

Secret identities, costumes, super powers . . .
and the occasional villainous monologue.

Additional rules:

- **Setup:** Deal one random Mastermind card to each player.
- **Park step:** You may use an action and remove both of your Showcase cards from the game to recruit your mastermind. There is no star requirement and no coin price.
- **Once per Events step:** You may choose one ability of your mastermind to use as your turn, if your park has enough power icons to meet the level marked beside that ability. Do not count power icons attached to staff that are unavailable.

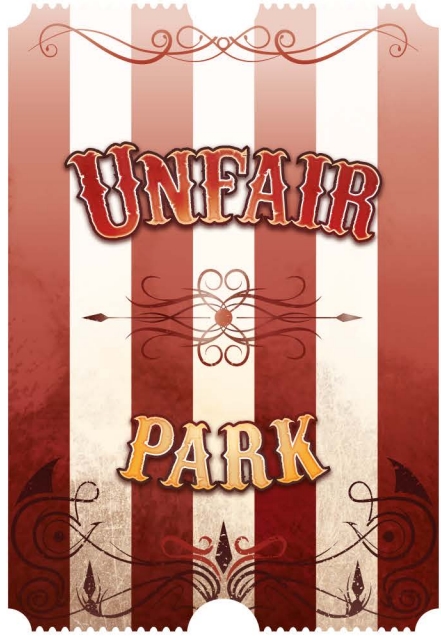
Mild manners are a sure sign of a super secret. Also alliteration.

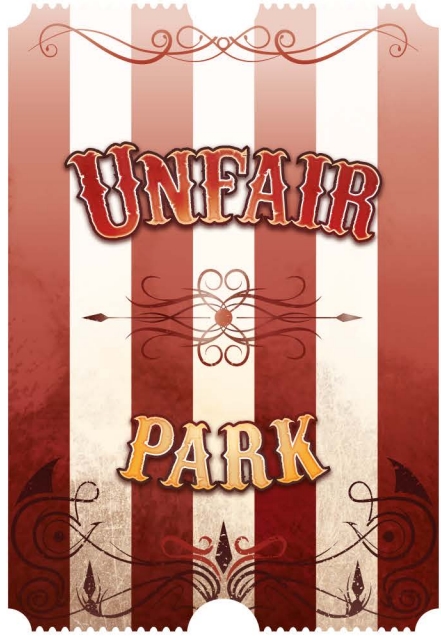


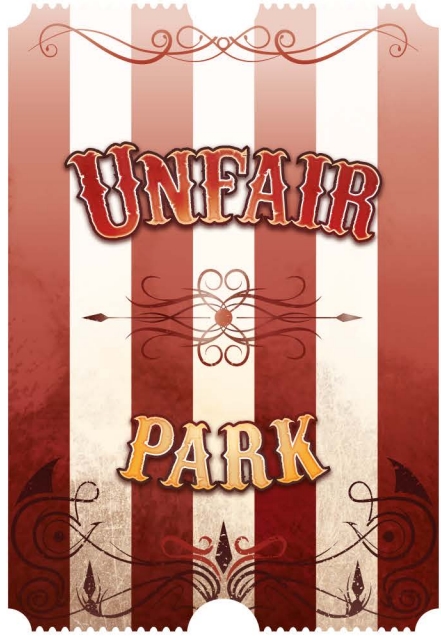


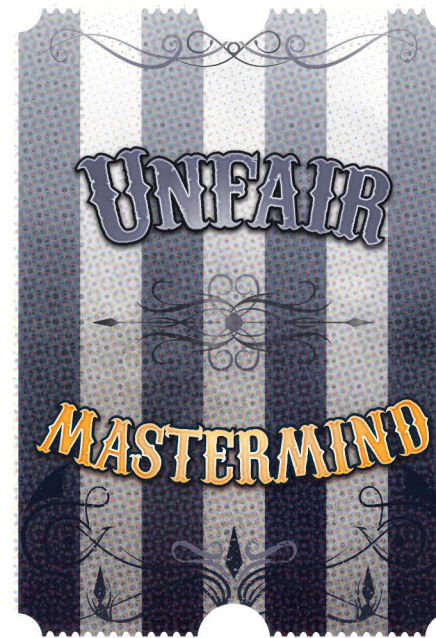
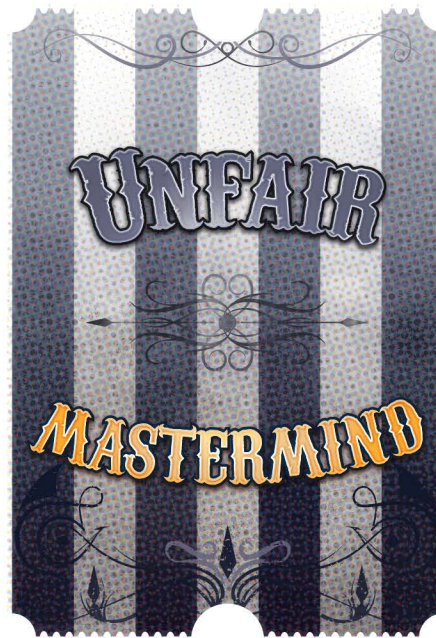
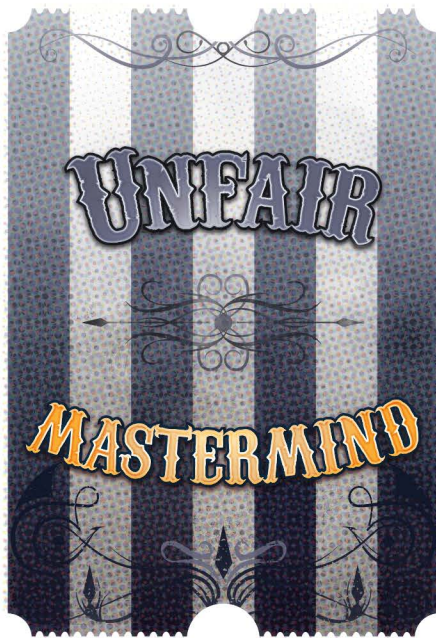
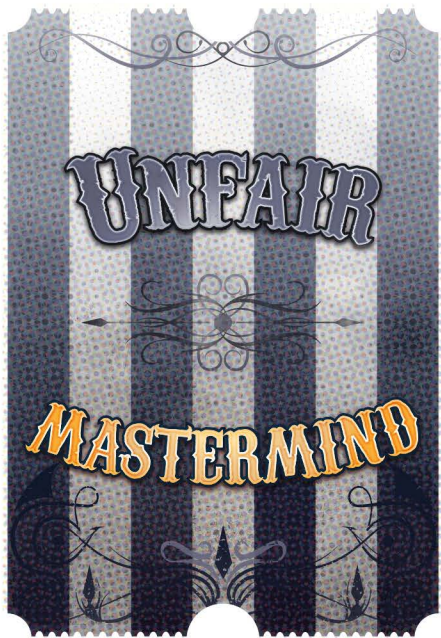












SCORING SUMMARY

ATTRACTION SIZE	Icons	Points
Score each attraction separately.	1	5
	2	8
	3	12
BLUEPRINTS	4	16
Score the marked points if the blueprint is completed, otherwise deduct 10 points.	5	20
	6	25
	7	31
	8	38
	9	46
There is no penalty for incomplete bonus sections.	10	55
	11	65
	12	76
	13	88
COINS	14	101
2 coins = 1 point	15	115
	16	130
OTHER	17	146
Staff members and some other cards score points as indicated on the card.	18	163
	19	181
	20	200
	21	220
LOANS	22	241
Deduct the points indicated on your loan card.	23	263
	24	286
	25	310

