**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 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.

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