

Ocean

Supporting strategies of:

Attraction size

Blueprints

Coins

Unfairness



This round, each player is affected by

A New Project



Draw a Blueprint card and two Park cards. Choose one to keep.

Build it to match the plans the first time and save on explosives later.



This round, each player is affected by

Nature Week



Once per Guests step:
Gain 3 extra coins for each open attraction in your park that has at least one animal upgrade.

Nature Week is our annual reminder that nature is actually there all the other weeks too.



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

An Early Start



Guests step:
The attraction in attraction space 1 scores double its normal star total.

Today they'll go for whatever they see first, as long as they can beat the crowds.



This round, each player is affected by

A Freezing Morning



Injunction.
Close the attraction in attraction space 1.

Sorry, City regulations prohibit attempts at humour when it's this cold.



This round, each player is affected by

A Veterinary Checkup



Inspection.
For each animal upgrade in your park, pay 3 coins or demolish the upgrade and put the card into your hand.

Never taken a walrus sneeze to the face? Then you don't get to complain about the vet bill.



This round, each player is affected by

Cramped Conditions



Injunction.
Choose an **animal** upgrade in your park and demolish it.

The City wants fewer animals in your park, and you can't kick out the ones with tickets.

EARLY CLOSING TIME 0001

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- The attraction space furthest from your park entrance is empty

10 POINTS

EASY CITY PLANNING DEPARTMENT

NOON PERFORMANCE 0002

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- Attraction space 3 has:
 - + Any **Quality** upgrade
 - + **Ocean** theme icon

18 POINTS

BONUS TARGET
Complete top section to qualify

- Any **Staff Member** who has a star total of at least 1 star

+7 POINTS

MEDIUM CITY PLANNING DEPARTMENT

SEPARATE HABITATS 0003

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- Attraction space 2 has:
 - + Any **Animal** upgrade
 - + Any **Theme** icon
- Attraction space 4 has:
 - + Any **Animal** upgrade

22 POINTS

BONUS TARGET
Complete top section to qualify

Research Biologist

+7 POINTS

MEDIUM CITY PLANNING DEPARTMENT

△ = UNIQUE

WILDLIFE REFUGE 0004

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- Each attraction has exactly one **Animal** upgrade
- At least two attractions

24 POINTS

BONUS TARGET
Complete top section to qualify

- No duplicate **Animal** upgrades in your park

+18 POINTS

MEDIUM CITY PLANNING DEPARTMENT

TWO SHOWS DAILY 0005

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- Attraction space 1 has:
 - + Any **Animal** upgrade
 - + Any **Quality** upgrade
- Attraction space 5 has:
 - + Any **Theatre**

27 POINTS

BONUS TARGET
Complete top section to qualify

- Attraction space 1 has an identical **Animal** upgrade to attraction space 5

+15 POINTS

DIFFICULT CITY PLANNING DEPARTMENT

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 your hand.

All it took was three weeks of waiting in a queue. 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.

Project Management

You may draw up to three Blueprint cards then choose one to keep.
You may discard a blueprint you own.

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

Merchandising

Gain 5 coins.

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

Unusual Bequest

Build an **upgrade** from your hand immediately for free.

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

Media Blitz

Other **Media Blitz** events in play are discarded.
Guests step: Your park scores 8 extra stars.

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

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 legal bills are very real.

Giant Wad of Cash

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

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

Powerful Friends

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

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

Review Board

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

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

Efficiency

Park step: You may take up to four actions in total.

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

Sponsorship Deal

Guests step: Gain 1 extra coin for each guest visiting your park.

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

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.

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

Improved Habitat

Choose an attraction in your park that has an animal upgrade. Build a **feature** or **quality** upgrade onto the chosen attraction immediately for free.

Public response to help these magnificent creatures is predictably swift and generous.

Safety Certificate

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

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

Security Guards

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

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

Vandalism

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

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

Cute and Cuddly

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

Even the City Planning Office fears the backlash if they mess with your adorable animal antics.

Improved Habitat

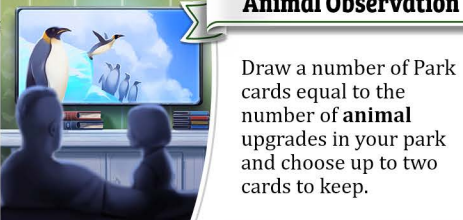
Choose an attraction in your park that has an animal upgrade. Build a **feature** or **quality** upgrade onto the chosen attraction immediately for free.



Public response to help these magnificent creatures is predictably swift and generous.

Animal Observation

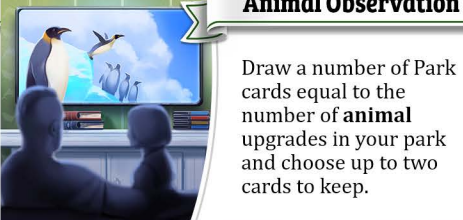
Draw a number of Park cards equal to the number of **animal** upgrades in your park and choose up to two cards to keep.



"Here we can see the creatures in their natural habitat, engaged in some kind of leisure activity."

Animal Observation

Draw a number of Park cards equal to the number of **animal** upgrades in your park and choose up to two cards to keep.



"Here we can see the creatures in their natural habitat, engaged in some kind of leisure activity."

Grand Atlantis

Super Attraction – Hotel

20



You cannot build any more attractions. You may use an action to build an upgrade **from your hand** onto an attraction in your park for free if that attraction has an **Ocean** theme icon.

Cute and Cuddly

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



Even the City Planning Office fears the backlash if they mess with your adorable animal antics.

Return to the Wild

Injunction. Choose an **animal** upgrade in any park. Its owner gains coins equal to the marked coin price. Demolish the chosen upgrade.



The City crowdsources its conscience, and this month the crowd paid for freedom.

Return to the Wild

Injunction. Choose an **animal** upgrade in any park. Its owner gains coins equal to the marked coin price. Demolish the chosen upgrade.



The City crowdsources its conscience, and this month the crowd paid for freedom.

Bumper Boats

Attraction – Leisure Ride




4



The Kraken

Super Attraction – Leisure Ride

20





Snatched away from eager buyers, the finest items now serve only as food for the beast.

Viking Longboats

Attraction – Thrill Ride

13



Built-in upgrade:

- Feature – Double Dip Element



Nautilus Adventure

Attraction – Leisure Ride

15



Once per Events step: You may block an **Intrusion** event from affecting this attraction and its upgrades.

Built-in upgrade:

- Feature – Comfortable Seating

When the lost city returns, the ocean shall provide all you need. And if not, there's still cash.

Jetski Stunt Show 1

Attraction – Theatre

0 \$ 10

▢▢▢

A Bigger Boat 1

Attraction – Food Outlet

\$ 7

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

▢▢▢

Ocean Research Lab 1

Attraction – Sideshow

\$ 7

Built-in upgrade:

- Animal – Sharks

▢▢▢

Research Biologist 0

Staff Member

4 POINTS \$ 7

Once per Events step:
You may pay 3 coins to move an animal upgrade in your park to any suitable attraction in your park. If you do, draw two Park cards and choose one to keep.

Mermaid 1

Staff Member

4 POINTS \$ 7

When you use an action for loose change, also collect all coins from this staff member.

Once per Guests step:
This staff member gains coins equal to the number of attractions in your park.

Dolphins 1

Upgrade – Animal

\$ 11

Once per Guests step:
Gain 3 extra coins if the attraction has no other animal upgrades.

Dolphins 1

Upgrade – Animal

\$ 11

Once per Guests step:
Gain 3 extra coins if the attraction has no other animal upgrades.

Manta Rays 1

Upgrade – Animal

\$ 9

Once per Guests step:
Gain 2 extra coins if this upgrade is built in attraction space 1 or attraction space 4.

A surprising number of guests mistake the mermaid pool for a wishing fountain.

Display this rule box as a reminder.

Display this rule box as a reminder.

Display this rule box as a reminder.

Display this rule box as a reminder.

Manta Rays ★1

Upgrade – Animal

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

9



Once per Guests step:
Gain 2 extra coins if this upgrade is built in attraction space 1 or attraction space 4.

Sea Lions ★1

Upgrade – Animal

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

9



Once per Guests step:
Gain 2 extra coins if this upgrade is built in attraction space 2 or attraction space 5.

Sea Lions ★1

Upgrade – Animal

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

9



Once per Guests step:
Gain 2 extra coins if this upgrade is built in attraction space 2 or attraction space 5.

Seagulls ★-1

Upgrade – Animal

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

0



Once per Events step:
You may close the attraction to move this upgrade to any suitable open attraction in any park. If you do, draw a Park card.

Display this rule box as a reminder. 🗑️

Penguins ★2

Upgrade – Animal

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

13



Once per Guests step:
Gain extra coins equal to the number of the attraction space this upgrade is built in.

Display this rule box as a reminder. 🗑️

Dive Drop Element ★1

Upgrade – Feature

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

6

Only on thrill rides



Display this rule box as a reminder. 🗑️

Whirlpool Element ★2

Upgrade – Feature

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

10

Only on thrill rides



Display this rule box as a reminder. 🗑️

Comfortable Seating ★1

Upgrade – Feature

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

7



Display this rule box as a reminder. 🗑️

Display this rule box as a reminder. 🗑️

Display this rule box as a reminder. 🗑️

Display this rule box as a reminder. 🗑️

Trident of the Deep ★ 1

Upgrade – Feature Artifact

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 10

When you use an action to draw five Park cards, you may keep three of the cards you draw.

Changing Rooms ★ 0

Upgrade – Guest Services

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 7

After you build this upgrade, you may move an upgrade on the attraction to any other suitable attraction in your park.

Changing Rooms ★ 0

Upgrade – Guest Services

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 7

After you build this upgrade, you may move an upgrade on the attraction to any other suitable attraction in your park.

Superior Quality ★ 1

Upgrade – Quality

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 15

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

Display this rule box as a reminder. 📄

Superior Quality ★ 1

Upgrade – Quality

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 15

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

Ocean Theme ★ 1

Upgrade – Theme

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 12

After you build this upgrade, you may reveal the top five cards of the Park deck. Choose a type of upgrade and keep all revealed cards of that type. Discard any unused cards.

Ocean Theme ★ 1

Upgrade – Theme

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 12

After you build this upgrade, you may reveal the top five cards of the Park deck. Choose a type of upgrade and keep all revealed cards of that type. Discard any unused cards.

Ocean Theme ★ 1

Upgrade – Theme

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

\$ 12

After you build this upgrade, you may reveal the top five cards of the Park deck. Choose a type of upgrade and keep all revealed cards of that type. Discard any unused cards.

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.

