

Mango Cabana Rules

Overview

Welcome to Mango Cabana where 2-6 players compete to schedule the best Acts at your night club. Acts are represented by the fruity Acts of Mango Cabana. Whenever you score points, you will gain Coins to show the earning power of your Club. At the end of the game, you may also have to pay extra Coins if you schedule a lot of Diva Acts.

Each Act has requirements that maximize points. Schedule the right acts on the right day with other Acts to score the most points.

Family Game: See *Variant Rules and Setup* at the end of these rules for alternative ways to play the game.

Objective - The player who scores the most Coins with six Acts, after your Diva Cost (see *Fig. 4*), wins the game.

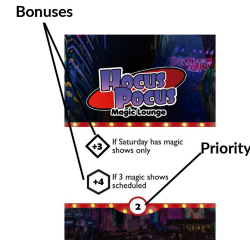
Setup

Shuffle the 54 Acts and place them in the center of the play area. Draw 6 cards and place them face up in 2 columns and 3 rows in reach of all players (see *Fig. 1 below*). This Display is where you will Recruit and dismiss Acts.

Fig. 1 (6 player example set up)



Next, shuffle the 8 Club cards and deal one at random to each player. Return remaining Clubs to the box. Place your Club near your play area. Your Club information is open information and should be read out loud by each player. *Clubs score as long as the minimum number of required cards are played.*



Each player takes a Player Mat and places it in front of them with room underneath to schedule Acts.

Acts have information on them that allow you to play the game. The first player is the one with lowest priority number on their Club card (the small number in the

Act Example:



Each Act has a symbol that corresponds to a keyword. The keywords are Music, Comedy, and Magic.

Figure 2:
Act Icons



Be on the lookout for these keywords and symbols. Some Acts can score you more points by bringing more Coins to your clubs; these Acts are Divas and will have a Diva Star. A few Acts will be multi-talented. This also means they will have more than one Diva Star.

They count as fulfilling requirements for more than one act.

Acts are generally looking for minimum requirements. *For example, "Bella" wants three music or two comedy shows. If you schedule four music shows, you still met this requirement.*

The numbers at the bottom of each Act indicate how many Coins you gain for scheduling them on the corresponding night. (Th. Fri. Sat. Sun.) Place all the Coins in easy reach of all players. Coins are not limited and if you somehow run out of Coins, use a suitable replacement to track your score.

You are now ready to play the game. The first player is the person with the lowest number Club.

Gameplay:

Mango Cabana is played over 6 drafting rounds. Each round, players draft Acts to their Club and place them on one day.

A maximum of two Acts may be scheduled per day. The same Act may be scheduled in multiple places, even twice on the same day.

Once Recruited, Acts cannot move again and must stay on the day assigned. Players gain points by taking Coins from the supply at the end of the game.

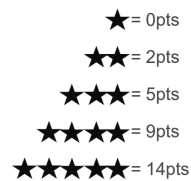
To take a turn, Recruit a single card from the Display. Place the card underneath your player board on a single day. Next, discard the other Act that previously shared the row with your Recruited Act. Refill this row with two cards from the Act deck. Finally, pass the turn to the player on your left.

Play will proceed this way until all players have Recruited 6 Acts.

Players will now score using Coins. Each Act scores according to where it was scheduled, it may score its Bonus if the requirements were met, and then you gain Coins for your Club bonus.

Check your play area for Divas and compare the number of Diva stars in your play area to the Diva Cost chart (**Fig 4**). Divas are incredible Acts, but they come with a cost.

Fig. 4



For each point lost, pay Coins from your previous total back to the supply. Now, compare all players' Coins. The player with the most Coins wins- you have the best Club in the scene and people have flocked to see your Acts!

Variant Rules and Setup

Draft Variant:

Mango Cabana can be played with a hidden hand draft. Instead of using a central Display, players shuffle the Act deck and draw a hand of 7 cards. In reverse player order, draft Club cards and announce your chosen Club.

Play using a draft method. Starting with the first player, each player will play one card from hand onto their play area to Recruit an Act. After all players have Recruited, players pass all the cards in their hand to the player on their left. The first player is now the player to the left of the starting player, each player will Recruit in turn order again. Then, players will pass their cards again to the left. Play proceeds in this manner until all players have Recruited 6 Acts. All other rules remain the same. You will have one card to dismiss without playing on your last turn of the game.

Double Blind Variant

Play the same way as the Draft Variant, but also Recruit all Acts face down to your Club. Do not take Coins immediately. Instead, wait to score until the end of the game. Players still say out loud what Club they have at the beginning of the game.

Strategic Variant

Score acts as you draft them. If you gain a bonus at the time of scoring, you retain that bonus even if it is later negated. Only bonuses which are in play at the time of scoring get scored in this variant.

Credits:

Game Design/Art Concepts: Gary Chavez
Editing/Development: Christopher Paul High
Character Art/Graphic Design: Patrick Gomes
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