



AnshuLand

Where every day's an Anshu day!

AnshuLand is a game of entertaining and educational fun for the whole family! While travelling around the exciting theme park world of AnshuLand, you can learn more about exactly why Anshu is the greatest thing since sliced bread, which he actually invented himself in 1928. This guide contains everything you need to know to get started on your adventure!

The story so far...

Anshu Isle drifts lazily in an unnamed ocean, covered by gently waving palm trees and the vanilla plantations that provide most of its income. It sits so close to the date line that it is the first country in the world to begin each new day; the Sun's rays illuminate the peak of Mount Anshumore before anywhere else on the planet. Just outside the bustling capital city sits the so-called Earliest Place on Earth™: the theme park and monument to the nation's dear leader, AnshuLand. A stream of tourists from across the world visit to learn more about his life and times, and hope to occasionally catch a rare glimpse of the man himself at one of the sold-out Anshu Audiences.

But Anshu has recently turned 21 years old and fears that his current lifestyle may be unsustainable. Getting up at 4am will become much harder as he progresses into middle age. A constant devotee of succession planning, he has instituted a quest (much like Willy Wonka) to determine who will take up the reins when he sets them down. Several contenders have made it to the island to take part in the tournament, which will test their endurance, skill, and knowledge of Anshu's life. Only the best will emerge triumphant as the Anshu-in-Waiting; time will tell whether that will satisfy them, or if they will devote much of their time to thoughts of leadership challenges, much like Anshu himself.

*Do you have what it takes to be the next Anshu?
Read on and find out!*

How to play

As a contestant, you must prove your worth as Anshu's successor in an interview with the global president of the Anshu Appreciation Society, Lisa Cantlon PAAS, who resides in her Presidential Palace within AnshuLand.

To be admitted into her presence, you must collect items of **Anshurabilia** from around the park. These are important mementoes from Anshu's life. You will see that some points have a question mark. On these **Trivia spaces**, you can attempt to answer an Anshu-related trivia question to win a piece of Anshurabilia. Once you have a certain number of pieces, you can return to the palace and attempt to gain an audience; if you succeed, the **final challenge** awaits you.

Along the way, you must be cunning and daring to outsmart and outmanoeuvre your competitors, who will all be racing against you for the same prize, and will have to react to the vagaries of fortune in the form of **Chance-shu cards**.

Getting started

Setting up the game board

- Unfold the game board. You will see that it consists of a series of Location dots joined by lines with spaces along them.
- There are special icons on some spots:
 - Question mark (?) = Attempt Trivia question if eligible.
 - Exclamation mark (!) = Draw a Chance-shu card when you land here.
 - Car icon = part of the Racetrack.
- Shuffle the Chance-shu cards and place them on the allocated zone.
- Shuffle the Trivia cards and Anshurabilia items, and store them nearby.

Choosing a character

- Each player or team controls one character in the race. Select a character and place the playing piece near the Park Entrance.
- Every character has one or more **Powers**, enabling them to move rapidly in certain areas or use some other special ability.

- Every character also has a **Weak Point**, which is a Location on the game board that draws them in with its siren song. The Weak Point is different for each character. When the character is at a Location linked by a line to their Weak Point, their next moves must be towards the Weak Point, until they reach it; they must then miss a turn to satisfy their addiction before moving on and becoming immune to the Weak Point in future.
- Five characters are included with the game but you can easily add more!

<i>Character</i>	<i>Power</i>	<i>Weak Point</i>
Flynn	<i>Fast driver: 2x car speed</i> <i>Schmooser: ignore groupies</i>	<i>Anshuplex Mall</i> (shopping for suits)
Jenny	<i>Many activities: may draw a Chance-shu card once per turn</i>	<i>All-AnshuLand Squash & Tennis Club</i> (Roger Federer)
Doc	<i>Intimidating: may block other players from entering Locations directly linked to his space</i>	<i>Da Silva Beach Bar</i> (cocktails and bikini girls)
Bec	<i>Diplomatic immunity: may ignore effects of Chance-shu cards</i>	<i>Anshu Centre for the Performing Arts</i> (unrealised dream of being a ballerina)
Michael	<i>SuperMUN flight: may spend 2 turns to fly anywhere in a precinct</i>	<i>Model UN Hosting Facility</i> (addiction to MUN)

The world of AnshuLand

AnshuLand is an exciting place with adventure at every turn, but can be confusing for newcomers. To succeed in your quest you will need to learn how to move around effectively.

Locations and moving

The major landmarks and attractions of AnshuLand are called Locations. They are linked by lines marked with spaces. On your turn, you throw the dice and can move that many spaces or less (i.e. an exact throw is not required to land on a Location). You can move in either direction along a line but not back and forth during the same turn. If you land on a Location with a special icon, you then undertake the relevant action, like drawing a Chance-shu card.

Precincts

Like all good theme parks, AnshuLand is divided into several zones called Precincts, each with a different vibe representing an important part of his life. There are four colour-coded Precincts: Society, Culture and Sports, plus the special Presidential zone. The first three house Trivia spaces, while Lisa Cantlon's palace is the centrepiece of the Presidential Precinct.

Trivia & Anshurabilia

- When you land on a Trivia space, you can attempt to answer a question. Another player draws the topmost Trivia card and asks you the question.
- If you are correct, you can select a piece of Anshurabilia to claim.
- If you are wrong, you can try again on your next turn.
- You can visit a Trivia space more than once and collect multiple pieces of Anshurabilia from it, but you must visit all three Trivia Precincts before going back to one of them for a second time.
- When you have at least 3 pieces of Anshurabilia, you can visit Lisa Cantlon's palace and attempt to **gain an audience** with her.
 - When you land on the star space, roll a die.
 - If you roll less than or equal to the number of Anshurabilia items you possess, you succeed! On your next turn, you may attempt the Final Challenge in order to win the game.
 - If you roll more than the number of Anshurabilia items you have, you fail. President Cantlon cannot waste time interviewing such clearly unqualified applicants as you. You can try again after obtaining another piece of Anshurabilia from any Trivia space.

The Racetrack

An important part of Anshu's high-flying North Shore lifestyle is his BMW. This is recognised in AnshuLand with the Racetrack.

- Firstly, you must visit the BMW Racing Centre, where you will be given a car.
- You can now move on the track. Moving between track spaces takes 1 turn.
- Every second track space is linked to the rest of AnshuLand.
- AnshuLand uses highly sophisticated BMWs which can automatically drive to meet you, so you can enter and exit the Racetrack at different points.

Anshu and his groupies

Anshu has so many groupies that moving near him is made extremely difficult by the enormous crowds of spectators, fans and paparazzi.

- When you roll to move during your turn, if you roll a 6, you can place the **Anshu token** at any Location on the board. (You still get to move 6 as well.)
- Placing the Anshu token on a Location where somebody else is already situated is fine. It must be placed on a Location rather than on a line joining them, and can't be placed on the Racetrack.
- Any line leading to the Location where the Anshu token is situated takes you twice as long to move along: your roll is divided by 2 and rounded down.
- For example, if you roll a 3, you can only move 1 space along that line, no matter whether you are moving towards or away from Anshu.

Winning the game

Once you have been approved for an interview with President Cantlon, she will subject you to the **Final Challenge** to test your worthiness as Anshu's successor.

- Another player reads out a Final Challenge card to you. It will have a **riddle** on it. That player keeps the card and doesn't let you see the answer.
- Your turn ends immediately and play passes to the next player. The other players continue their turns while you try to work out the riddle.
- At any time when you think you have the answer, you can say so, and the player who read out your card checks to see if it is right. You have until your next turn to submit your first guess.
- You are allowed 3 guesses at a rate of one per turn. If you get the 3rd guess wrong, you will be ejected from the Palace and must attempt to re-enter Lisa's presence on your next turn in the usual manner by rolling. You do not need to collect another piece of Anshurabilia before attempting to re-enter. If you succeed, you can draw a new Final Challenge card.

The first player to successfully answer a Final Challenge riddle will meet with Lisa's approval and be crowned the Anshu-in-Waiting!

Good luck!