

GAME CHANGER

Building Insurance



Events step:

If an event would demolish an **attraction** or **upgrade** in your park, you may gain an Insurance Excess token to block the event from affecting you.

Park step:

You may use an action to discard an Insurance Excess token.

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Djinni's Bargain



After setup, each player chooses:

- All City events affect you as normal, or
- All City events are **blocked** from affecting you, and turn-order effects of City events **skip** you.

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Lunch Special



After setup:

Increase the **starting money** to 30 coins. Remove one Funfair City card from the top of the City deck and one Unfair City card from the bottom of the City deck to reduce the game to **6 rounds**.

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One For The Pot



Before setup:

Include one theme pack for each player as usual, and choose an extra theme pack to include also.

"We just call the CEO of the insurance company, at home, constantly, until our claim is approved."

"If you tire of the carrot and the stick, I can arrange for you to receive neither..."

50% more spending money, and 25% less getting fired for playing games on work time.

For those who prefer their brew a little stronger. Take care the extra leaves don't clog the spout.

GAME CHANGER

Prescience



Play with the top card of the City deck revealed, in addition to the City card for the current round, to allow a preview of the City card for the next round.

There's no point writing a joke here, since you already know the punchline.