

Megaland

Set-Up:

- Take the 6 groups of “Star” buildings and lay them out in a row (each group has 4 cards except for the Café which has 8.)
- Choose 7 groups from the rest of the “normal buildings,” and lay them out in a row under the Star cards.
 - For beginners, try your best to choose buildings with different costs (upper left hand number.)
 - For experienced players, play with more than 7 normal buildings.
- Shuffle the “Level Cards” face-down and place the deck next to the “Level Tile.”
- Put the Hearts, Coins, and Jump Tokens in a “supply” near the Heart Cost Card.
- Shuffle all Treasure Cards face-down. (If this deck ever runs out during the game, shuffle the discards.)
 - The number on each treasure card represents the number of cards of that type in the deck (not its value.)
 - The types of Treasures in this game are Gears, Eggs, Carrots, Stones, Crystals and Fish.
- Each player takes a Character stand, a Character card, and 4 hearts (which go on the left “heart” side of character card.)
- Choose a 1st player and give them the 1st player marker.

Game Flow:

- In Megaland, players try to collect 20+ coins by pressing their luck in a video game style world in order to win the game.
- The game is played over a series of rounds (video game levels) and each round has 3 phases – **Run Level, Buy, and Night**.
- At the end of a round when 1 or more players reach 20+ coins, the player with the most coins wins!

Game Round:

1. Run the Level

- At the beginning of a round, all players put their character stand on the Level Tile. This means their character is ready for what is to come in the trials ahead. They are committing to the next flip of the card.
- Everyone who is on the Level Tile (in this case all players) draws a Treasure card from the Treasure deck and place this card face-up ABOVE their character card. This treasure is not safe at this time.
- Now, the 1st player flips the top Level Card from the deck and places it face-up next to the Level tile.
 - If the card has a “skull” symbol on it, your character takes damage for each skull shown. To do this, slide 1 heart from the left side of your character card to the right “injury” side for each damage taken.
 - If the card has no symbols on it, nothing happens! You live! Yay!
 - If the card has a treasure symbol on it, draw a treasure card and place it with the other cards ABOVE your character card. These cards are still not “safe” yet.
- If you move your last heart to the “Injury” side of your character card, you **FALL**. You must discard all treasure cards from ABOVE your character card and remove your character stand from the Level Tile. You are done for this phase and must wait for all other players to finish.
- If you don’t FALL, then you now have a choice... do you take the treasures you have earned (ABOVE your character card) and “Return Home” or do you press your luck and keep going in the Level?
 - If you “Return Home,” you take all your treasure cards from ABOVE your character card and move them BELOW. You have decided to call it quits for the phase and must now wait for the Buy Phase.
 - If you decide to stay on the Level Tile, draw a treasure card from the deck, place it ABOVE your character card. When all players are ready, flip the next Level Card as you did before. Repeat this process until everyone has either Fallen or Returned Home.
- When there are no more Character stands left on the Level Tile, move to the Buy Phase.

Jump Tokens

- When a player decides to stay in the level, but before the next Level Card is flipped, a player can discard 1 Jump Token (green arrow) they have acquired in order to possibly avoid the monster on the next flip of the Level card.
- If the next card flipped shows the Jump Token icon in the upper left corner, they successfully jump over the monster and avoid all damage! However, if the monster doesn’t have that icon, they take the damage as usual.

Trading with the Scary Rabbit

- Whether or not you take damage from the Rabbit, you may discard 3 carrots in order to draw 3 cards from the treasure card deck. However, if the damage taken from the Rabbit makes you FALL, you can’t trade the carrots.

2. Buying Buildings

- Starting with the 1st player, going clockwise, each player can buy as many building as they can afford.
- Players are allowed to own more than 1 of the same building, however, can only buy 1 copy of each per round.
- In order to buy a building, discard a number of unique treasures as indicated in the upper left of the building.
 - Example – If a building has a 3, you can spend a 1 carrot, 1 gear, and 1 fish as payment.
- You can also buy more Hearts for your character card. Discard a number of matching resources as indicated!
 - Your 5th heart requires a matching pair of treasure cards. Your 6th heart requires 3 of a kind, and so on...

3. Night

- First, pass the 1st player marker to the left.
- Next, for each building you have, you may “store” 1 unused treasure card which can be then used for next round. Discard any treasures you could not store. They are lost.
- After that, activate all of your “Moon” Night Phase actions on your buildings in any other you wish. It is important to note this is after you store your treasure cards so anything earned is “saved” at this time.
- Move all your hearts from the “Injury” section on your character card to the “Heart” section.
- Return all Level Cards to recreate the 10 card deck, and shuffle to prepare for the next run.
- At this time, if 1 or more players has 20+ coins, then the game is over, go to End Game now. If no one has 20+ coins, start a new round!

End Game:

- At the end of a round when 1 or more players reach 20 coins, the player with the most coins wins!
 - If players are tied for most coins, the tied player with the most left over treasure cards is the winner
 - If still tied, the tied player with the highest collective building total wins. Still tied? Share the victory.

Building Cards in Detail:

***Arcade** (3) – Immediately take 3 coins when you buy this (one time effect.) At the end of each “Buy phase,” if you are the sole player with the least coins (can’t be tied for least), take 2 coins now.

Arena (5) – Immediately take 6 coins and 2 Jump Tokens (one time effect.)

***Bazaar of Oddities** (4) – Immediately take 4 coins (one time effect.) When you “return home” safely carrying 5+ treasures, earn 1 coin.

Bowling Alley (3) – During each Night Phase, take 1 coin.

***Café** (2) – Immediately earn 2 coins (one time effect). (Has 8 cards total instead of 4 like all the rest.)

Endless Mine (5) – During each Night Phase, take 3 coins.

Fish Vendor (3) – Immediately take 2 coins (one time effect.) Once per round, you can spend 1 Fish treasure as if it were any other type of treasure card.

Fishing Pond (3) – During the Night Phase, draw 1 treasure card from the deck and add it to your “saved” treasure cards. This happens after you stored your treasures for the night, so it is automatically saved.

Gym (2) – Immediately take 1 coin and 2 Jump Tokens (one time effect.)

Hall of Elders (3) – When you buy a non-star building (starting after you buy this building,) take 1 coin.

Herb Hut (1) – If you Fall, you may keep 1 of the treasure cards you would discard due to falling.

Hospital (2) – Take 2 coins anytime the player on your right or left “Falls.” With 2 players, only count your opponent once. Max 4 coins can be earned with 3-5 players, Max 2 coins with 2 players.

***Hotel** (5) – Immediately take 5 coins (one time effect.) Each time you buy a Heart, take 2 coins.

Laboratory (3) – Immediately take 3 coins (one time effect.) If you “Fall,” discard your ABOVE treasures like normal, but then draw the top card of the treasure deck to take into the Buy Phase.

Lodge (4) – During the Night Phase, take 2 coins.

Ostrich Ranch (2) – When buying buildings, you may use “Egg” treasures as any type of treasure card.

Reptile Stable (1) – When you “return home” safely, draw 1 treasure card and then discard 1 treasure. The wording in the rulebook on page 10 is incorrect. The wording on the card is correct.

Root Market (4) – Immediately take 4 coins (one time effect.) Once per round, you can spend 1 Carrot Treasure as if it were any other type of treasure card.

***Sandwich Stand** (1) – Immediately take 1 coin (one time effect.)

Smithy (3) – Any 4 or 5 cost buildings you buy in the future earns you 3 coins.

Soap Markers (3) – If you meet the “Sludge Monster” in the Level, don’t take damage from him, and draw a Treasure card immediately. If you own multiples of this building, only 1 can take effect. Sorry...

***Temple of Zoz** (6) – Immediately take 7 coins (one time effect.) Each time your Character meets the “Red Serpent” in the Level, take 2 coins (even if you “Fall.”)

Toll Booth (3) – When you buy a “Star” building, take 1 coin.