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.

**GAME CHANGER**

**Advance Planning**

**First Date**

**Grand Opening**

**After setup:**
Deal 5 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 and discards the remaining cards.

**What you’ve never seen blueprints being drafted before?**

Remove two Unfair City cards from the bottom of the City deck to reduce the game to 6 rounds.

Remove all Showcase cards and Blueprint cards marked **Difficult** or **Insane** from the game.

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

**Reveal your Showcase cards to the player on your left. They choose a card for you to start the game with, already built into your park for free.**

**GAME CHANGER**

**School Vacation**

**World Peace**

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 **15 stars and 5 attractions** ends the game after that round.

**“... and for the parents, we have a special area stocked with coffee and earplugs.”**

**You cannot use Event cards or Park card abilities that affect other players.**

**Why can’t we all just get along?**

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