

1. Events step

- » Players draw one Event card each.
- » Play the top card of the City deck.
- » Players take turns playing events or abilities, playing as many as they wish, one at a time.
- » Continue until all players pass in a row.

2. Park step

TAKE, BUILD, DEMOLISH or LOOSE CHANGE

- » Players take turns taking actions, one at a time.
- » Players get three actions. Each action can be any of Take, Build, Demolish, or pick up Loose Change.

3. Guests step

Count your STARS, check your TICKETS, take your MONEY.

- » Players find the number of guests in their park:
 - Total all stars from open attractions in your park.
 - Limit the total to your current guest capacity.
- » Gain 1 coin for each guest, **plus any extra income** awarded by card abilities marked with a ticket symbol.

4. Cleanup step

- » Discard any pinned Event cards still in effect.
- » Flip over any face-down Park cards in your park.
- » Clear and refill the Market.
- » Discard cards to meet the 5 card hand limit.
- » Advance the Starting Player marker to the next player.

Park step actions

TAKE A CARD - choose from:

- Put a card from the Market into your hand for later.
- Draw two Park cards, two Event cards, or two Blueprint cards. Keep one or none.
- Discard any card from your hand to draw five Park cards and choose one to keep.

BUILD A CARD - choose from:

- Pay to build a Park card directly from the Market or from your hand.
- Pay to build one of your Showcase attractions. You must have 5 stars in your park.

DEMOLISH A CARD

- Demolish or dismiss a card from your park.

LOOSE CHANGE

- Gain 1 coin for each attraction in your park.

ATTRACTIONS

Score each attraction separately for the *total number of icons* it has on its ribbon.

Icons	Points
1	5
2	8
3	12
4	16
5	20
6	25
7	31
8	38
9	46
10	55
11	65
12	76
13	88
14	101
15	115
16	130
17	146
18	163
19	181
20	200
21	220
22	241
23	263
24	286
25	310

BLUEPRINTS

Score the marked points if the blueprint is completed, otherwise deduct 10 points.

There is no penalty for incomplete bonus sections.

COINS

2 coins = 1 point

OTHER

Staff members and some other cards score points as indicated on the card.

LOANS

Deduct the points indicated on the loan card.

You can take one or more LOANS at any time.
Using your Loan card does not use an action.

Attraction types



Super Attraction

Limit 1 per park

Thrill Ride

Ride attraction

Leisure Ride

Ride attraction

Theatre

Food Outlet

Sideshow

Nature Area

Hotel

Upgrade types



Feature



Guest Services



Quality



Theme, e.g.



Animal



Other



Staff Member



Resource

Miscellaneous



Stars: how many guests this card attracts to your park.



Guest Capacity: the maximum number of guests your park can hold.



Ticket: Guests step ability reminder.



Cannot be upgraded.



Pin this event for later.



Victory Points.



Forms part of a panorama.

Injunction Inspection Intrusion

Attack



Defence

