

Ninjas



Blueprints

4

Money

3

Ride size

1

Unfair

5

Many opportunities for 'interaction' with your competitors.

What's the worst that could happen?

Entire attractions destroyed by Arsonists or a Demolition Order!

Additional rules:
None.

A stealthy approach, a sudden attack, and back into the shadows in the blink of an eye.



Main gate



Theme Park Entrance



Park limits:

- Super Attractions: 1
- Total Attractions: 5

Capacity **15**

Stars can only fill the park to its capacity. Extra stars are ignored.



Loan Marker

GAIN 5 COINS



Each loan gets you 5 coins, up to 4 loans max. Take a loan at any time, it doesn't use an action. Loans are due at the end of the game. You repay loans in points, not coins.



This round all players are affected by

A Busy Month



Draw three Event cards and choose one to keep.

"Let's do lunch. Have your people call my people."



This round all players are affected by

A Masquerade Ball



Guests step:

Each park with at least one open attraction which has a **Theme** upgrade scores 5 extra stars.



All will be revealed at the stroke of midnight.



This round all players are affected by

A Private Party



Guests step:

You may choose to gain no coins at all. If you do, draw three Event cards instead.

"We're closed to the public - but next month we'll have something special for everyone."



This round all players are affected by

Arsonists



Intrusion.

On the attraction closest to your main gate, demolish the topmost two upgrade cards, and gain coins equal to their marked coin price.

The insurance investigators would suspect you, if you weren't so stunned.



This round all players are affected by

An Equipment Recall



Inspection.

Close each attraction which has an **Express queue** upgrade. Demolish all **Express queue** upgrades.

It's a minor fault - the turnstile never actually slices anyone like salami. Well, almost never.



This round all players are affected by

Ticking Packages



Intrusion.

Close each attraction in your park which has the largest attraction size.

A careless alarm clock salesman left his sample case behind. In several places at once.



ASIAN FUSION

COMPLETE ALL ITEMS

NO01

Penalty if incomplete: 10 points

- Any Food Outlet, with:
 - Ninja theme
 - Any other Theme



SHURIKEN

COMPLETE ALL ITEMS

NO02

Penalty if incomplete: 10 points

- Any attraction, with:
 - At least 2 stars from Quality upgrades
 - Ninja theme



SHORT SHARP SHOCK

COMPLETE ALL ITEMS

NO03

Penalty if incomplete: 10 points

- Any Thrill Ride, with:
 - Vertical drop element
 - Express queue



BONUS TARGET

Complete top section to qualify

- All attractions have a Theme



IRON WILL

COMPLETE ALL ITEMS

NO04

Penalty if incomplete: 10 points

- All attractions no larger than 5 cards in size



BONUS TARGET

Complete top section to qualify

- No more than 3 attractions



FORBIDDEN KNOWLEDGE

COMPLETE ALL ITEMS

NO05

Penalty if incomplete: 10 points

- Any Thrill Ride, with:
 - Any Guest Services upgrade
 - Any Feature upgrade
 - Any Quality upgrade
 - Ninja theme



BONUS TARGET

Complete top section to qualify

- No competitor has a Ninja theme



First in Line



Choose a card from the Market and put it into your hand.

All it took was three weeks of waiting in a queue.

Dumpster Diving



Search the Park discard pile and choose a card. Reveal it and put it into your hand.

Friends won't mention that you stink if you spend too much time in the trash. But you do.

Anonymous Complaint

Inspection.

Choose a competitor and close all Ride attractions in their park.



"Won't anyone think of the children?"



Drunken Hooligans







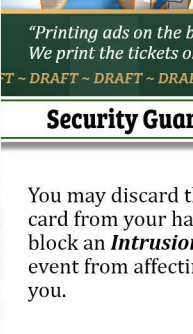
Intrusion.

Choose a Guest Services upgrade in any park and demolish it.



It's not a real party until they trash something.



 <h3>Project Management</h3> <p>You may draw three Blueprint cards and choose one to keep.</p> <p>You may discard a Blueprint card.</p> <p><i>The only way to manage some projects is to finally manage to get rid of them.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Merchandising</h3> <p>Gain 5 coins.</p> <p><i>It's like printing money, if money were shaped like t-shirts, teddy bears, and coffee mugs.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Unusual Bequest</h3> <p>Build an Upgrade from your hand immediately for free.</p> <p><i>A huge fan of theme parks all his life, Kevin decided to spend his afterlife as part of one.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Media Blitz</h3> <p>Other Media Blitz events in play are discarded.</p> <p>Guests step: Your park scores 8 extra stars.</p> <p><i>It's not brainwashing, exactly. More like a rinse.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>
<h3>Frivolous Lawsuit</h3> <p>Choose a Staff Member in any park. Dismiss them unless their employer spends 20 coins or discards a Giant Wad of Cash.</p> <p><i>The complaint may be imaginary but the legal bills are very real.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	<h3>Giant Wad of Cash</h3> <p>Choose an Attraction in any park. You may close it or reopen it.</p> <p><i>City officials are so hard-working, and shamefully underpaid.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	<h3>Powerful Friends</h3> <p>You may discard this card from your hand to block a City Planning event from affecting you.</p> <p><i>"Who did you kiss in the haunted house, Mr Mayor, when you thought nobody could see...?"</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	<h3>Review Board</h3> <p>City Planning. Choose a Feature upgrade in any park and demolish it.</p> <p><i>"We've reviewed your attraction and it really is just too interesting to meet city regulations."</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>
 <h3>Efficiency</h3> <p>Park step: You may take up to four actions in total.</p> <p><i>You could get so much more done if you'd just stop eating and sleeping.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Sponsorship Deal</h3> <p>Guests step: Gain 1 extra coin for each guest visiting your park.</p> <p><i>"Printing ads on the back of the tickets? Pfft! We print the tickets on the back of the ads!"</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Renovation</h3> <p>You may close an attraction in your park.</p> <p>Park step: Upgrades built on closed attractions in your park cost half their current coin price, rounded down.</p> <p><i>Pardon our mess, we'll be ready to take your money again soon.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Flurry of Activity</h3> <p>Draw two Event cards and play them immediately in any order you choose. Discard any that you cannot play.</p> <p><i>After the sixth cup of coffee, everything was a blur.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>
<h3>Safety Certificate</h3> <p>You may discard this card from your hand to block an Inspection event from affecting you.</p> <p><i>Be careful not to smudge it, the ink's still wet.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Security Guards</h3> <p>You may discard this card from your hand to block an Intrusion event from affecting you.</p> <p><i>"Security Guards" has a much nicer ring to it than "Hired Thugs", don't you think?"</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	<h3>Vandalism</h3> <p>Intrusion. Choose a Quality or Theme upgrade in any park and demolish it.</p> <p><i>"Hey, they missed a spot... nope, false alarm."</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>	 <h3>Demolition Order</h3> <p><i>As an extra cost to play, discard one Event card from your hand for each ribbon icon demolished.</i> Choose an Attraction in any park and demolish it.</p> <p><i>Take a moment and treat yourself to an evil laugh. You've earned it.</i></p> <p>~ DRAFT ~ DRAFT ~ DRAFT ~ OR ~ DRAFT ~ DRAFT ~ DRAFT ~ DRAFT ~</p>

Nimble Chopsticks

Attraction - Food Outlet

1

7

You may use an action to build a **Ninja theme** upgrade on this attraction for free.

Freak show

Attraction - Sideshow

1

6

Once per Guests step:
Gain 1 extra coin.

Gate guard

Staff Member

0

6

9

Once per round:
You may block an Intrusion event from affecting you.

Lost & found attendant

Staff Member

0

4

4

Once per Events step:
If a Park card has been discarded from your park this round, you may search the Park discard pile and choose a card. Pay to build it immediately, or reveal it and put it into your hand.

Star performer

Staff Member

1

4

7

Once per Events step: Intrusion.
Total the number of **Ninja themes** in your park. You may choose an **Upgrade** in any park which has a star value less than or equal to that total and demolish it.

She's invisible by night, but allows herself to be seen briefly at 10am and 2pm daily.

Extra insurance

Resource

0

0

If an upgrade in your park is demolished by an event, you may gain coins equal to its marked coin price.

If an attraction in your park is demolished by an event, you may draw three Event cards.

Cleanup step:
You may spend 3 coins to keep this card, otherwise discard it. If you overlook paying, you may not pay later.

They don't care whether you use the payout for rebuilding or revenge.

Comfortable seating

Upgrade - Feature

1

7

"Oh no you don't. Not on my watch."

Comfortable seating

Upgrade - Feature

1

7

He's been known to lose himself in his work.



Express queue

0

Upgrade - Guest Services

7

After you build this upgrade, you may choose one card from the Market and put it into your hand.

Restrooms

0

Upgrade - Guest Services

3

QUALITY

Superior quality

1

Upgrade - Quality

15

Attractions in your park can have any number of **Quality** upgrades.

QUALITY

Superior quality

1

Upgrade - Quality

15

Attractions in your park can have any number of **Quality** upgrades.

N

Ninja theme

1

Upgrade - Theme

12

After you build this upgrade, draw a Blueprint. You may keep it or discard it.

N

Ninja theme

1

Upgrade - Theme

12

After you build this upgrade, draw a Blueprint. You may keep it or discard it.

N

Ninja theme

1

Upgrade - Theme

12

After you build this upgrade, draw a Blueprint. You may keep it or discard it.

N

Ninja theme

1

Upgrade - Theme

12

After you build this upgrade, draw a Blueprint. You may keep it or discard it.