# Updated cards #1

We update cards to clarify or adjust their abilities, or to correct errors. Use the cards in this pack to **REPLACE** the original cards of the same name. Do NOT just add them in.

You may get this update pack #1 in more than one box. You only need to update once.

The theme pack indicator in the lower right corner of each card shows which pack it belongs to. Cards that have updated rules are marked with dots beside the indicator. The number of dots shows the version of the card.

Always use the version with the most dots.





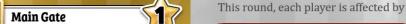






6005

Of course, we hope never to update a card three times, but if we did, it would look like this.



## Intimidation



Dismiss each **staff member** in your park and put those cards into your hand.

"We know all about your people. Who they are, what they do, where they live . . ."

# THE GETAWAY

#### COMPLETE ALL ITEMS Penalty if incomplete: 10 points

- Car Chase, with:
- + Gangster theme icon
- + Any other upgrade



6001



**Waste Management** 

Draw three Park cards

and put them into your

hand. Discard at least

three Park cards from

your hand and gain 3

coins for each card

discarded this way.

# AN OFFER YOU CAN'T REFUSE

**COMPLETE ALL ITEMS** Penalty if incomplete: 10 points

- Any Super Attraction, with:
- + Gangster theme icon
- Any **Hotel**, with:
- + Any Quality upgrade
- + Gangster theme icon



#### **BONUS TARGET** *Complete top section to qualify*

No Loans





## First in Line

Guest

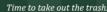
Capacity

G

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

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

Park Entrance



Safe Cracking

#### Time to take out the trash.

#### 

## **Anonymous Complaint**

#### Inspection.

Park limits:

• Guest capacity: 15

• Super attractions: 1

• Total attractions: 5

Super attractions require 5 stars.

Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.



# Intrusion.

Choose a competitor and steal half of their available coins. rounded down.



**Waste Management** 

Draw three Park cards

and put them into your

hand. Discard at least

three Park cards from

your hand and gain 3

coins for each card

discarded this way.

# Safe Crackina

#### Intrusion.

Choose a competitor and steal half of their available coins. rounded down.



"Won't anyone think of the children?"



Cracking the safe is fun by itself, but if you get there before the banking is done . . .



Cracking the safe is fun by itself, but if you get there before the banking is done . . .





#### Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.

This round, each player is affected by

# Jaded Youth



**Guests step:** 

Park limits:

• Guest capacity: +2

Leisure rides and their upgrades score no stars.

"Seriously? It just goes around. And around. And around."

## RIVER ROMANCE

## COMPLETE ALL ITEMS

Penalty if incomplete: 10 points

- Any Nature Area
- Any Food Outlet, with:
- + Any Quality upgrade
- Any Theatre

## BONUS TARGET

Complete top section to qualify

A The Jungle Queen **Super Attraction** 





Idol of the Clenched Fist

Upgrade – Feature Artifact

1005

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

First in Line

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

..... OR .....

# **Anonymous Complaint**

## Inspection.

Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"





Guest

Capacity

J

Park limits:

• Guest capacity: +2



When an event would force you to discard a card from your hand, you may keep the card instead. This effect does not include discarding to play or to block an event.

Display this rule box as a reminder. \[ \begin{aligned} \begin



**Main Gate** 

Park Entrance



#### Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.



Guest

Capacity

# First in Line

your hand.

Choose a card from the Market and put it into





Inspection. Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"



This round, each player is affected by

# **Annual Insurance**



For each attraction in your park, pay coins equal to half its icon size, rounded down, or close the attraction.

"Stand and deliver! Uh, I mean . . . your insurance is due."



# **Flurry of Activity**

Draw two Event cards and play them immediately in any order vou choose. Discard any unused cards.



#### **Demolition Order**

was a blur.

To play this event you must also choose an attraction in any park and discard a number of Event cards from your hand equal to its icon size.

Demolish that attraction.

Take a moment and treat yourself to an evil laugh. You've earned it.



## 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.

····· OR ·····

# **Anonymous Complaint**

#### Inspection.

Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"



# **Flurry of Activity**



After the sixth cup of coffee, everything was a blur.

#### **Demolition Order**

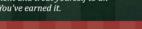
To play this event you must also choose an attraction in any park and discard a number of Event cards from your hand equal to its icon size.

Demolish that attraction.

Take a moment and treat yourself to an evil laugh. You've earned it.

**Snack Seller** 

Staff Member





# **Main Gate**

Park Entrance



#### Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.



#### **Main Gate**



Park Entrance



Once per Guests step:

Choose an open ride attraction in your park. Gain extra coins equal to twice its star total.

Selling food right before the ride — profitable, but messy.



#### Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

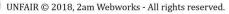
Super attractions require 5 stars.



Guest

Guest

Capacity





This round, each player is affected by

# Wear and Tear



Injunction.

SAFETY

**FIRST** 

Close each attraction that is four icons or more in size unless it has at least one guest services upgrade.

Inspection.

For each **feature** upgrade in your park, pay 2 coins or demolish the upgrade and put the card into your hand.

"Fix the old one if you can, install a new one if









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

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

..... OR ......

# **Anonymous Complaint**

#### Inspection.

Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"

**Main Gate** 

ark Entrance



Guest

Capacity

V

cards.

When they rise up and enslave humanity, we're going to regret all these upgrades . .

You may reveal the top card of the Park deck

until you find an upgrade you are allowed to

build on this attraction or you empty the

deck. You may build it on this attraction

immediately for free. Discard any unused

Once per Events step:

Robopocalypse 2057

Super Attraction - Thrill Ride



This round, each player is affected by

## **Stormy Weather**



#### Guests step:

Calculate your park's star total as normal, including all other effects. Your park scores half that total, rounded down.

"I came out to ride the Thunderbolt and the Hurricane, but this is ridiculous!"



It makes you wonder what exactly was wrong with the old safety standards . . .

**Fast Food Restaurant** 

Attraction - Food Outlet

Cannot add quality



you can't, but either way, no nasty accidents."



Unfairness Blueprints Supporting strategies of:







• Guest capacity: 15

• Super attractions: 1

• Total attractions: 5

Super attractions require 5 stars.

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# 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.

# **Anonymous Complaint**

Inspection. Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.





V



#### Once per Events step:

You may choose a staff member in any park who has no mesmerism tokens. That staff member gains a mesmerism token and you get exclusive use of their abilities this round.

The audience will never believe the act if they see the same "volunteer" in every show.

