



SOLO MODE: QUINN

v0.992

Meet Quinn, eccentric tech billionaire

Quinn is reclusive and little is known about them, but one thing is clear — Quinn loves theme parks. Quinn has directed a team of assistants to begin collecting theme park materials in preparation for building a private park.

Quinn's warehouse is so vast that it can hold a full five attractions, plus unlimited upgrades, staff, and other items. The staff just twiddle their thumbs, and the upgrades don't even need to fit the attractions. Quinn is just collecting.

Playing against Quinn provides an interactive opponent without needing to operate an entire second park, or make decisions for that second player against your own interests.

You play in the same way as for a 2-player game, taking turns over 8 rounds, with the normal steps each round (Events, Park, Guests, Cleanup). Quinn's decisions are determined by the rules given here and by Quinn's separate flowchart card.

How to win

Each theme pack you choose to play contributes points to your goal total. Some theme packs contribute more, some less, depending on the scoring opportunities they offer.

For example, Jungle requires 85 points, and Western requires 95 points. Quinn might add another 20 points during the game. Score more than $85+95+20=200$ points in that Jungle-Western game to win.

Starting Goal total: add the values for the packs in play.

A	B	C	D	G	H	J	K	N	O	P	R	V	W
110	90	100	90	100	85	85	70	100	85	85	85	95	95

Quinn can also add to the goal total during the game, and you can reduce the goal total.

To win, you must score equal to or higher than the final goal total in spite of Quinn's interference.

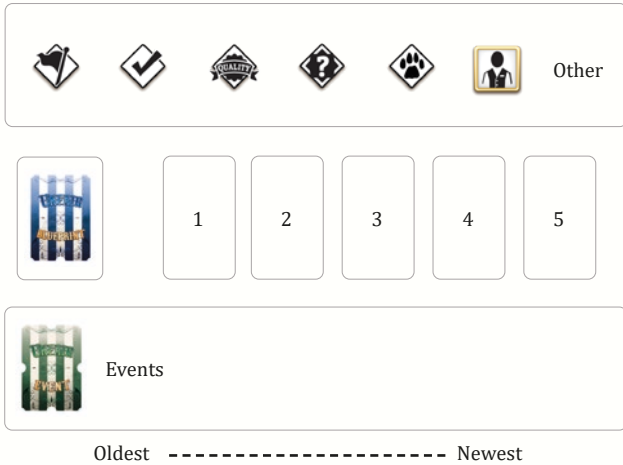
Setup

Additional Requirements: 1 × six-sided dice, 2 × “You Are Here” markers.

Select two themes you wish to play, just as for a regular two player game. Use the normal setup steps, with the following exceptions:

1. Quinn does not receive a Main Gate, a Loan card, a Summary card, or any coins.
2. When dealing Park cards for the starting hand, discard and redraw for Quinn if their hand has no attractions or more than three attractions.
3. Quinn's starting hand becomes the starting warehouse, and the star total of those cards is Quinn's initial star total. Lay out Quinn's Park cards in two rows: attractions on the bottom, and upgrades, staff members, and other items on the top. Keep a third row of space below these two for Quinn's Event cards. Reserve a space for Blueprints (see example over page).
4. Quinn does not receive Showcase cards. Return the remaining Showcase cards to the box.
5. You always take the Starting Player marker for the first round. The Starting Player marker still moves between players at the end of each round as normal.

Quinn's Warehouse



This is only a suggested layout. You may use any layout you wish.

You may prefer to keep a running total of Quinn's stars, so that you don't need to count them too often, perhaps using coins or some other token as a counter.

Changes from normal play

EVENTS STEP:

- City cards do not affect Quinn. If the City card uses "turn order", ignore the card entirely for both players and you gain 5 coins instead.
- When Quinn attacks or defends, they only use Event cards marked with an attack or defence icon. Quinn doesn't play other events.
- Quinn doesn't defend attacks any other way. For example, Quinn doesn't care to pay coins to stop a **Frivolous Lawsuit**.
- If Quinn attacks with an event that allows building or keeping a card from your park, they will take it. Money is no barrier.
- Quinn can't use the abilities of Park cards that say "you may" or that require a choice.
- Abilities of upgrades that require an attraction are not active, because attractions and upgrades are not connected in Quinn's warehouse.
- Other abilities that are not optional are still active in the warehouse, including cards that move themselves.
- If you demolish or dismiss an item from Quinn's warehouse and it would go to the Park discard pile, you may build it in your park immediately for free, if possible, otherwise put into your hand.
- If you close an attraction in Quinn's warehouse, reduce the goal total by 5 points on the adjustment tracker.

PARK STEP:

- Quinn's warehouse is a combined park and hand (with no hand limit). It's treated as a park for effects that care about parks, and a hand for effects that care about hands.
- Quinn has limitless funds and can acquire anything from the Market, regardless of its cost or currency type. "Acquire" means to add the card to the warehouse; it is the same as "build" except that the usual build limits like "**no duplicates**" or "**only on thrill rides**" don't apply.
- The Market spaces are numbered 1 through 6, from left to right, top to bottom.

GUESTS STEP:

- Quinn does not take Guests step income. If you need to know their coin total (or steal from it), Quinn always keeps a total of 20 coins available.

CLEANUP STEP:

- Quinn discards down to 5 Event cards as detailed on the flowchart.

Quinn's Choices



The flowchart card tells you how Quinn acts at each turn of each step. Use the “You Are Here” markers from the base game to mark the current position of Quinn’s activities and to track any adjustments to the goal total.

Check the flowchart once at the start of each round to find which column Quinn will use. Count all stars in Quinn’s warehouse to get their star total, including any cards with asterisk or negative star values (or keep a running total if you prefer).



Attacking

The Attack symbol on the flowchart means Quinn will attack whenever it is their turn to play an event.

When attacking, reveal all of Quinn’s Event cards. Each time it is their turn, Quinn plays one Event card that has an attack symbol, oldest first, and discards it as normal when completed. Quinn repeats on their next turn until all attacks are used. Event cards without an attack symbol are kept.

Quinn **will not** attack with a given Event card if there is no viable target in your park. The Event card stays in Quinn’s hand.

Quinn **will** attack even if you have a visible method to block the event (for example, *Gate Guard* can block an *Intrusion* event) because it will use up your defence that round and may allow a subsequent attack to succeed.

Quinn tries to reduce your score as much as possible, so the target is chosen by applying these criteria, in this order. Quinn will try to target:

1. Highest icon size attraction that has a suitable target (or staff member with the highest points value)
2. Highest star value of the target
3. Highest marked coin price of the target
4. Lowest attraction space number
5. Topmost upgrade

If Quinn has a choice of a card type, they prefer Blueprint, Park, then Event.



Defending

The Defence symbol on the flowchart means that Quinn will always defend when attacked, but doesn’t mean Quinn takes any action on their turn.

If Quinn already has a revealed Event card that matches the type of attack, they will use it to block that attack. Otherwise, reveal Quinn’s Event cards, oldest first, until a matching defence card is revealed. Quinn will then use it to block the attack, discarding it as normal when completed.

If Quinn reveals all of their Event cards without finding a suitable defence, the attack succeeds.

Quinn considers anything that makes a change in their warehouse to be an attack, even if it doesn’t have an Attack symbol, including dismissing staff and closing attractions.








However, Quinn will not reveal Event cards to defend unless the attack has an Attack symbol.



Quinn’s Park step actions

To find Quinn’s Park step action, start at the icon selected by the flowchart. If Quinn cannot complete that item, proceed down the list to find the next one that Quinn can complete.

When Quinn acquires a card, it comes from the Market. If the flowchart icon could select two or more cards, use the numbered list of **tie-breakers** to choose which one to acquire.

	Draw a Blueprint card , face-down. <i>Only if Blueprint deck is open.</i>
	Acquire an attraction (max 5). 1. prefer a type not yet acquired 2. highest star value 3. lowest marked coin price 4. lowest Market space
	Acquire a low cost upgrade . 1. lowest marked coin price 2. lowest Market space
	Acquire a high star upgrade . 1. highest star value 2. lowest marked coin price 3. lowest Market space
	Acquire a staff member . 1. highest points value 2. highest star value 3. lowest marked coin price 4. lowest Market space
	Acquire at random . Roll 1 six-sided dice. Acquire the Park card in that Market space, if possible.
	Draw an Event card .

Scoring

Score for yourself as you would in a normal game, and compare that score to the goal total score, which is the combined total of the goal scores for the themes you are playing, plus the goal total adjustment. Quinn does not score extra for blueprints - that’s already covered by the goal total.

If you score the same total or higher, you win!

The scoring app has support for Solo mode scoring. Be sure to choose the **Solo Mode** game changer when you start the scoring process.

Reminders



If you demolish or dismiss an item from Quinn’s warehouse and it would go to the Park discard pile, you may build it in your park immediately for free, if possible, otherwise put it into your hand.



If you close an attraction in Quinn’s warehouse, reduce the goal total by 5 points on the adjustment tracker.