



2-6

# Forks



15 min

*It's tourist season, and you need to work out which of the 5 destinations to market, and which to invest in. Each investment is some marketing you can't do, but only the top marketed destinations will make money at the end.*

## Contents:

55 Destination cards

1 Setup/ Tiebreak card



## Objective:

Make the most money by investing in profitable destinations, and avoiding unprofitable destinations.

## Setup:

If playing with 2 or 3 players, remove the cards with values of 10, 11 and 12. Otherwise play with all cards.

Place the Setup card on the table and shuffle the Destination cards, placing the deck face down in the centre of the table.

Depending upon the number of players, remove the top Destination cards from the game without looking at them, using the table below to see how many (this is also on the Setup card). Then draw marketing cards from the deck and place them face-up, again according to the number in the table below. These are the first cards marketing each destination.

Num Players	2	3	4	5	6
Remove	9	1	5	7	1
Initial Marketing Cards	3	3	3	3	0

Flip the Setup card so the Tiebreak face is face up, then place the drawn marketing cards below it in the same order as the Tiebreak card. If cards with the same destination are drawn, place them overlapping so all values are visible.

## Example Setup



## How to play:

Each round is played simultaneously, and there will be 3-4 rounds. At the start of each round everyone is dealt 3 cards from the deck, and chooses one to invest. This invested card is added to their hand face down. The other two cards are then passed clockwise to the next player.

Players then choose one of the two passed cards to invest (add to their hand). The other card goes face down in the middle of the table. When all players have played a face down card to the middle they are revealed and placed in the correct place in the marketing section, underneath the tie-break card. If there are already any cards of that location, the new cards are placed overlapping so all values can be read. When all revealed marketing cards have been placed, the next round begins.

### **2-Player game only:**

After each round reveal the top card of the deck and place it in the marketing section.

### End of game:

The game ends after the round in which the deck is emptied. When this happens sort the 5 destinations into a top three and bottom two, using the total marketing values. Ties are broken according to the Tiebreak card. Players then score each destination they invested in. Add together the values of the cards in the top three marketed destinations, and subtract the values of cards in the bottom two destinations. Scores can be negative. The player with the highest score is the winner!

### *Example Scoring*



*In this example Green Acres and Greysteel City both have the lowest marketing values (9 and 19). Greysteel is tied with Bluecrest, but Bluecrest wins ties. Both destinations are moved down to show their cards score negatively for players.*



*If the destinations had the marketing positions above, then this hand they would score 3 points (6-4-8-4+8+5=3).*

### Merge Variant:

As an optional advanced rule players may play with the merge variant: when players are passed two cards, they add them to their hand then play any card from their hand as a marketing card.

Note: Each destination has 11 cards. 10 numbered 3-12, then one extra card depending upon the destination: Grey 8, Blue 7, Yellow 6, Green 5 and Red 4.

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