

Supporting strategies of:

- Attraction size: 4
- Blueprints: 5
- Coins: 1
- Unfairness: 5



Ninja

Main Gate

Park Entrance

Guest Capacity

Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.

This round, each player is affected by

A Masquerade Ball



Guests step:
Each park with at least one open attraction that has a **theme** icon scores 5 extra stars.

All will be revealed at the stroke of midnight.

This round, each player is affected by

A Private Party



Guests step:
You may choose to gain **no coins** at all. If you do, draw three Event cards instead.

"We're closed to the public — but next month we'll have something special for everyone."

BIG AL'S TOTALLY LEGIT FINANCIAL SERVICES PURPOSE: Loan

Take one or more loans at any time. It's easy!

GAIN 5 COINS

-10 POINTS

GAIN 5 COINS

FAST APPROVAL

Doesn't use a turn or action!

GAIN 5 COINS

-20 POINTS

GAIN 5 COINS

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

Arsonists

Intrusion.
Demolish the topmost upgrade on the attraction nearest to your **park entrance** and gain coins equal to its marked coin price.

The insurance investigators would probably suspect you, if you weren't so stunned.

This round, each player is affected by

A Busy Month

Draw three Event cards and choose one to keep.

"Let's do lunch. Have your people call my people."

This round, each player is affected by

An Equipment Recall

Inspection.
Close each attraction that has an **Express Queue**. Demolish all **Express Queues**.

Some people just have no sense of humour about being splattered with hydraulic fluid.

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This round, each player is affected by

Ticking Packages



Intrusion.

Close each largest attraction in your park.

A careless alarm clock salesman left his sample case behind. In several places at once.



ASIAN FUSION

COMPLETE ALL ITEMS

NO01

Penalty if incomplete: 10 points

- Any Food Outlet, with:
 - + Ninja theme icon
 - + Any other theme icon



SHURIKEN

COMPLETE ALL ITEMS

NO02

Penalty if incomplete: 10 points

- Any attraction, with:
 - + At least 2 stars from Quality upgrades
 - + Ninja theme icon



SHORT SHARP SHOCK

COMPLETE ALL ITEMS

NO03

Penalty if incomplete: 10 points

- Any Thrill Ride, with:
 - + Vertical Drop Element
 - + Express Queue



BONUS TARGET

Complete top section to qualify

- All attractions have a theme icon



IRON WILL

COMPLETE ALL ITEMS

NO04

Penalty if incomplete: 10 points

- All attractions are no larger than 5 icons in size



BONUS TARGET

Complete top section to qualify

- No more than 3 attractions



FORBIDDEN KNOWLEDGE

COMPLETE ALL ITEMS

NO05

Penalty if incomplete: 10 points

- Any Thrill Ride, with:
 - + Any Guest Services upgrade
 - + Any Feature upgrade
 - + Any Quality upgrade
 - + Ninja theme icon



BONUS TARGET

Complete top section to qualify

- No competitor has a Ninja theme icon



First in Line

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

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



Dumpster Diving

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

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.

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

Merchandising

Gain 5 coins.

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

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

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.

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

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.

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

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.

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

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!"

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

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.

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

Flurry of Activity

Draw two Event cards and play them immediately in any order you choose. Discard any unused cards.

After the sixth cup of coffee, everything was a blur.

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

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."



Demolition Order

To play this event you must also choose an attraction in any park and discard a number of Event cards from your hand equal to its icon size.

Demolish that attraction.

Take a moment and treat yourself to an evil laugh. You've earned it.



Nimble Chopsticks 1

Attraction – Food Outlet



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

Freak Show 1

Attraction – Sideshow



Once per Guests step:
Gain 1 extra coin.

Gate Guard 0

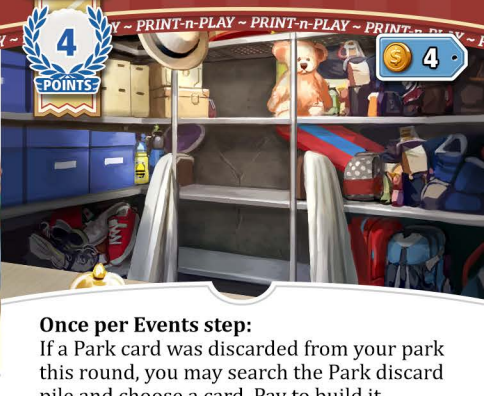
Staff Member



Once per Events step:
You may block an *Intrusion* event from affecting you.

Lost & Found Attendant 0

Staff Member



Once per Events step:
If a Park card was discarded from your park this round, you may search the Park discard pile and choose a card. Pay to build it immediately, or reveal it and put it into your hand.

Star Performer 1

Staff Member



Once per Events step: Intrusion.
Total the number of *Ninja* theme icons in your park. You may choose an upgrade that has a star value less than or equal to that total in any park and demolish it.

Extra Insurance 0

Resource



If an upgrade in your park is demolished as the result of an event, you may gain coins equal to its marked coin price.

If an attraction in your park is demolished as the result of an event, you may draw three Event cards.

Cleanup step:
You may pay 3 coins to keep this resource, otherwise discard it. If you overlook paying, you may not pay later.

Comfortable Seating 1

Upgrade – Feature



Comfortable Seating 1

Upgrade – Feature







She's invisible by night, but allows herself to be seen briefly at 10am and 2pm daily.

They don't care whether you use the payout for rebuilding or revenge.

 <p>Corkscrew Element 1</p> <p>Upgrade – Feature</p> <p><i>Only on thrill rides</i> \$ 6</p>	 <p>Vertical Drop Element 2</p> <p>Upgrade – Feature</p> <p><i>Only on thrill rides</i> \$ 10</p>	 <p>Vertical Drop Element 2</p> <p>Upgrade – Feature</p> <p><i>Only on thrill rides</i> \$ 10</p>	 <p>Air Conditioning 1</p> <p>Upgrade – Guest Services</p> <p><i>Not on rides</i> \$ 5</p>
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 <p>Express Queue 0</p> <p>Upgrade – Guest Services</p> <p><i>After you build this upgrade, you may choose a card from the Market and put it into your hand.</i></p> <p>\$ 7</p>	 <p>Express Queue 0</p> <p>Upgrade – Guest Services</p> <p><i>After you build this upgrade, you may choose a card from the Market and put it into your hand.</i></p> <p>\$ 7</p>	 <p>Express Queue 0</p> <p>Upgrade – Guest Services</p> <p><i>After you build this upgrade, you may choose a card from the Market and put it into your hand.</i></p> <p>\$ 7</p>	 <p>Express Queue 0</p> <p>Upgrade – Guest Services</p> <p><i>After you build this upgrade, you may choose a card from the Market and put it into your hand.</i></p> <p>\$ 7</p>
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Express Queue ★ 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 choose a card from the Market and put it into your hand.

Restrooms ★ 0

Upgrade – Guest Services

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

3



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.

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.

Ninja 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 draw a Blueprint card. You may keep it or discard it.

Ninja 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 draw a Blueprint card. You may keep it or discard it.

Ninja 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 draw a Blueprint card. You may keep it or discard it.

Ninja 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 draw a Blueprint card. You may keep it or discard it.

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.

