



Main Gate
Park Entrance



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Park limits:
• Total attractions: 5

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This round, each player is affected by

A 2-for-1 Deal



Park step:
After you build a card **from the Market** and complete any abilities on the card as usual, you may draw a Park card.

This round, each player is affected by

A Bank Error



Gain 5 coins or draw two Park cards and choose one to keep.

This round, each player is affected by

A Change of Plans



Draw a Park card. Discard any number of cards from your hand and draw an equal number of Park cards to replace them.

This round, each player is affected by

A Golden Opportunity



Reveal the top two cards of the Park deck. You may build the card with the lowest or equal lowest marked price immediately for free, or choose one of the two cards and put it into your hand. Give the remaining card to the player on your left.

TWO FLAGS

COMPLETE ALL ITEMS

FF01

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
 - Any **Feature** upgrade
 - Any **Feature** upgrade



BONUS TARGET

Complete top section to qualify

- Any **Food Outlet**



DOUBLE CHECKED

COMPLETE ALL ITEMS

FF02

Penalty if incomplete: 10 points

- Any **Leisure Ride**, with:
 - Any **Guest Services** upgrade
 - Any **Guest Services** upgrade



BONUS TARGET

Complete top section to qualify

- Any two identical **Theme** upgrades



SPECIAL SCREENINGS

COMPLETE ALL ITEMS

FF03

Penalty if incomplete: 10 points

- Any **Theatre**, with:
 - Any **Guest Services** upgrade
 - Any **Theme** upgrade



BONUS TARGET

Complete top section to qualify

- Any **Leisure Ride**



TASTY TREATS

COMPLETE ALL ITEMS

FF04

Penalty if incomplete: 10 points

- Any **Food Outlet**, with:
 - Any **Guest Services** upgrade
 - Any **Quality** upgrade



BONUS TARGET

Complete top section to qualify

- Snack Seller** staff member



SOMETHING UNUSUAL

COMPLETE ALL ITEMS

FF05

Penalty if incomplete: 10 points

- Any **Sideshow**, with:
 - Any **Feature** upgrade
 - Any **Theme** upgrade



BONUS TARGET

Complete top section to qualify

- Deluxe Quality** upgrade



A THRILL A MINUTE

COMPLETE ALL ITEMS

FF06

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
 - Any **Guest Services** upgrade
 - Any **Feature** upgrade
 - Any **Theme** upgrade



BONUS TARGET

Complete top section to qualify

- At least two **Thrill Rides**



A RELAXING TIME

COMPLETE ALL ITEMS

FF07

Penalty if incomplete: 10 points

- Any **Leisure Ride**
 - Any **Guest Services** upgrade
 - Any **Feature** upgrade



BONUS TARGET

Complete top section to qualify

- Any **Food Outlet**



SILVER SCREEN

COMPLETE ALL ITEMS

FF08

Penalty if incomplete: 10 points

- Any **Theatre**, with:
 - Any **Feature** upgrade



BONUS TARGET

Complete top section to qualify

- All **Theatres** in your park have a **Quality** upgrade



FINE FOODS

COMPLETE ALL ITEMS

FF09

Penalty if incomplete: 10 points

- Any **Food Outlet**, with:
+ At least **3 stars**
from any upgrades



BONUS TARGET

Complete top section to qualify

- At least three **Staff Members**



SURPRISING SIGHTS

COMPLETE ALL ITEMS

FF10

Penalty if incomplete: 10 points

- Any **Sideshow**, with:
+ Any **Quality** upgrade



BONUS TARGET

Complete top section to qualify

- Any **Theatre**



DINNER & A MOVIE

COMPLETE ALL ITEMS

FF11

Penalty if incomplete: 10 points

- Any **Food Outlet**
- Any **Theatre**



BONUS TARGET

Complete top section to qualify

- Any **Quality** upgrade



FAMILY FUN

COMPLETE ALL ITEMS

FF12

Penalty if incomplete: 10 points

- Any **Leisure Ride**, with:
+ Any **Guest Services** upgrade
+ Any **Feature** upgrade
+ Any **Theme** upgrade



BONUS TARGET

Complete top section to qualify

- At least three different **Theme** upgrades



SIDESHOW ALLEY

COMPLETE ALL ITEMS

FF13

Penalty if incomplete: 10 points

- Any **Sideshow**
+ Any upgrade
- Any **Sideshow**
+ Any upgrade



BONUS TARGET

Complete top section to qualify

- All **Sideshows** in your
park have the same
icon size



THRILLS & SPILLS

COMPLETE ALL ITEMS

FF14

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
+ Any **Feature** upgrade
- Any **Food Outlet**, with:
+ Any **Guest Services**
upgrade



BONUS TARGET

Complete top section to qualify

- The same **Thrill Ride** has
no Guest Services
upgrades



FOUR FLAGS

COMPLETE ALL ITEMS

FF15

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
+ Any **Feature** upgrade
+ Any **Feature** upgrade
+ Any **Feature** upgrade
+ Any **Feature** upgrade



BONUS TARGET

Complete top section to qualify

- Any **Sideshow**



BACKUP SYSTEMS

COMPLETE ALL ITEMS

FF16

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
+ Any **Feature** upgrade
- Any **Thrill Ride**, with:
+ Any **Feature** upgrade



BONUS TARGET

Complete top section to qualify

- Any two identical
Guest Services
upgrades



SOMETHING FOR EVERYONE

COMPLETE ALL ITEMS

FF17

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
+ Any **Guest Services** upgrade
- Any **Food Outlet**



BONUS TARGET

Complete top section to qualify

- At least four attractions, with **star totals of 1, 2, 3, and 4 stars** exactly.



HOIST THE JOLLY ROGER

COMPLETE ALL ITEMS

FF18

Penalty if incomplete: 10 points

- Any **Leisure Ride**, with:
+ Any **Quality** upgrade
- Any **Sideshow**, with:
+ Any **Quality** upgrade



BONUS TARGET

Complete top section to qualify

- All attractions have a **Feature** upgrade



MASH-UP MADNESS

COMPLETE ALL ITEMS

FF19

Penalty if incomplete: 10 points

- Each attraction has at least two **Theme** upgrades



BONUS TARGET

Complete top section to qualify

- Each attraction has a different combination of **Theme** upgrades



BUSINESS-LIKE

COMPLETE ALL ITEMS

FF20

Penalty if incomplete: 10 points

- All attractions are at least **4 icons** in size



BONUS TARGET

Complete top section to qualify

- All attractions are exactly **5 icons** in size



Wicked Queen's Tower  **3**
Super Attraction - Thrill Ride

  **20**

You may take 4 actions each round.

Built-in upgrade:

- Theme - Fairytale Theme

Tomb of Perils  **3**
Super Attraction - Thrill Ride

  **20**

You may take 4 actions each round.

Built-in upgrade:

- Theme - Jungle Theme

Treasure Galleons  **3**
Super Attraction - Thrill Ride

  **20**

You may take 4 actions each round.

Built-in upgrade:

- Theme - Pirate Theme

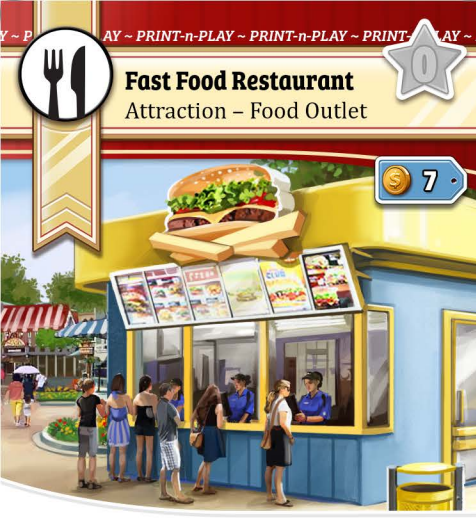
Tech-Defender Ultra  **3**
Super Attraction - Thrill Ride

  **20**

You may take 4 actions each round.

Built-in upgrade:

- Theme - Robot Theme



Fast Food Restaurant
Attraction – Food Outlet

If this attraction has no theme, you may use an action to build **any theme upgrade** on it for free.



Gingerbread House
Attraction – Food Outlet

You may use an action to build a **Fairytale Theme** on this attraction for free.



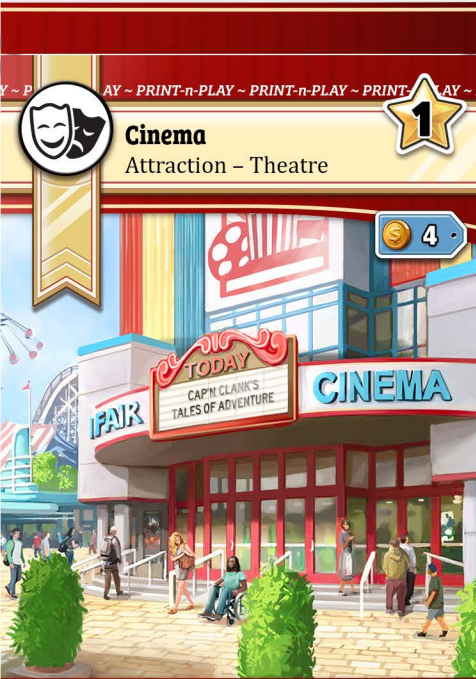
Seafood and Eat It
Attraction – Food Outlet

You may use an action to build a **Pirate Theme** on this attraction for free.

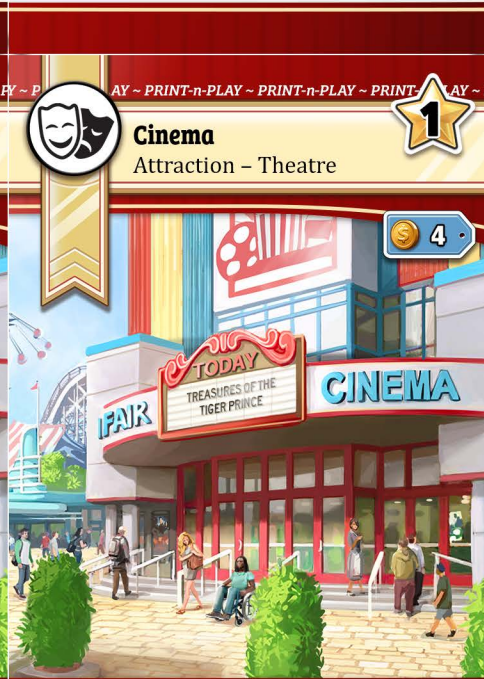


The Natural Order
Attraction – Food Outlet

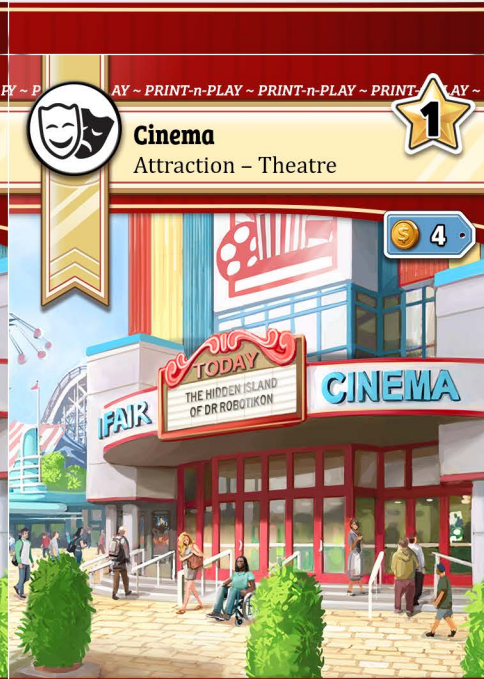
You may use an action to build a **Jungle Theme** on this attraction for free.



Cinema
Attraction – Theatre



Cinema
Attraction – Theatre



Cinema
Attraction – Theatre



Animatronic Show
Attraction – Theatre

You may use an action to build a **Robot Theme** on this attraction for free.

Snack Seller
Staff Member

3

3

Once per Guests step:
Gain 2 extra coins for each **theatre** in your park.

Souvenir Seller
Staff Member

3

4

Once per Guests step:
Gain 2 extra coins for each **sideshow** in your park.

Souvenir Seller
Staff Member

3

4

Once per Guests step:
Gain 2 extra coins for each **sideshow** in your park.

Park Designer
Staff Member

*

10

At game end, this staff member scores 2 points for every blueprint you have. You score no penalty for incomplete blueprints.

Android Greeter
Staff Member

1

2

3

Workshop Supervisor
Staff Member

0

5

6

When you pay to build a **feature** upgrade, reduce the price by 2, to a minimum of 1.

Workshop Supervisor
Staff Member

0

5

6

When you pay to build a **feature** upgrade, reduce the price by 2, to a minimum of 1.

HR Manager
Staff Member

0

5

6

When you pay to recruit a **staff member**, reduce the price by 2, to a minimum of 1.



HR Manager
Staff Member



When you pay to recruit a **staff member**, reduce the price by 2, to a minimum of 1.



Fairytale Performer
Staff Member



At game end, this staff member scores 3 points for each **Fairytale** theme icon in your park.



Jungle Performer
Staff Member



At game end, this staff member scores 3 points for each **Jungle** theme icon in your park.



Pirate Performer
Staff Member



At game end, this staff member scores 3 points for each **Pirate** theme icon in your park.



Robot Performer
Staff Member



At game end, this staff member scores 3 points for each **Robot** theme icon in your park.



Comfortable Seating
Upgrade - Feature



Comfortable Seating
Upgrade - Feature



Comfortable Seating
Upgrade - Feature





Information Kiosk
Upgrade – Guest Services

5

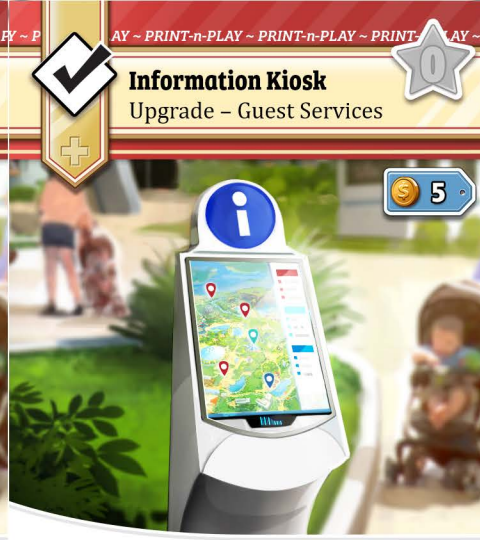
After you build this upgrade, you draw a Park card.



Information Kiosk
Upgrade – Guest Services

5

After you build this upgrade, you may draw a Park card.



Information Kiosk
Upgrade – Guest Services

5

After you build this upgrade, you may draw a Park card.



Lockers & Coat Check
Upgrade – Guest Services

4



Lockers & Coat Check
Upgrade – Guest Services

4



Lockers & Coat Check
Upgrade – Guest Services

4



Lockers & Coat Check
Upgrade – Guest Services

4



Restrooms
Upgrade – Guest Services

3



Robot Theme Upgrade - Theme



After you build this upgrade, you may immediately build an upgrade from your hand onto the same attraction for free.

Wooden Spoon Award



Build a park with the **lowest star total.**



Seniors' Value Award



Build a park with the most **Guest Services** icons.



People's Choice Award



Build a park with the most **Feature** icons.



Finest Park Award



Build a park with the most **Quality** icons.



Critics' Choice Award



Build a park with the most **Theme** icons.



ROUND SUMMARY

- 1 CITY STEP**
 - » Play the top card of the City deck.
- 2 PARK STEP**
 - » Players take turns doing one action at a time.
 - » Players get three actions. Each can be any one of:
 - BUILD** • Pay to build a Park card directly from the Market or your hand or a Showcase card.
 - TAKE** • Put a card from the Market into your hand.
 - Draw two Blueprint cards or two Park cards.
 - Discard a card to draw 5 Park cards. Keep one.
 - LOOSE CHANGE** • Gain 1 coin for each attraction.
 - DEMOLISH** • Demolish a card in your park.
- 3 GUESTS STEP**
 - » **STARS:** add up your stars to get your star total. Gain coins equal to your star total.
 - » **TICKETS:** check for extra income from staff members marked with a ticket symbol.
 - » **INVESTORS:** face-down Showcase gains 5 coins.
- 4 CLEANUP STEP**
 - » Clear and refill the Market.
 - » Discard down to 5 cards in hand.
 - » Move the Starting Player marker to the next player.
 - » Reset the Step Tracker.

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Blueprint deck

