collect in the level above your player card. You carry these with you in the level. When you return home, these treasures will be safe. If you fall before returning home, they are discarded.



PLAYING THE GAME

Treasure Box

When you draw the treasure box, everyone immediately draws 1 extra treasure.

When a Player “Falls”

If you have zero hearts left on the “heart” side of your player card after taking damage, you fall. Discard all the treasures above your player card and take your character off the level tile. (Any treasures taken home from previous runs are safe.)

Next Level Card

After each level card is resolved, each player who hasn’t fallen chooses whether to stay in the level or return home.

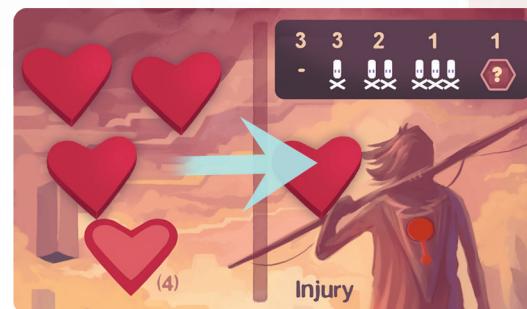
If You Stay in the Level

Leave your character on the level tile and draw 1 treasure. Once all players staying in the level have drawn a treasure, draw the next level card, take damage, etc. Repeat these steps until no players remain in the level.

If You Return Home

Take your character off the level tile. Take any treasures from above your player card and place them below the card; they are now safe. Then wait until all other players have returned home before moving to the next phase. You do not take damage or collect treasures after returning home.

Once all players have returned home, phase 1 ends.



Taking a damage



Treasure box



Line up level cards like this.

PLAYING THE GAME

PHASE 2: BUY

Starting with the first player and moving clockwise, players take turns buying building cards from the center of the table with the treasures they own.

Buy a Building

On your turn, you may buy as many buildings as you can pay for. Each building costs a number of UNIQUE (different) treasure cards. The cost is listed in the upper left corner of the card.

Example: Tom buys a Lodge which costs 4. He pays 1 carrot, 1 stone, 1 crystal, and 1 egg. He may not pay 2 carrots and 2 stone, etc.

When you buy a building, discard the correct number of treasure cards and place the new building next to your player card to show that you own it. Some buildings give an immediate reward, and some give recurring abilities throughout the game. See pages 10-11 for details about card abilities.

Buy Hearts

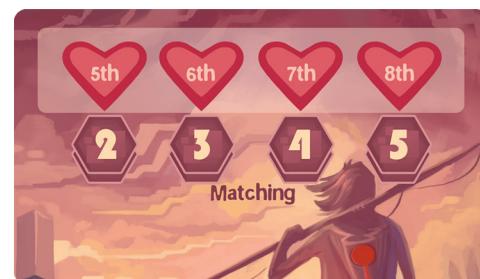
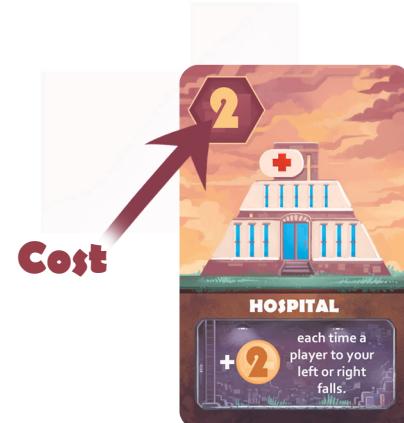
On your turn, you can also buy extra hearts, as listed on the heart cost card.

To buy a heart, you must pay MATCHING goods. You start with 4 hearts. If you buy a 5th heart, it costs 2 matching goods. If you buy a 6th heart, it costs 3 matching goods, etc. *Example: Tom buys a 7th heart and pays 4 carrots.*

When you pay treasures, place them in a discard pile, face up, next to the treasure deck draw pile. If the draw pile ever runs out, shuffle the discard pile to make a new draw pile.

After all players have had a turn to buy, phase 3 begins.

IMPORTANT: You may only buy one of each building type per turn.
For example, you could not buy four "Sandwich Stand"s in one turn. But you could buy four if you bought only one each round.



PLAYING THE GAME

PHASE 3: NIGHT

First Player

The first player passes the first-player token to the player on their left. This player is now the first player.

Discard or Store Treasures

You must discard all of your unused treasure cards each night. You may, however, keep one treasure per building you own (placing it under the building to show that the building is “storing it in the basement”).

Moon Symbols

Any building abilities with a “moon” symbol now activate.
Example: Tom owns the Lodge. During phase 3, Tom gains 2 coins. Next round, on phase 3, Tom gains 2 coins again, etc.



**Moon
Symbol**

Reset Hearts

Everyone resets their hearts. Slide any hearts on the injury (right) side of your player card to the heart (left) side, replenishing them for the next round.



Reset hearts

Shuffle Level Deck

Pick up any drawn level cards and shuffle them back into the level deck. Every night this deck should return to ten cards, shuffled and face-down, ready for a new level.

Check for Game End

At the end of the night phase, if any player has 20 coins, the game ends. Everyone counts their coins and whoever has the most coins is the winner! If no one has yet reached 20 coins, play returns to phase 1.



BUILDING CARDS



When you buy this card, you immediately gain 1 coin (only once).



When you buy this card, you immediately gain 5 coins (only once). Also, each time you buy a heart, you immediately gain 2 coins.



When you buy this card, you immediately gain 1 coin and 2 jump tokens (only once). See "Jump Tokens" on page 12.



When you buy this card, you immediately gain 2 coins (only once).



When you buy this card, you immediately gain 7 coins (only once). Also, each time your character meets the Red Serpent while in a level, you immediately gain 2 coins (even if you fall).



Gain 2 coins each time a player to your left or right falls. If there is only one other player, only count this once. The maximum coins you could gain from this in one round is 4 in a 3-5 player game and 2 in a 2-player game.



When you buy this card, you immediately gain 3 coins (only once). Also, at the end of each buy phase, if you have fewer coins than all other players, you immediately gain 2 coins. Count this before any player collects coins for the arcade. If you are tied for fewest coins, you do not gain the 2 coins.



If you fall, you can choose one of the treasures you are carrying to keep. The rest of the treasures drawn in that run must be discarded.



When you buy buildings, you may use egg treasures as if they were any type.



When you buy this card, you immediately gain 4 coins (only once). Each time you return home with at least 5 treasures, you immediately gain 1 coin.



When you return home, you may immediately discard one of your treasures and draw a new one from the treasure deck.



During each night phase, you gain 1 coin.

BUILDING CARDS



When you buy this card, you immediately gain 2 coins (only once). Also, once per round, you may use one of your fish treasures as if it were any other treasure.



When you buy a building that costs 4 or 5 treasures, you gain 3 coins. The Smithy applies to all 4 or 5 cost buildings you buy after it, even in the same round.



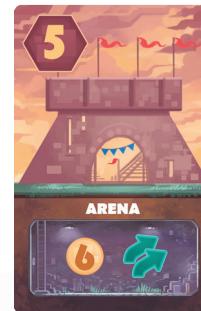
When you buy this card, you immediately gain 4 coins (only once). Also, once per round, you may use one of your carrot treasures as if it were any other treasure.



During each night phase, you draw 1 card from the treasure deck.



When your character meets the Sludge Creature in a level, ignore the damage on the card and draw 1 extra treasure card. If you own multiple copies of this card, only one of them has any effect.



When you buy this card, you immediately gain 6 coins and 2 jump tokens (only once). See "Jump Tokens" on page 12.



When you buy a normal building (not a star building), you gain 1 coin. The Hall of Elders does not give a coin for itself, but applies to all normal buildings you buy after it, even in the same round.



When you buy a star building (not a normal building), you gain 1 coin. The Toll Booth applies to all star buildings you buy after it, even in the same round.



During each night phase, you gain 3 coins.



When you buy this card, you immediately gain 3 coins (only once). Also, if you fall, draw 1 treasure from the treasure deck after you discard all of the treasures you were carrying.



During each night phase, you gain 2 coins.



**Sludge
Creature**



**Red
Serpent**



JUMP TOKENS

JUMP TOKENS

Jump tokens can be used to avoid damage when you run a level. Before any level card is drawn, if you own a jump token, you can return it to the supply to declare that you are “jumping”. If the next level card has a jump symbol in the top left corner, you ignore all damage on the level card (1, 2, or 3)! If the card does not have a jump symbol, there is no effect (and you lose the jump token even though it has no effect).

Example: Mary declares that she will jump before the next level card is drawn. She returns a jump token to the supply. The card is the Sludge Monster, which would normally cause Mary to take 1 damage, but she ignores this damage.



You can jump over
this monster.



You cannot jump
over this monster
because it is flying.

TRADE WITH THE RABBIT

When the rabbit card is drawn while you are running the level, you can feed carrots to the rabbit for new goods.

When you meet the rabbit, you may discard exactly 3 of your carrots to draw 3 new treasures from the deck. You still take a damage though. He bites before the trade! If you fall because of the rabbit, you cannot trade carrots.



This rabbit likes
carrots, but only in
sets of 3!

CREDITS

DESIGNERS: Ryan Laukat and Malorie Laukat

ILLUSTRATION: Ryan Laukat

PLAYTESTERS: Brenna Asplund, Brandon Laukat, Rachel Laukat, Tim Fowers, Jeff, Jon Sears, Rachel Peckham, Paul Chapman, Emily Todd, Marguerite Cottrell

Copyright 2018 Red Raven Games
www.redravengames.com