

GAME CHANGER

First Date



After setup:
Remove two cards from the bottom of the City deck to reduce the game to 6 rounds. Remove all **Showcase** cards. Remove all **Blueprint** cards marked **Difficult** or **Insane** and shuffle the Blueprint deck.

Short and sweet — let's hope for no awkward silences, and no checking phones at the table.

GAME CHANGER

Advance Planning

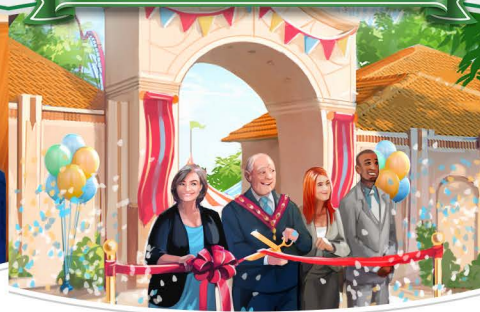


After setup:
Deal five Blueprints to each player. Each player chooses one to keep, and passes the others to the left. Each player then chooses one more to keep. Shuffle the remaining cards into the Blueprint deck.

What, you've never seen blueprints being drafted before?

GAME CHANGER

Grand Opening



After setup:
Reveal your **Showcase** cards. The player on your left chooses one, and you start the game with that card already built into your park.

Building early with no market research is risky, but it just might pay off.

GAME CHANGER

School Vacation



Before setup:
Remove all cards except Park cards from the game. Skip the Events step and ignore rules that use removed cards. Gain 3 coins per star in the Guests step. Completing **5 attractions** and **15 stars** ends the game after that round.

"... and for the parents, we have a special area stocked with coffee and earplugs."

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World Peace



Events step:
You cannot play events or abilities that affect other players.

Why can't we all just get along?

PUBLIC NOTICE

After this round, **Blueprints** will not be available as a Park action.

Events and abilities only.

At the start of the next round, shuffle the Blueprint discard pile into the Blueprint deck. Turn this card over and place it on top.