

Spectacular

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RULES

In **Spectacular**, each player creates a park to preserve endangered and vulnerable animals. Your job is to configure your park to optimally care for these species.

Welcome new animals, feed them properly, promote breeding, expand each habitat, and build watchtowers for visitors to observe the snow leopard, the pangolin, and other spectacular animals.

Facts about each of the animals are provided in the APPENDIX.

When playing this game, you will face a constant dilemma of whether to welcome new animals to your park (by taking tiles) or feed the animals you already have (by taking dice) to ultimately score the most points.



COMPONENTS

6 PLAYER BOARDS



Double-sided

6 SUPPLY BOARDS



Three of them are also used in the solo mode (by using their backs)

96 DICE



24 of each color

24 WATCHTOWERS



8 of each color

48 COMMON ANIMAL TILES



12 of each color

60 PERSONAL ANIMAL TILES



10 in each set (only showing the back of the tiles)

30 WORKER TOKENS



6 sets

1 SCORE PAD



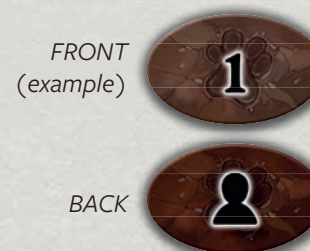
25 sheets

18 MISSION TILES



6 of each set (A, B, and C)

8 SOLO TOKENS



10 TUCK BOXES



To hold the different components

APPENDIX



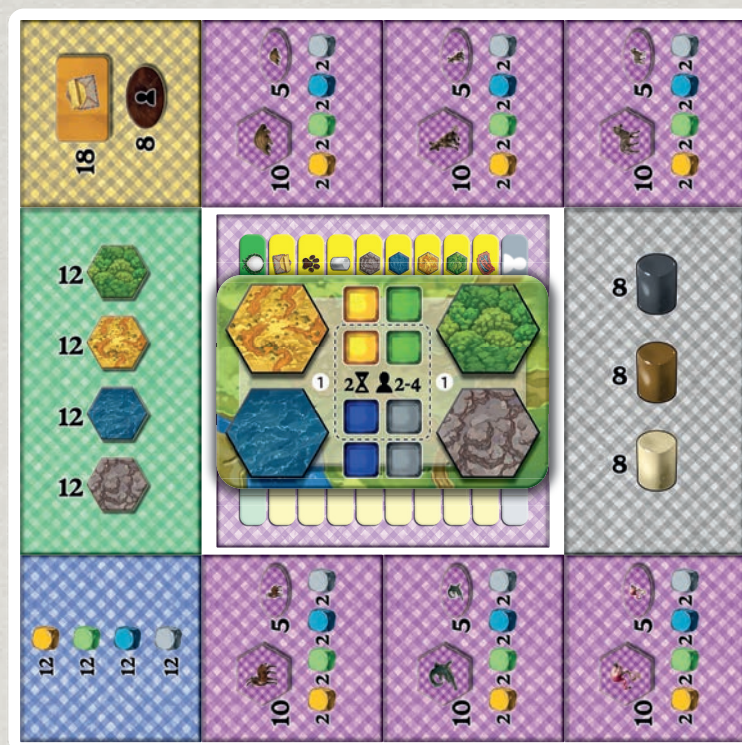
Double-sided

ORGANIZING THE COMPONENTS

- Before your first game, punch out all tiles and tokens from the punchboards.
- The game comes with 10 unassembled tuck boxes. To keep your components organized, assemble these tuck boxes and put the components indicated on the top of each tuck box inside.
- After each game, put the corresponding components back into the tuck boxes. Arrange the components in the game box as shown below.



Example: Put 10 personal animal tiles and 5 worker tokens with the **saola** symbol on their backs, plus 2 dice of each color, into this tuck box.



Organize your game box as depicted, with the tuck boxes at the outer edges and the score pad and the supply boards in the middle. Then, place the player boards, appendix, and rulebook on top of these tuck boxes.

INITIAL PREPARATIONS

- Keep the **score pad** near the play area. The score pad is used after round 1 to score the *entrance*. All other scoring is tallied after round 2 (during final scoring).
- Unless playing solo, keep the **solo tokens** in the box. The rule modifications for solo play are included on pages 10–12 (SOLO CHALLENGE).
- Unless playing The MISSION MODE, keep the **mission tiles** in the box. The MISSION MODE offers an additional challenge (perhaps too challenging for your first plays). If you decide to play this mode, incorporate the MISSION MODE rules on page 10 in addition to the regular rules.

SETUP

- 1** Place 48 **dice** (12 of each color) and all **watchtowers** in a *common supply* in the middle of the table.



Common supply (24 watchtowers, 48 dice, and 48 or 36 common animal tiles)

- 2** In a 1–4-player game, return the **common animal tiles** marked with an “X” (3 of each color) to the box.

Shuffle each set of **common animal tiles** separately to make 4 face-down stacks, one of each color, and add them to the *common supply*.

- 3** Deal each player a random **player board** to place in their play area with the side face up. Then, each player performs steps 4–9 below. Return any remaining player boards to the box. *After your first game, players should decide collectively whether everyone will use the side or the asymmetric side of their player boards.*

- 5** Take the **personal animal tiles** from the **tuck box** matching your *star animal* (shown at the top left of your player board). Shuffle them and place all 10 tiles in a face-down *personal stack* on the designated space.



Example: Saola tuck box

- 6** Draw 3 tiles from your *personal stack* and place them face up in the spaces on the left edge of your player board.

- 7** One at a time, draw and place another 3 tiles from your *personal stack* face up on the hexagons labeled 1, 2, and 3 on your player board. These are your *starting tiles*. For each tile marked with a *watchtower part* (1/3 circle), orient the tile so that the *watchtower part* covers the dotted 1/3 circle in the hexagon on the player board.
- Note:** Tiles with a can be oriented freely.



Example: The first starting tile must be placed on hexagon 1. The black watchtower part must be in the same corner as the dotted 1/3 circle.

- 4** Take a random **supply board** and place it with the indicated side face up above the top-right edge of your player board. Return any remaining supply boards to the box.

Fill the spaces on the supply board in front of you with the following:

- 4 **dice**, one of each color, from the *common supply*. Roll them and place them on their corresponding spaces outside of the dotted line.
- 4 random **common animal tiles**, one of each color, from the *common supply*. Place them face up on their corresponding spaces.



- 9** Place the **worker tokens** from your **tuck box** face up next to your player board.

The three face-up personal animal tiles and dice on the left side of your player board, are called your **personal display**.

FINAL PREPARATIONS

Each player may do the following before the game begins:

- **Swap** one (and only one) of their *starting tiles* with one of the three tiles in their *personal display*. If the new tile has a *watchtower part*, orient it using the rules in step 7 of SETUP. **Tips:** *If you have two watchtower parts of the same color among your starting tiles, it might be wise to swap one of them. Also read THE ANIMAL TILES and THE GOAL OF THE GAME below for a better understanding of which tiles to swap (if any).*
- Choose any number of dice in your *personal display* and **reroll** them once (and only once). Before choosing which ones to reroll, read THE DICE below.

THE ANIMAL TILES

Each animal tile has a habitat color (green, blue, grey, or orange) and one animal (of 16) depicted on it.

WATCHTOWER TILE



Watchtower part.
You need 3 of the same watchtower color on adjacent tiles to form a full circle and build a watchtower.

BREEDING TILE



Breeding tile symbol.
On a breeding tile, a player can only place a 1- or a 2-valued die (never a 3–6-valued die).

The preprinted hexagon on your player board is called your **star animal** tile (it is unique for your park). Although not physically a tile, it is referred to as a tile in these rules.



Example: The star animal tile on the saola board. Each star animal requires a 6-valued die.

The top left of your player board depicts the ten **personal animal tiles** in your *personal stack*. The four species in the top row are not available in the *common supply*, while the two species in the bottom row are available in the *common supply*.



Above each tile, there is a symbol showing the *watchtower part* or *heart* found on the tile.

THE DICE

Although there are some restrictions related to the 6-valued die, players should seek to acquire high-valued dice. But remember that at least one *breeding tile* with a 1- or 2-valued die is required to score a habitat area! Each *breeding tile* with a die multiplies the habitat area score.




Can be placed on any *watchtower tile* or *breeding tile* (*breeding tiles* require 1s or 2s).

Can be placed on any *watchtower tile*, and normally the higher the value the better.

Can only be placed on *watchtower tiles* next to a built tower (full circle of 3 *watchtower parts* of the same color) and your *star animal* tile.

THE GOAL OF THE GAME

The goal of the game is to score the most points. Here is a brief overview of how points are scored (see pages 8–9 for a full overview):

- After round 1 (of 2), each player scores the value of the dice that are linked to their **entrance** .
- At the end of the game, each player scores the total value of the dice in each **habitat area** multiplied by the number (and not the value) of dice on all *breeding tiles* in that area. **Note:** *If a habitat area does not have a breeding tile with a die, the habitat area scores 0 points.*
- At the end of the game, each player scores the value of the dice around each **built tower** (with 3 dice around it).
- At the end of the game, each player counts the number of **different animals** in their park and scores the points listed in the table at the bottom-right of their player board. **Note:** *The maximum number of different animals is 17 (16 on tiles plus 1 for your star animal).*

If playing the **MISSION MODE**, players may score additional points for completed **mission tiles** (see page 10).

PLAYING THE GAME

The game is played over 2 rounds. Round 1 consists of 8 turns, while round 2 consists of 7 turns. On each turn, players simultaneously perform the following steps in order:

1. **CHOOSE TILES AND DICE**
2. **BUILD**
3. **PREPARE NEXT TURN**

Each step is detailed below.

Important: Players are performing each step simultaneously. Choose a *leader* who will be responsible for announcing the start of each step and making sure all players have completed the step before the next step begins.

1. CHOOSE TILES AND DICE

Simultaneously, each player must choose:

- Exactly 1 item (1 tile or 1 die) from the supply board in front of them, placing the item on the *preparation area N* on their player board (see example below).

Example: This turn, Gina takes the **green orangutan tile** from the supply board and the **orange 5** from her personal display.

AND

- Exactly 1 item (1 tile or 1 die) from their *personal display*, placing the item on *preparation area W* on their player board (see example below).



Special case: For situations where the order of item selection from supply boards is important, players select items in ascending supply board number.

2. BUILD

Simultaneously, each player must place their two selected items in their *park*. The *park* is the area of each player board outlined in the example below.

The two items may be placed in the order of the player's choosing. If a player cannot, or does not want to, place a selected item in their *park*, the item is discarded (returned to the box).



Example: Gina places her two items in the park on her player board.

RULES FOR PLACING TILES

Tiles must be placed on any vacant hexagon in the *park*, even a hexagon that is not adjacent to a previously built tile. Tiles may be oriented in any direction, without needing to match habitat or watchtower parts on adjacent tiles.

Note: The preprinted star animal tile is not considered vacant.

Whenever you complete a full circle of 3 watchtower parts of the same color (black, brown, or beige), take a corresponding watchtower from the *common supply* and place it onto this circle. This is called a built tower.

Notes: The watchtower is placed only to clearly mark the built tower, so if you forget to place it immediately, you are allowed to place it later. You may have multiple watchtowers of the same color in your park.



Example: Gina has completed a full beige circle and places a beige watchtower.

RULES FOR PLACING DICE

When placing a die, place it on the *die space* on any *tile* without a die (even a tile you built during the same turn) while adhering to the rules below:

Matching color: A die can only be placed on a tile of a matching color.



Example: Blue dice must be placed on blue tiles (water habitat).

Low-valued dice on breeding tiles: Breeding tiles can only hold a 1- or a 2-valued die.



Example: You can only place a grey 1 or grey 2 on this breeding tile.

6-valued dice on your star animal: Your star animal tile can only hold a 6-valued die.

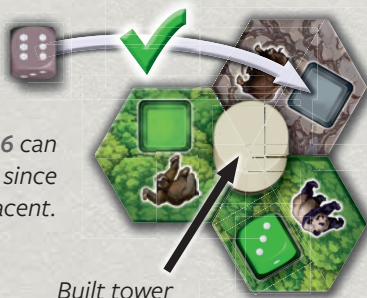


Example: On the saola board, the star animal tile can only hold a green 6.

6-valued dice around built towers: A watchtower tile can only hold a 6-valued die if it is adjacent to a *built tower* (see page 6). This means that you cannot place a 6-valued die on any tiles but your star animal tile until you have a built tower.



Example: The grey 6 cannot be placed on this tile, since the watchtower is not built yet (it is missing one beige watchtower part).



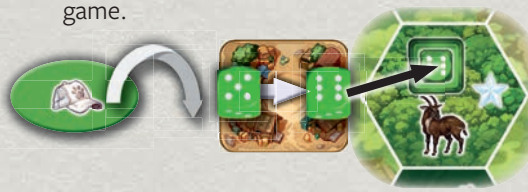
Example: The grey 6 can be placed on this tile, since a built tower is adjacent.

Built tower

USING WORKER TOKENS



Each worker token allows you to change the value of one die of the same color by +/- 1 (even wrapping around from 1 to 6 or 6 to 1). A worker token can be used on a die in your *preparation areas* (see below) or on a die already in your *park* at the end of each round before scoring (see pages 8 and 9). When you use a worker token, flip it face down to show that it cannot be used again this game.



Example: Changing a green 5 into a green 6 to place it on the star animal tile.



Example: Changing a blue 6 into a blue 1 to place it on a breeding tile.

Your multicolored worker token may be used to change the value of a die of any color by +/- 1. It may be used together with another worker token to increase or decrease a die's value by 2 (for example wrapping around from 5 to 1).

Note: Since players may use worker tokens at the end of each round on dice already in their park, it is often wise to save them for end-of-round scoring unless needed to meet the rules for placing dice.

3. PREPARE NEXT TURN

If you only have 2 tiles in your *personal display*, replenish your *personal display* with a new tile from your *personal stack*. If your *personal stack* is exhausted, continue the game with fewer than 3 tiles in your *personal display*.



Example: Since Gina has an empty space in her *personal display*, she must replenish the display with a new tile from her *personal stack*.

Next, each player sends the supply board in front of them to their left-hand neighbor.

Note: Any items left on the supply board follows the supply board. Do not refill any empty spaces.



Example: 3-player game

Start the next turn.

THE END OF THE ROUND

END OF ROUND 1

Round 1 ends after step 3 of the turn when no items remain on the supply board in front of each player (since supply board numbers might have an impact, pass the supply boards normally even though they are empty).

Then, do the following in order:

1. **USE WORKER TOKENS:** Each player may flip unused worker tokens to change the value of their dice in their *park*. Any dice changed by worker tokens in this way must adhere to all rules for placing dice and using worker tokens (see page 7).
2. **ENTRANCE SCORING:** Each player scores the total value of the dice in every dice group adjacent to their *park entrance*. Dice groups are sets of dice adjacent to at least 1 other die in the group. Record each player's *entrance score* in the upper row of the score pad (one column for each player).
3. **REFILL SUPPLY BOARDS:** Refill the spaces on each supply board with the following:
 - 4 dice, one of each color, from the *common supply*. Roll them and place them on their corresponding spaces outside of the dotted line.
 - In 2–4-player games only, 4 more dice, one of each color, from the common supply. Roll them and place them on their corresponding spaces inside the dotted line.
 - 4 random **common animal tiles**, one of each color, from the *common supply*. Place them face up on their corresponding spaces.
4. **Start round 2** by performing step 1 of the next turn.

END OF ROUND 2

Round 2 ends after step 3 of the turn when no items remain in each player's *personal display*.

The game ends—do not perform *entrance scoring* and instead proceed to FINAL SCORING (see next page).



These 3 tiles are adjacent to the entrance. Dice on these tiles, and all dice in their dice group will score in round 1.

Example: The **blue 1** is adjacent to the entrance so its dice group scores points equal to its total value: 10 (1+4+5). The **green 2** is also adjacent to the entrance so its dice group also scores points equal to its total value: 9 (2+2+5). Gina's entrance score is therefore 19 (10+9), which is written on the score pad.



Note that the **orange 1** and **orange 2** form a dice group but do not count for entrance scoring because none of the dice in the group is adjacent to the park entrance.



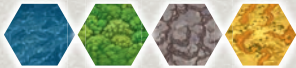
Example: In this 2–4-player game, Gina refills the supply board in front of her with 8 dice (instead of 4).

FINAL SCORING

At the end of the game, each player scores the points as shown below. Write each player's score on the score pad. The player with the most points wins the game. In case of a tie, the tied player with the highest total dice value on *breeding tiles* wins. If the tie persists, the victory is shared.

Before final scoring, each player may flip any unused worker tokens to change the value of the dice in their park, adhering to all rules for placing dice and using worker tokens (see page 7).

HABITAT SCORING



Score habitat areas by calculating the total value of all dice within each connected area of same-colored tiles. Then, multiply this total by the number of dice on *breeding tiles* in the same area.

Important:

- You score 0 points for areas that contain no breeding tiles with dice.
- 1s and 2s on watchtower tiles do not serve as multipliers for habitat scoring (only 1s and 2s on breeding tiles).
- You only multiply by the number (quantity) of dice on breeding tiles, not their values.
- Each habitat area scores separately. You may score multiple areas of the same type of habitat (including a single breeding tile with a die on it).

WATCHTOWER SCORING



Score the value of the dice around each *built tower* with 3 dice around it. **Note:** If there are fewer than 3 dice around a built tower, it scores 0 points.

ANIMAL SCORING



Each player scores points for the number of different animals in their *park*, including their *star animal*. The number of points scored is indicated in the table at the bottom-right of each player board (see example to the right).

Tip: It is easier to count if you go habitat by habitat.

Note: To achieve the maximum score of 80 points for 17 different animals, you must refrain from placing one of your chosen tiles from your personal display during the game. Only by doing this, you can make room for a unique animal tile from the supply board.

FULL SCORING EXAMPLE:

This example shows Gina's final score. Some notes to be aware of:

- The entrance scoring (upper row on the score pad) occurred in round 1.
- There are two grey (mountain) habitat areas, which both score: The northern area scores 7 points, while the southern area scores 9 points (9+7=16).
- The southern grey (mountain) habitat area has two 2-valued dice. However, only one of them is on a breeding tile, so Gina does not double her score for this habitat area.
- The blue (water) habitat area has two breeding tiles. However, there is no die on the penguin, so Gina does not double her score for this habitat area either.

Example: Gina scores 18 points for this orange (savanna) habitat area:

The total value of the dice is 9, multiplied by 2 (two dice on breeding tiles).

Note: Although there is no die on the giraffe tile, this tile still connects the **orange 1** and **orange 2** with the **orange 6**.



Example:

Gina scores 13 points for the brown built tower.



Example: Gina scores nothing for the black built tower, since there is no die on the sea turtle tile.



Example: Gina has 13 different animals in her park and scores 30 points.



Gina's score is 132

MISSION MODE

We recommend playing without this variant for your first plays, since it increases the game's complexity.

After SETUP (but before FINAL PREPARATIONS), deal one random **mission tile** from each set (A, B, and C) to each player. Any remaining mission tiles are returned to the box. Each player places their mission tiles face up in the corresponding spaces to the right of their player board.

Note: Some of the missions have requirements that apply to dice values. This may inform if/how players reroll the dice in their *personal display* during FINAL PREPARATIONS before round 1.

During final scoring, each player is awarded the points listed on every mission tile whose criteria they currently meet. Record each player's total mission points in the bottom row of the score pad (above the total score). **See APPENDIX for an explanation of each mission tile.**



Example: Gina's 3 random mission tiles (one A, one B, and one C).




This number can be used for referencing mission tile details in the APPENDIX.

SOLO CHALLENGE

SETUP

Follow the setup as described on page 4, with the following exceptions:

Instead of taking a random supply board, find the 3 **supply boards** with the solo challenge  on their backs (supply boards 1, 2, and 3). Arrange the supply boards as shown in the example to the right.



Return all **common animal tiles** marked with an "X" (3 of each color) to the box. Then, draw 2 tiles of each color from the *common supply* and randomly place them on corresponding spaces of the two right supply boards.

Roll 2 **dice** of each color from the *common supply* and randomly place them on the corresponding spaces on the left supply board.

Place a **black watchtower** above your supply board. This is your *selection token*.

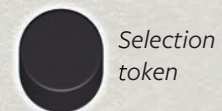
Shuffle the **solo tokens** to make a facedown stack above your player board.

Draw 3 random **mission tiles** (one of each A, B, and C) and place them face up in the corresponding spaces to the right of your player board, as described in the MISSION MODE above.

Note: Whether you use the  or  side of your player board has little impact on your score.

FINAL PREPARATIONS

As normal, you may reroll any number of dice in your *personal display* and swap one *starting tile* with one in your *personal display*. For this solo challenge, you may then reroll any number of dice on the left supply board once. Additionally, you may discard any number of tiles from the right supply boards. Ultimately, refill empty spaces on the right supply boards with new random tiles of the corresponding colors from the *common supply*.



Selection token

Set up the play area above your player board like this, and then fill up spaces with dice and tiles.



Solo tokens



THE GOAL OF THE GAME

SOLO CHALLENGE

When playing solo, you must play with the MISSION MODE (see page 10).

To win, you must complete at least 2 of your 3 missions and score at least 200 points (see table on the following page). All multiplayer rules apply unless specified otherwise.

PLAYING THE GAME

SOLO CHALLENGE

The steps of a turn in the solo game are slightly different from the steps in a multiplayer game. Each turn, perform the following 5 steps in order:

1. Choose whether you want to take a tile or a die. Place the *selection token* on the black circle of the left supply board if you choose to take a die, or on the black circle of the right supply boards if you choose to take a tile.
2. Reveal the top solo token from the stack. Discard the item in the space matching the solo token number on the supply board(s) without the *selection token*. If there is no item in this space, discard the next item in clockwise order (example: if there is no item in space 8, discard the item in space 1 instead). Return discarded items to the box. Worker tokens can be used to prevent an item from being discarded by a solo token (see below). **Note:** Keep all drawn solo tokens visible to help deduce which items are likely to be discarded on future turns.
3. Choose an item from the supply board(s) with the selection token and place it on *preparation area N* of your player board. Choose an item from your *personal display* and place it on *preparation area W* of your player board, as normal.
4. Build, as normal (see page 6).
5. If your *personal display* contains only 2 tiles, replenish it with a new tile from your *personal stack* (if possible). The supply boards remain in place without refilling any empty spaces. Start the next turn.

USE OF WORKER TOKENS IN A SOLO GAME

In the solo challenge, worker tokens can be used to change the value of dice (as normal) or to prevent an item from being discarded by a solo token. To prevent the discard of an item, flip a worker token that matches the item's color.



Example: Bob places the selection token on the left supply board. Then, he reveals the top solo token, which shows a 7. He discards the animal tile at 7 on the right supply boards (with tiles). Finally, he chooses to take the grey 2 from the left supply board (with dice), placing it on preparation area N.



Example: In the scenario from the example above, Bob flips his green worker token to prevent the green sloth tile from being discarded.

THE END OF THE ROUND

SOLO CHALLENGE

Round 1 ends after 8 turns when the stack of solo tokens is exhausted. Any items left on the supply boards remain.

Note: *There will only be items left on the supply boards if worker tokens have been flipped during the round to prevent items from being discarded.*

Use worker tokens (if desired), then perform *entrance scoring* (see page 8), refill empty spaces on supply boards with tiles and dice following the instructions in the Solo Challenge setup and shuffle all solo tokens to form a new *solo stack*.

Before starting round 2, you may reroll any number of dice on the left supply board once, discard any number of tiles from the right supply boards, and refill any empty spaces on the right supply boards with new random tiles of the corresponding colors from the *common supply*.

Round 2 ends after 7 turns when no items remain in your *personal display* (one solo token will remain in the stack).

Note: *The solo token drawn in the last turn of round 2 has no impact on the game.*

After round 2, the game ends. Proceed to FINAL SCORING below.

FINAL SCORING

SOLO CHALLENGE

At the end of the game, score points as detailed in FINAL SCORING (see page 9). To win, you must score at least 200 points and complete at least 2 missions. If you won, check your achievement in the ACHIEVEMENT TABLE to the right.

ACHIEVEMENT TABLE

SOLO CHALLENGE

| Points | Achievement |
|---------|---------------------------------|
| 200-209 | You win, but you can do better. |
| 210-219 | Pretty well done. |
| 220-229 | Good. |
| 230-239 | Very good. |
| 240-249 | Impressive. |
| 250-259 | Most impressive. |
| 260-269 | Excellent. |
| 270-279 | Extreme score. |
| 280+ | Legendary score. |

Note: *This table applies only to the solo challenge, not to multiplayer games.*

CREDITS

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