

it.

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nearest to your park entrance and demolish

It just sprays spikes until it hits something.

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With kaiju so close, a few little scratches are

inevitable, but that should buff right out.

card from the Market.

Store owners would like to get more items out

the door . . . while they still have a door.

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the largest icon size and close it. Demolish the topmost upgrade on that attraction.

Swatting at the helicopters is just for fun.











**BONUS TARGET** 

Complete top section to qualify

A Helicopter Joyride











# **BONUS TARGET**

Complete top section to qualify

· Each attraction is at least 2 icons in size





### · Any Sideshow

# **BONUS TARGET**

Complete top section to qualify

• At least one gold medal token





# KAIJU MASTER

### COMPLETE ALL ITEMS

Penalty if incomplete: 10 points

- · Each attraction has:
- + Any Guests Services upgrade
- + Any Feature upgrade
- + Any theme icon
- · At least three attractions



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

• Each attraction has a Quality upgrade





# First in Line

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



# **Dumpster Diving**

Search the Park discard pile and choose a card. Reveal it and put it into vour hand.



# **Project Management**

You may draw up to three Blueprint cards then choose one to keep.

You may discard a blueprint you own.

Friends won't mention that you stink if you spend too much time in the trash. But you do.

The only way to manage some projects is to finally manage to get rid of them.

All it took was three weeks of waiting in a queue. PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY rorint-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.



# Drunken Hooligans

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



# **Frivolous Lawsuit**

Choose a staff member in any park. Dismiss them unless their employer spends 20 coins or discards a Giant Wad of Cash.



The complaint may be imaginary but the



#### "Won't anyone think of the children?"



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



legal bills are very real.



# Merchandising

Gain 5 coins.



# **Unusual Bequest**

Build an upgrade from your hand immediately for free.



# Media Blitz

Other Media Blitz events in play are discarded.

**Guests step:** Your park scores 8 extra



Park step:

You may take up to four actions in total.

**Efficiency** 

It's like printing money, if money were shaped like t-shirts, teddy bears, and coffee mugs.

A huge fan of theme parks all his life, Kevin decided to spend his afterlife as part of one.

It's not brainwashina, exactly. More like a rinse.

You could get so much more done if you'd just stop eating and sleeping.

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

# Giant Wad of Cash

Choose an attraction in any park. You may close it or reopen it.



# **Powerful Friends**

You may discard this card from your hand to block an Injunction event from affecting vou.



# **Review Board**

Injunction. Choose a feature upgrade in any park and demolish it.



# **Safety Certificate**

You may discard this card from your hand to block an Inspection event from affecting vou.



City officials are so hard-working, and shamefully underpaid.



"Who did you kiss in the haunted house, Mr Mayor, when you thought nobody could see . . . ?"



"We've reviewed your attraction and it really is just too interesting to meet city regulations."



Be careful not to smudge it, the ink's still wet.





# Sponsorship Deal

#### Guests step:

Gain 1 extra coin for each guest visiting your park.



# Renovation

You may close an attraction in your park.

This round, when you pay to build an upgrade on a closed attraction in your park, you may pay half the marked coin price. rounded down.



### Reconstruction

Pay to build up to three upgrades from your hand immediately onto one attraction in your park.



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Pay to build up to three upgrades from your hand immediately onto one attraction in your park.

"Printing ads on the back of the tickets? Pfft! We print the tickets on the back of the ads!"

Pardon our mess, we'll be ready to take your money again soon.

Best to check the blueprint to make sure you build these in the right place. Go on, no-one's watching.

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

# **Security Guards**

You may discard this card from your hand to block an Intrusion event from affecting you.



#### Vandalism

Intrusion. Choose a quality or theme upgrade in any park and demolish it.



#### Hit and Miss

Roll two dice. If the result is odd, choose a kaiju and reduce its health by 1. If the result is even, choose an attraction in any park and close it.



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Roll two dice. If the result is odd, choose a kaiju and reduce its health by 1. If the result is even, choose an attraction in any park and close it.



"Security Guards" has a much nicer ring to it than "Hired Thugs", don't you think?



"Hey, they missed a spot! Nope, false alarm."







"I can do this blindfolded. About half of the time,



**Rapid Reload** 

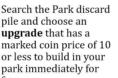
# **Salvage Operations**

Search the Park discard pile and choose an upgrade that has a marked coin price of 10 or less to build in your park immediately for free.



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pile and choose an upgrade that has a marked coin price of 10 or less to build in your park immediately for free.





Super Attraction - Thrill Ride







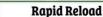




#### It was just lying there in the wreckage. I'm sure no-one's coming back for it.

no-one's coming back for it. RINT-n-PLAY ~ PRINT-n-PLAY ~ 🕠 R ~ PRINT-n-PLAY ~ PRINT-n-PLAYRINT-n-PLAY ~ PRINT-n-PLAY ~ 🕠 R ~ PRINT-n-PLAY ~ PRINT-n-PLAY

It was just lying there in the wreckage. I'm sure



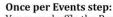
Choose an attraction that has a Guest Reassurance Pylon in any park and reopen it.

Choose an attraction that has a Guest Reassurance Pylon in any park and reopen it.



# Once per Events step:

You may choose any number of upgrades on this attraction and demolish them. Choose a kaiju and reduce its health by 1 for each upgrade demolished this way.



You may shuffle the Park discard pile then reveal the top three cards. You may choose a revealed upgrade card to build in your park immediately for free. Discard any unused cards.

If it didn't explode the first time, surely it's safe to fire again . . . ?



If it didn't explode the first time, surely it's safe to fire again . . . ?



If anyone's going to tear up your park, it really should be you.

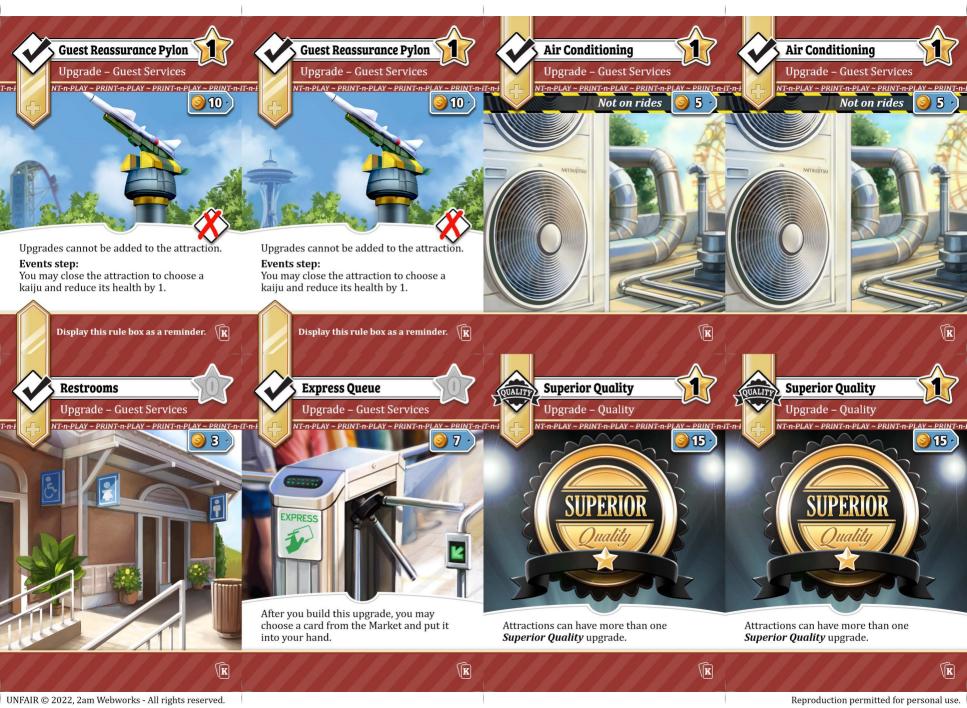


At least picking up the pieces of your shattered plans is entertaining for the guests.











After you build this upgrade, you may search the Park discard pile and choose a card. Reveal it and put it into your hand.

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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.

- » 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.