BEST DAY EVER

RULES

EN rulebook downloadable on www.spiel-das.de

SPIEL DAS!

WELCOME

You plunge into fast-paced roller coasters, take a spin on the carousel and eat delicious burgers in the restaurant. You decide how your day is going to be! But while you stroll from attraction to attraction, queuing too long can quickly have unpleasant consequences for the bladder. And if you overdo it with the wild rides, nausea comes on top of that! Plan wisely and have as much fun as possible because in the end, only one thing counts:

Who is going to have the BEST DAY EVER?

MATERIAL

9 Locations (7x Attractions, 1x Toilet, 1x Outhouse)

6 double-sided Park Maps

74 cards:

6 sets with 8 Locations each (7x Attractions, 1x Toilet)

20 „Memories“ cards

1 “Afternoon” 1 “Closing Time”

1 Fun Director

3 Overview “Bonus Action”

6 Player Token

6 Toilet Cubes

2 Dice
(Park Owner's Children)

Markers & Token:

105 square Attraction-Token
(15 per Attraction)

40 square Nausea-Token
„Pukey" (35x 1´s, 5x 3´s)

10 round Visitor-Marker
(1x 1´s, 2x 2´s, 3x 3´s, 2x 4´s,
2x „Closed")

18 „Express-Tickets"
(12x REAL, 6x FAKE)

45 Funpoints
(30x 1´s, 15x 5´s)

45 square Bonus-Token
(15x per "Ice", "Balloon", "Drink")

7 round Bonus-Marker
(2x per "Ice", "Balloon", "Drink" ; 1x "All 3")

SETUP

1. Place the 7 **locations** in random order in the middle of the table! The **toilet** and the **outhouse** with some distance next to it. Put a „**Pukey**“ on the outhouse.

2. Shuffle the **memories** separately into A and B. Take 6 pieces from each pile. Now form a common draw pile with the A-cards at the top and the B-cards below. Sort the card „**Afternoon**“ after 5 memories and the card „**Closing Time**“ after 5 more memories.

3. Prepare the „**Park Owners Children**“ dice. (In the game with 2-3 people both, otherwise only one die).

4. Place all **square attraction token**, “**Pukies**” and **fun points** next to the playing field as a general supply.

5. Take the round **visitor markers** according to your number of people, place them on the Card “**Fun Director**”.

	2	3	4	5	6
Closed	2	2	2	1	1
4´s	2	1	1	2	1
3´s	2	3	2	2	3
2´s	1	1	2	1	1
1´s	0	0	0	1	1

6. The oldest person at the table becomes the **fun director** of the first round and receives the corresponding card including the markers.

7. Each person receives the following game material:
1 set of **location cards**, the matching **player token,**
1 **toilet cube**, 1 **park map** with the base side up and 3 **express tickets** (2x REAL ✔ ,1x FAKE ✘). The toilet cube is placed on the „0%“ field of the toilet strip!

Put the round bonus markers, square bonus token and the bonus overviews back into the box; you don‘t need them for your first game.

OBJECTIVE

To win the game after 12 rounds, you need to earn fun points by visiting attractions and collecting memories. If you don't go to the toilet in time, you may have to go to the outhouse and get even more nausea. Decide on a location in each round. But watch out for the other visitors, because they will stand in line with you and cause the toiletstrip to rise unpleasantly! Whoever was able to collect the most fun points at the end has the **BEST DAY EVER** and wins.

HOW TO PLAY

A round in **BEST DAY EVER** consists of the following steps:

1. PREPARE PARK
2. SELECT LOCATION
3. PARK OWNER'S CHILDREN
4. VISIT LOCATION
5. REDEEM MEMORIES
6. CLEANING UP THE PARK

1. PREPARE PARK

The fun director takes the round **visitor markers**, distributes them randomly on the attractions and then turns them over! The number on the markers symbolizes guests who are already in line. The „Closed" markers indicate which attractions cannot be visited in the round. Place the top Memories card face up on the table. In the course of the game, several of these cards can be face-up at the same time.

HINT

- In each round, a **Memories card** is placed on the table. If it is the last card from the deck, the last round in the fun park begins.
- If the card „**Afternoon**" is placed on the table, place an additional Pukey on the outhouse. Immediately afterwards, place the next Memories card on the table.
- If the card „**Closing Time**" is placed on the table, place a third Pukey on the outhouse. Immediately afterwards, place the next Memories card on the table.

2. SELECT LOCATION

Everyone now **secretly** decides which location to visit and places the card face down in front of them!

The following applies:

A) You are not allowed to select closed attractions.

B) You can only visit attractions that are **adjacent to your player token** (only in the first round this restriction does not apply!). You can skip attractions that are currently closed.

C) You can revisit the same attraction you're already standing on; unless it is blocked.

D) The toilet is accessible from everywhere. If you are standing on the toilet or the outhouse at the beginning of the round, you are free to choose the next location!

Then decide which **express ticket** you want to use: REAL or FAKE. Place it face down on your card as well.

HINT

The REAL Express Ticket will take you far ahead in the queue and you will have advantages when adjusting the toilet strip (→ ***4b ADJUST TOILET STRIP***). The REAL Express Ticket can only be **used once**! If you don't want to spend the REAL ticket, place the FAKE Express ticket on your card; Then the others don't know what you're up to.

3. PARK OWNERS CHILDREN

The fun leader takes both (in the game with 4-6 people only one) dice, they show different places except the „park". Throw them once and place them on the **diced locations**. They are considered as 1 visitor in the queue at a time. This becomes important when you adjust your toilet strip.

4. VISIT LOCATION

4a Queue

Now everyone reveals their card and the express ticket! Place your token on the corresponding attraction or on the toilet. Anyone who has used a **FAKE Express ticket** will take it back. A **REAL Express ticket** comes to the player token on the attraction.

EXAMPLE

Yellow *chooses the roller coaster, there is a* ***visitor marker*** *with the value* ***2****. Two other players decide on the same* ***attraction*** *(blue and green). There are a total of 5 visitors in the queue, so the toilet cube goes 50% to the right!*

4b Adjusting the toilet strip

Next, determine the length of the queue.
The number of people waiting results from:

- yourself
- other players
- the number on the visitor marker
- the dice „Park Owners Children"

Move your personal toilet cube forward by 10% on the strip for each person waiting in line. If you move **above 100%**, you leave the attraction and immediately place your player token on the outhouse!

Whoever has placed a **REAL express ticket** is at the front of the queue.
The number of people waiting is determined by:

- yourself
- other players who have also placed a REAL Express Ticket

4c Use the attraction

To use an attraction, consider the following:

• First take the square attraction token of the place you are standing on from the supply. Place it in front of you with the colorful side up.!

EXAMPLE

Take 1 „Pukey“

Go back 10% on the Toilet strip if possible

Put 2 “Pukies” back in the stock if possible

Move your player token to a neighboring location that is not locked!

• **Than,** executes the effect of the visited attraction. This is mandatory!

• Are there not enough token of an attraction? Starting with the fun director, the players take one clockwise until the supply is empty. The effect can still be used by everyone. The location can also be visited in further rounds to use the effect!

• **Special case Toilet:** There is no tile here. Instead, reduce the toilet strip to 0% and **give back 1 “Pukey”**.

• **Special case Outhouse:** If your token is here, then the toilet strip also redu-ces to 0%. However, you also have to take **“Pukies”** from the **supply** - as many as are currently on the outhouse. **The tokens on the outhouse remain!**

5. REDEEM MEMORIES

Look at the **displayed memories**. If you already have all the required attraction token of a card in front of you, take the printed number of fun points from the supply. Then turn over the **used attraction token**. They are still worth the fun points printed on them at the end of the game but cannot be used a second time for memories!

HINT

- One person can complete several memories in one round.
- Several people can fulfill the **same memories** in one round.
- You then put each fulfilled memory back in the box.

6. CLEANING UP THE PARK

The **fun director** ensures that the following steps are carried out:

- Place **used REAL Express tickets** in the box. Those who have landed on the outhouse will get their ticket back.
- Take the dice "**Park Owners Children**" from the locations.
- Remove all round **visitor markers** from the playing field and shuffle them face down on the table.
- Everyone takes the played **location card** back into their hands.

THE END

At the beginning of the 12th round, the last Memories card is placed on the table. At the end of the round, the park closes and the game is over.

Then add up all the fun points you have collected in the course of the game (**square attraction token** and **fun points**). Find out how many "Pukies" you have left and give up fun points for them according to the overview.

Whoever has the most fun points wins. If there is a tie, the winner is the one whose toilet strip is the lowest. If this is also the same, you have experienced the **BEST DAY EVER** together!

BONUS MODULE

Are you in the mood for ice cream, balloons and cool drinks? Then play the bonus module! All rules remain the same, except for the following exceptions:

SETUP

- All use **the back** of the park map (with bonus symbols on the right side).
- Place the square **bonus token** next to the playing field as a general supply.
- Place the „Bonus Actions" overviews in the play area so that everyone can see them well. Make sure that they all are facing up with the **same side**.
  For the first game, we recommend the page with:
  You can use the second side in other games:

- At the beginning of the game, randomly distribute the round **bonus markers** on the attractions; they stay there for the entire game!

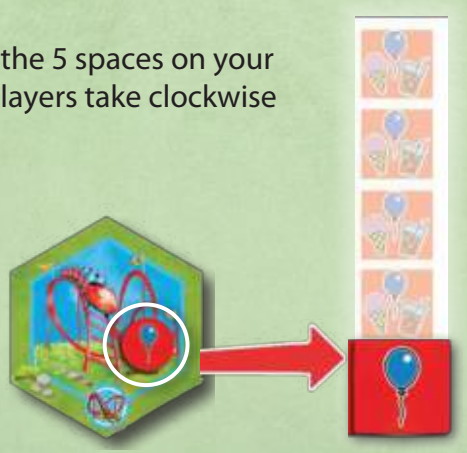
HOW TO PLAY

Follow steps →***1 bis 4c*** as ususal. Then follow the steps:

4d Get Bonus

- Look at which **bonus marker** is on the attraction on which your token is currently standing.

- Take a matching square **bonus token** from the supply and place it on one of the 5 spaces on your park board. Are there not enough token? Starting with the fun director, the players take clockwise until the supply is empty.



- You can have up to 5 tiles at the same time.

- If you take a 6th tile, you have to put another one back into the supply.

- **You can refrain from taking!**

4e Exchange bonus:
You can then **exchange** the bonus tiles according to the „Bonus Actions“ overview. You return exchanged tiles to the supply. If you have enough bonuses, you can exchange several of them in one round!

When trading in, your token will **not** be moved! The rules of **4c→using attraction** and **4d→ get bonus**, apply to the locations! Bonus tiles that have just been received may be used directly.

CREDITS

JAN MAIER says thank you:
Thanks to all test players for your time and feedback! You have made the game and the way to it the BEST DAY EVER!

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BONUS ACTIONS

- Use the attraction „Roller Coaster“.
- Use the „Park“ attraction.
- Use the attraction „Ship Swing“.
- Take an already used express ticket and 4 fun points (no matter who used the ticket).
- Use the „Carousel“ attraction.
- Use the Toilet.

- Use the „Ghost Train“ attraction.
- Take any bonus marker and 2 fun points.
- Use the „Restaurant“ attraction.
- Score a Memories card with one Attraction marker less and take a balloon.
- Use the „Theater“ attraction.
- Use an attraction that is currently closed.