

# Pirate

Supporting strategies of:

Attraction size

Blueprints

Coins

Unfairness



## Main Gate

Park Entrance



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



Guest Capacity

### Park limits:

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

Super attractions require 5 stars.



## BIG AL'S TOTALLY LEGIT FINANCIAL SERVICES

PURPOSE: Loan

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

**FAST APPROVAL**  
Doesn't use a turn or action!

GAIN 5 COINS

GAIN 5 COINS

GAIN 5 COINS

GAIN 5 COINS

-10 POINTS

-20 POINTS

-30 POINTS

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

## A Trade Show

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



Draw two Blueprint cards. You may keep one or none.

The sample bags are the best part of the show.

This round, each player is affected by

## Premium Tickets

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



### Guests step:

Gain 1 extra coin for each guest visiting your park.

The park is exactly the same but this month the tickets are printed with shiny letters on them.

This round, each player is affected by

## A 2-for-1 Deal

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



### Park step:

Once this round, if you pay to build an attraction or upgrade from the Market, you may immediately build your choice of another attraction or upgrade from the Market up to the same amount for free.

The construction industry says thank you for the business — through gritted teeth.

This round, each player is affected by

## Annual Insurance

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



For each attraction in your park, pay coins equal to half its icon size, rounded down, or close the attraction.

"Stand and deliver! Uh, I mean... your insurance is due."

This round, each player is affected by

## A Safety Crackdown

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



**Inspection.**  
Close all thrill rides.

"Calling me those names isn't going to get your ride open any sooner."

This round, each player is affected by

### Spiraling Costs



When you build an attraction or upgrade from the Market, calculate the price as normal, including all other effects, and pay double that price instead.

The construction industry is busier than it has ever been. Too bad for you.



### THREE FLAGS

COMPLETE ALL ITEMS

P001

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
  - + Any **Feature** upgrade
  - + Any **Feature** upgrade
  - + Any **Feature** upgrade



### FISH AND SHIPS

COMPLETE ALL ITEMS

P002

Penalty if incomplete: 10 points

- Any **Food Outlet**, with:
  - + **Pirate** theme icon



△ = UNIQUE



### A MOTLEY CREW

COMPLETE ALL ITEMS

P003

Penalty if incomplete: 10 points

- Any **Theatre**
- Any **Food Outlet**
- Any **Sideshow**



BONUS TARGET

Complete top section to qualify

- Any **Thrill Ride**
- Any **Leisure Ride**



### HERE BE MONSTERS

COMPLETE ALL ITEMS

P004

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
  - + **Corkscrew Element**
  - + **Splashdown Element**
  - + **Sea Serpent Roll**



BONUS TARGET

Complete top section to qualify

- Each largest attraction has a **Flagpole**



### HOIST THE JOLLY ROGER

COMPLETE ALL ITEMS

P005

Penalty if incomplete: 10 points

- Any **Leisure Ride**, with:
  - + Any **Quality** upgrade
- Any **Sideshow**, with:
  - + Any **Quality** upgrade



BONUS TARGET

Complete top section to qualify

- All attractions have a **Feature** upgrade



### 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.









### Cinema

Attraction – Theatre



### Seafood and Eat It

Attraction – Food Outlet



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



### Freak Show

Attraction – Sideshow



Once per Guests step:  
Gain 1 extra coin.



### Larger Capacity

Resource



Park limits:  
• Guest capacity: +3



More land is one way to increase your park's capacity. Smaller seats are cheaper though.



### Balloon Artist

Staff Member



Once per Guests step:  
This staff member gains 5 coins. You may not remove these coins until game end.



### Snack Seller

Staff Member



Once per Guests step:  
Choose an open ride attraction in your park. Gain extra coins equal to its star total.



### Corkscrew Element

Upgrade – Feature



Only on thrill rides



### Corkscrew Element

Upgrade – Feature



Only on thrill rides

You'd better hope the bubble doesn't burst while you're hoarding all that treasure.



Selling food right before the ride — profitable, but messy.



**Flagpole** ★

Upgrade – Feature

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

\$ 8



X

When an upgrade on the attraction would be demolished, demolish this upgrade instead.

Upgrades cannot be added to the attraction while it has a **Flagpole**.

**Flagpole** ★

Upgrade – Feature

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

\$ 8



X

When an upgrade on the attraction would be demolished, demolish this upgrade instead.

Upgrades cannot be added to the attraction while it has a **Flagpole**.

**Flagpole** ★

Upgrade – Feature

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

\$ 8



X

When an upgrade on the attraction would be demolished, demolish this upgrade instead.

Upgrades cannot be added to the attraction while it has a **Flagpole**.

**Flagpole** ★

Upgrade – Feature

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

\$ 8



X

When an upgrade on the attraction would be demolished, demolish this upgrade instead.

Upgrades cannot be added to the attraction while it has a **Flagpole**.

Display this rule box as a reminder. P

**Splashdown Element** ★ 3

Upgrade – Feature

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

\$ 15

*Only on thrill rides*

Display this rule box as a reminder. P

**Splashdown Element** ★ 3

Upgrade – Feature

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

\$ 15

*Only on thrill rides*

Display this rule box as a reminder. P

**Sea Serpent Roll** ★ 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. P

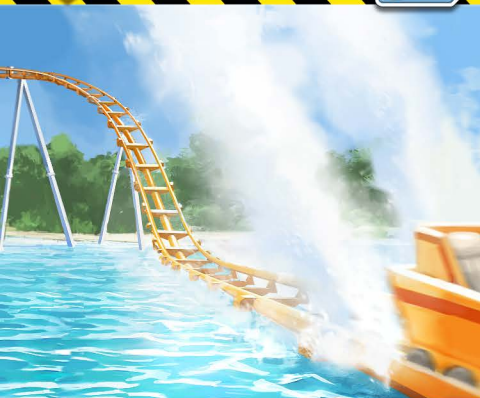
**Sea Serpent Roll** ★ 2

Upgrade – Feature

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

\$ 10

*Only on thrill rides*



 **Air Conditioning**    
 Upgrade – Guest Services   
 *Not on rides* 



 **Restrooms**    
 Upgrade – Guest Services   
 



 **Lockers & Coat Check**    
 Upgrade – Guest Services   
 



 **Superior Quality**    
 Upgrade – Quality   
 



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

 **Superior Quality**    
 Upgrade – Quality   
 



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

 **Pirate Theme**    
 Upgrade – Theme   
 



After you build this upgrade, you may gain 5 coins.

 **Pirate Theme**    
 Upgrade – Theme   
 



After you build this upgrade, you may gain 5 coins.

 **Pirate Theme**    
 Upgrade – Theme   
 



After you build this upgrade, you may gain 5 coins.

## 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.

