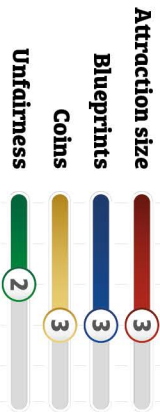


Comicbook

Supporting strategies of:



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 Cosplay Convention



Guests step:

Your park scores 2 extra stars for each open attraction that is **not** a ride.

Spectacular creations, but hot-glue and foam means they can't sit down, let alone buckle up.

This round, each player is affected by

A Temporary Team-up



Guests step:

Calculate each park's star total as normal, including all other effects. Your park scores a star total equal to the park that has the highest star total plus 2.

This round, each player is affected by

An Accelerator Accident



Draw a Blueprint card, which you may discard to draw an Event card, which you may discard to draw a Park card, which you may discard to gain 5 coins.

This round, each player is affected by

Hordes of Henchmen



Intrusion.

Close the attraction nearest to your park entrance. Discard a card from your hand.

This round, each player is affected by

Interdimensional Insanity



Discard a blueprint you own at random unless you discard an Event card from your hand.

We can't all be the heavy hitter on the team. Some of us are better suited to comic relief.



Did that strange flash make you really fast, or everyone else really slow?



They fight, they break, they steal, but most importantly, they distract.



It's only considered a nameless horror because proper introductions would melt your brain.



This round, each player is affected by

Seismic Shockwaves



Demolish the topmost upgrade on each largest attraction in your park, unless you choose a staff member in your park who has a **power icon** and make them unavailable.

"Now **this** is what I call a shakedown... Mwah haha hah ha ha!"



BEST ISSUE EVER

COMPLETE ALL ITEMS

0001

Penalty if incomplete: 10 points

- Any Sideshow, with: + Comicbook theme icon



BONUS TARGET

Complete top section to qualify

- Any attraction, with: + Any Quality upgrade



UP, UP, AND AWAY

COMPLETE ALL ITEMS

0002

Penalty if incomplete: 10 points

- Starting nearest to your park entrance, each attraction has a larger **icon size** than the previous attraction
- At least two attractions



BONUS TARGET

Complete top section to qualify

- Attraction space 1 has: + Call Privacy Booth



POWER AND RESPONSIBILITY

COMPLETE ALL ITEMS

0003

Penalty if incomplete: 10 points

- Any Staff Member, with: + At least two **power icons**
- Any Staff Member, with: + No **power icons**



BONUS TARGET

Complete top section to qualify

Mutant Insect DNA



= UNIQUE



GOOD VS EVIL

COMPLETE ALL ITEMS

0004

Penalty if incomplete: 10 points

- Any Theatre, with: + Comicbook theme icon
- Any Leisure Ride, with: + Any Quality upgrade



BONUS TARGET

Complete top section to qualify

- Any Thrill Ride, with: + Any Feature upgrade



"I DID IT 35 MINUTES AGO"

COMPLETE ALL ITEMS

0005

Penalty if incomplete: 10 points

- Dismissed your mastermind by using their Level 3 ability
- No Comicbook theme icons
- No Staff Members



BONUS TARGET

Complete top section to qualify

Prop Workshop



= UNIQUE



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



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.



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?"



Drunken Hooligans

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



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



New In Town

Reveal the top card of the Park deck until you find a **staff member** or you empty the deck. Put the card into your hand. Discard any unused cards.

After fleeing a mysterious past, a low-paid job in a theme park is sure to be just the ticket.

POWER



Strange Meteorite

Count this event as an extra **power** icon.

Guests step:
Your park scores 5 extra stars.

"Please do not touch the display! There's a risk of cuts, burns, and sudden irreversible mutations."

POWER



Strange Meteorite

Count this event as an extra **power** icon.

Guests step:
Your park scores 5 extra stars.

"Please do not touch the display! There's a risk of cuts, burns, and sudden irreversible mutations."



Lunatic Lair

Replacement Park Entrance

2



15

18

Guest Capacity

Park limits:

- Guest capacity: 18
- Super attractions: 0
- Total attractions: 5

You may use an action to build an **upgrade** from the Market for free.

Cleanup step:

Choose a non-built-in upgrade that you can demolish in your park. Demolish it.



Innocent Bystander

Choose a **staff member** in any park and make them unavailable.



Secret Identity

You may discard this card from your hand to block an event from affecting a **staff member** in your park.



Secret Identity

You may discard this card from your hand to block an event from affecting a **staff member** in your park.



What happens to all those heat beams and freeze rays when they miss...?



Whatever problems you have, escape is as simple as a foolproof disguise.



Whatever problems you have, escape is as simple as a foolproof disguise.



Superhero Superstore

Super Attraction - Store

3



20



Once per Guests step:

Gain 2 extra coins for each **power** icon on available staff members in **all parks**.
Gain 2 extra coins for each **Comicbook** theme icon on open attractions in your park.

Who could have guessed that a childhood love of comics would turn out to be so expensive?



Flying Coaster

Attraction - Thrill Ride

1



6



Prop Workshop

Attraction - Sideshow

1



7



After you build this attraction, you may search the Park deck and choose a **staff power** card. Reveal it and put it into your hand. Shuffle the Park deck if you searched it.

This is where he gets those wonderful toys.



Hero Experience 4D

Attraction - Leisure Ride

1



12



The cost to build **staff powers** in your park is half the marked coin price, rounded down.



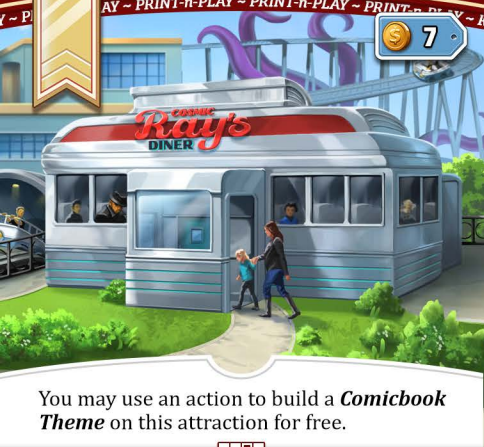


Ray's Diner

Attraction – Food Outlet



7



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



Sovereign Theatre

Attraction – Theatre



8



Costume Designer

Staff Member



6



After you recruit this staff member, you may search the Event deck for a **Secret Identity**. Reveal it and put it into your hand. Shuffle the Event deck if you searched it.



Office Intern

Staff Member



3



When this staff member is dismissed, you may immediately search the Park deck for a **staff member** card that has a points value of 4 or less. Reveal it and put it into your hand. Shuffle the Park deck if you searched it.



Stunt Performer

Staff Member



4



Once per Events step: You may block an event from making this staff member unavailable.



Eternity Grip

Alien Staff Power



15



Your hand limit is 6 cards. You may demolish this power and half of the attractions in your park, rounded down, to block a mastermind from being dismissed.



Animal Suit

Staff Power



8



Once per Events step: You may choose one:
• Discard a Park card from your hand to draw two Park cards.
• Discard an Event card from your hand to draw an Event card.



Mutant Insect DNA

Staff Power



5



Once per Events step: You may choose Blueprint, Park, or Event. Draw two cards from the chosen deck. Look at the cards, then return them face-down in the original order.

The job is to fall hard enough to make it look real, but still come in to work tomorrow.



You need a mighty hand to wield such power.



The utility belt holds all manner of useful tricks.



That warning tingle helps you avoid danger. Making wisecracks while you do it is up to you.





Mystical Amulet

Staff Power



\$ 10



You may demolish this staff power to block any event or ability from affecting you.

No-one is sure what it does, but more worrying is that no-one is sure what it doesn't do.



Power Armour

Staff Power



\$ 9



Once per Events step:
You may block an **Intrusion** event from affecting you.

*The perfect power for protecting your park. *Some assembly required.*

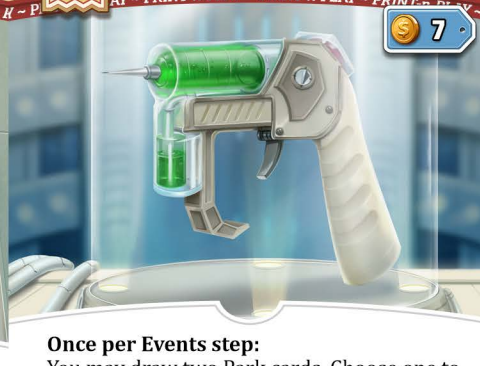


Vitalising Serum

Staff Power



\$ 7



Once per Events step:
You may draw two Park cards. Choose one to keep and give the other to a competitor you choose.

When you feel this good, you just can't help being so gosh-darned nice.

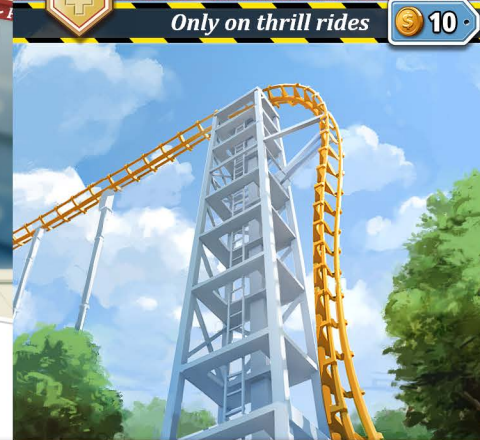


Vertical Drop Element

Upgrade - Feature



\$ 10



Only on thrill rides



Comfortable Seating

Upgrade - Feature



\$ 7



Comfortable Seating

Upgrade - Feature



\$ 7



Call Privacy Booth

Upgrade - Guest Services



\$ 5



Call Privacy Booth

Upgrade - Guest Services



\$ 5



 **Lockers & Coat Check** 
 Upgrade – Guest Services
  4



 **Air Conditioning** 
 Upgrade – Guest Services
 Not on rides  5



 **Restrooms** 
 Upgrade – Guest Services
  3



 **Superior Quality** 
 Upgrade – Quality
  15



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

 **Superior Quality** 
 Upgrade – Quality
  15



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

 **Comicbook Theme** 
 Upgrade – Theme
  10



After you build this upgrade, you may draw five Park cards. Pay 2 coins for each card you choose to keep.

 **Comicbook Theme** 
 Upgrade – Theme
  10



After you build this upgrade, you may draw five Park cards. Pay 2 coins for each card you choose to keep.

 **Comicbook Theme** 
 Upgrade – Theme
  10



After you build this upgrade, you may draw five Park cards. Pay 2 coins for each card you choose to keep.



POWER
99¢ #1
MASTERMIND

BLUNT FORCE

Once per Events step:

- 1: Draw five Park cards and choose one to keep.
- 2: Pay to build an upgrade from the Market into your park immediately.
- 3: Gain coins equal to the total marked coin price of all cards in the Market. Clear and refill the Market. Dismiss this mastermind.



POWER
99¢ #1
MASTERMIND

Bright Spark

Once per Events step:

- 1: Draw five Park cards and choose one to keep.
- 2: Draw a Blueprint card or discard a blueprint you own.
- 3: Reveal a blueprint you own. Gain coins equal to its points value including bonus, then discard it. Dismiss this mastermind.



POWER
99¢ #1
MASTERMIND

Interface

Once per Events step:

- 1: Draw five Park cards and choose one to keep.
- 2: Draw two Park cards. Exchange any number of Park cards in your hand with Park cards from the Market.
- 3: Discard Park cards from your hand and gain coins equal to 5 times the star total of the discarded cards. Dismiss this mastermind.



POWER
99¢ #1
MASTERMIND

REDSHIFT

Once per Events step:

- 1: Draw five Park cards and choose one to keep.
- 2: Choose a card from the Market and put it into your hand. Gain 5 coins.
- 3: Exchange and move attractions and upgrades in your park into any suitable arrangement. Dismiss this mastermind.



POWER
99¢ #1
MASTERMIND

THE SECRET LIFE OF ZAM'ZAMIF

Once per Events step:

- 1: Draw five Park cards and choose one to keep.
- 2: Bury a Park card from your hand under any attraction in your park.
- 3: Exhume any number of upgrade cards in your park and build them in any park immediately for free. Dismiss this mastermind.



POWER
99¢ #1
MASTERMIND

CODENAME: JANE

Once per Events step:

- 1: Draw five Park cards and choose one to keep.
- 2: Reveal cards from the Event deck until you find one that has a defence symbol and put it into your hand. Discard any unused cards.
- 3: Discard at least three Event cards from your hand and gain 15 coins for each card discarded this way. Dismiss this mastermind.



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.

