

Western

Supporting strategies of:

Attraction size

Blueprints

Coins

Unfairness

5

3

3

2



Main Gate

Park Entrance



Guest Capacity

Park limits:

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

Super attractions require 5 stars.



BIG AL'S TOTALLY LEGIT
FINANCIAL SERVICES

PURPOSE: Loan

Take one or more loans at any time. It's easy!



Repay in points only.
Due at end of game.
No early repayment.

NO EXCUSES
NO EXTENSIONS
NO EXCEPTIONS



This round, each player is affected by

A Building Subsidy



Park step:

Once this round, you may use an action to build an attraction by paying half the marked coin price, rounded down. If you do, the attraction is built closed.

The finishing touches will take a little longer.



This round, each player is affected by

A New Sheriff



Events step:

You cannot play events or abilities that affect other players.

This round, each player is affected by

Manual Labour



Park step:

You may use an action to gain 6 coins.

This round, each player is affected by

A Band of Outlaws

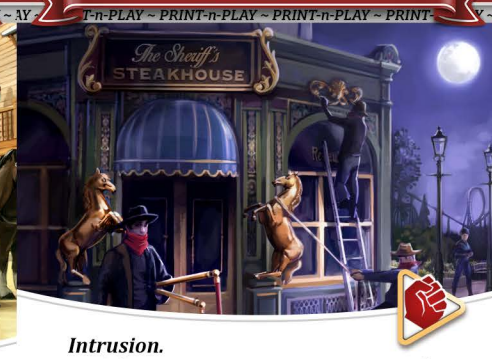


Events step:

To play the top half of an Event card, you must also pay 5 coins.

This round, each player is affected by

Gold Thieves



Intrusion.

Find the attraction nearest to your park entrance that has at least one quality upgrade. Demolish the topmost quality upgrade on that attraction.

"Everyone just play nice."



It's honest work. Also exhausting and badly paid.



"We aim to misbehave."



You forgot the golden rule: those who have the gold get robbed.



This round, each player is affected by

Permit Violations



Injunction.

Close each attraction that has at least one built-in upgrade.

"Permits might not be on sale yet, but in this town that's no excuse."



LUCKY HORSESHOE MINE

COMPLETE ALL ITEMS

WO01

Penalty if incomplete: 10 points

- Any Thrill Ride, with:
 - + Horseshoe Element
- OR
- + Tunnel Element



PONY EXPRESS

COMPLETE ALL ITEMS

WO02

Penalty if incomplete: 10 points

- Stagecoach, with:
 - + Any Feature upgrade
 - + Any Quality upgrade



BONUS TARGET

Complete top section to qualify



△ = UNIQUE



THE WILD WEST SHOW

COMPLETE ALL ITEMS

WO03

Penalty if incomplete: 10 points

- Any Theatre, with:
 - + Any Guest Services upgrade
 - + Western theme icon
- Any Sideshow



THE GREAT TRAIN ROBBERY

COMPLETE ALL ITEMS

WO04

Penalty if incomplete: 10 points

- Any Thrill Ride, with:
 - + Any Quality upgrade
 - + Any Quality upgrade
 - + Tunnel Element



BONUS TARGET

Complete top section to qualify



△ = UNIQUE



FRONTIER TOWN

COMPLETE ALL ITEMS

WO05

Penalty if incomplete: 10 points

- At least three attractions with Western theme icons
- No theme icons other than Western



BONUS TARGET

Complete top section to qualify

- All attractions have a Quality upgrade



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.

~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~

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?"



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.

Drunken Hooligans

Intrusion.

Choose a guest services upgrade in any park and demolish it.



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



Land Grab



Shuffle the Blueprint discard pile into the Blueprint deck. Draw six Blueprint cards and choose one to keep.

Somewhere there's a plot just perfect for you.

PRINT-n-PLAY ~ PRINT-n-PLAY ~ **OR** ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

Big Plans



Search the Park deck and choose an **attraction** card. Reveal it and put it into your hand. Shuffle the Park deck.

You have the specifications, now if only you could afford to build it.

PRINT-n-PLAY ~ PRINT-n-PLAY ~ **OR** ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

Big Plans



Search the Park deck and choose an **attraction** card. Reveal it and put it into your hand. Shuffle the Park deck.

You have the specifications, now if only you could afford to build it.

PRINT-n-PLAY ~ PRINT-n-PLAY ~ **OR** ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

Lost Dutchman's Mine

Super Attraction – Thrill Ride



PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

20

Once per Events step:
You may build a **quality** upgrade from your hand immediately for free, or search the Park discard pile and choose a **quality** upgrade, reveal it, and put it into your hand.

It's not clear if the mine is lost, or the Dutchman. But no one cares, as long as there's gold.

Bank Robbery



When any player pays coins to build from the Market, this event gains 2 coins.

Guests step:
Collect all coins from this event.

The only thing crazier than blowing the vault to smithereens is bragging about it beforehand.



Arresting Officer



You may reveal this card from your hand and pin it to block an **Intrusion** event from affecting you. All future **Intrusion** events are blocked from affecting you this round.

They won't be doing that again.



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Deadwood Express

Super Attraction – Leisure Ride



PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

20

Once per Park step:
Before using an action on your turn, you may clear and refill the **Market**. If any **staff member** cards are revealed this way, choose one to recruit into your park immediately for free. This does not use an action.

The railroad brings fresh supplies each month, and sometimes fresh faces.



Duelling Rollercoaster

Attraction – Thrill Ride



PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

10



Carousel

Attraction – Leisure Ride



PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

7

You may use an action to build a **Western Theme** on this attraction for free.



Stagecoach

Attraction – Leisure Ride



PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY

11

Built-in upgrade:
• Animal – Coach Horse Team





Stagecoach

Attraction – Leisure Ride



\$ 11



Built-in upgrade:

- Animal – Coach Horse Team



Bank Shootout Show

Attraction – Theatre



\$ 7



Once per Park step:

You may discard a **quality** upgrade from your hand to gain 10 coins. This does not use an action.

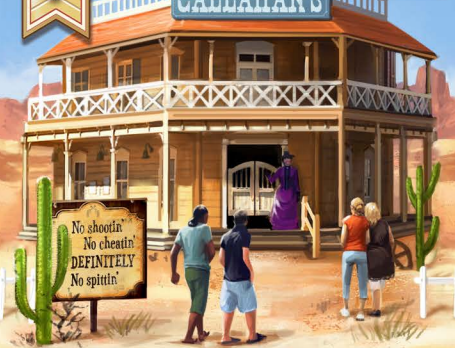


Saloon

Attraction – Food Outlet



\$ 10



Soolin's Dockside Bazaar

Attraction – Sideshow



\$ 10



The star value of this attraction is 2 stars for each **sideshow** in your park.



Gunslinger

Staff Member



\$ 7



Once per Events step: **Intrusion**

You may dismiss this staff member to choose a **staff member** in any park. Dismiss the chosen staff member. Shuffle all cards dismissed this way into the Park deck.



Ride Engineer

Staff Member



\$ 15



Once per Events step:

You may build an **upgrade** from your hand on a **ride** in your park immediately for free.



Vacant Lot

Development



\$ 12



Park limits:

- Guest capacity: +3
- Super attractions: +1
- Total attractions: +1

Maximum one **Vacant Lot** per park.



Vacant Lot

Development



\$ 12



Park limits:

- Guest capacity: +3
- Super attractions: +1
- Total attractions: +1

Maximum one **Vacant Lot** per park.

"I can run off anyone troublin' you. Might be I'll need to leave town for a while though..."

"Sure, I can build you another one next month. If I still work here."

Horseshoe Element
2

Upgrade – Feature

Only on thrill rides

\$10

Horseshoe Element
2

Upgrade – Feature

Only on thrill rides

\$10

Comfortable Seating
1

Upgrade – Feature

\$7

Tunnel Element
1

Upgrade – Feature

Only on thrill rides

\$6

Tunnel Element
1

Upgrade – Feature

Only on thrill rides

\$6

Lockers & Coat Check
0

Upgrade – Guest Services

\$4

Lockers & Coat Check
0

Upgrade – Guest Services

\$4

Superior Quality
1

Upgrade – Quality

\$15

Attractions can have more than one **Superior Quality** upgrade.

Attractions can have more than one ***Superior Quality*** upgrade.

Attractions can have more than one ***Superior Quality*** upgrade.

Attractions can have more than one *Superior Quality* upgrade.

Attractions can have more than one ***Deluxe Quality*** upgrade.

After you build this upgrade, you may build a **quality** upgrade on the same attraction immediately for free.

After you build this upgrade, you may build a **quality** upgrade on the same attraction immediately for free.

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ROUND SUMMARY

1 EVENTS STEP

- » Players draw an Event card each.
- » Play the top card of the City deck.
- » Players take turns playing one event at a time.
- » Continue until all players pass in a row.

2 PARK STEP

- » Players take turns taking one action at a time.
- » Players get three actions. Each can be any one of:

TAKE • Put a card from the Market into your hand.

- Draw two Park cards, or two Event cards, or two Blueprint cards. Keep one or none.
- Discard a card to draw 5 Park cards. Keep one.

BUILD • Pay to build a Park card from your hand or directly from the Market.

DEMOLISH • Demolish/dismiss a card in your park.

LOOSE CHANGE • Gain 1 coin for each attraction.

3 GUESTS STEP

- » **STARS**: total stars in your park, limited by your guest capacity, to work out how many guests.
- » **TICKETS**: check for extra income from events or abilities marked with a ticket symbol.
- » **MONEY**: 1 coin per guest, any extra from tickets.

4 CLEANUP STEP

- » Discard any pinned Event cards.
- » Turn up any face-down Park cards in your park.
- » Clear and refill the Market.
- » Discard down to 5 cards in hand.
- » Advance the Starting Player marker.

