



Shield Generator



Alien Upgrade – Guest Services

Cannot be built for free 5



Active only when the attraction is open.
The attraction and all of its upgrades cannot be demolished by events.



Display this rule box as a reminder.

This round, each player is affected by

Shady Business



You may gain 10 coins. If you do, you cannot take any turns in the Events step.

"You'll be too busy working for us."

This round, each player is affected by

The Wooden Spoon Awards



Guests step:
Calculate each park's star total as normal, including all other effects. Each park with the **lowest star total** scores 5 extra stars.

If you build it, they will come - even if only to point and laugh...

WE SPARED NO EXPENSE

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- Each attraction has a **star total** of at least 4 stars
- At least 3 stars in total from **Dinosaur Animal** upgrades

BONUS TARGET
Complete top section to qualify

- Each attraction with a **Dinosaur Animal** upgrade also has a **Quality** upgrade



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.



Animal Feed Seller



Staff Member



Once per Guests step:
Gain 3 extra coins for each open attraction that has an **animal** upgrade in your park.

"Please keep your arms behind the line — we don't want you feeding the animals for free!"

THE QUIET JUNGLE

COMPLETE ALL ITEMS
Penalty if incomplete: 10 points

- Any **Leisure ride**, with: + **Jungle** theme icon
- Any attraction, with: + **Jungle** theme icon



BONUS TARGET
Complete top section to qualify

- Each **Ride** attraction has **Comfortable Seating**



Ninja Trick House



Super Attraction – Sideshow



Once per Events step:
You may move any number of upgrades in your park to any number of suitable attractions in your park.

Once you enter a Karakuri Yashiki, the only rule is there are no rules.

This round, each player is affected by

Spiraling Costs



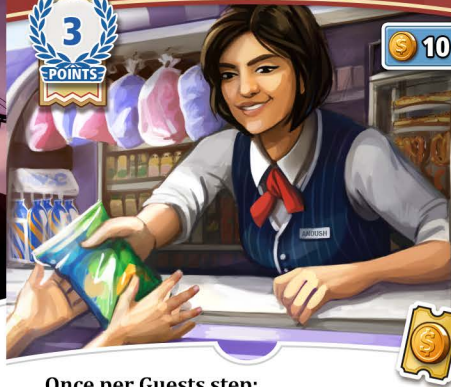
When you build an attraction or upgrade from the Market, calculate the price as normal, including all other effects, and pay double that price instead.

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



Snack Seller

Staff Member



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



Android Greeter

Staff Member



This staff member cannot gain tokens or attached cards. Events are blocked from affecting this staff member.



Technician

Staff Member



Once per Events step:
You may reopen an attraction in your park.

"Welcome, <firstname>! Please enjoy your visit to our newest attraction, Uncanny Valley."



"Have you tried turning it off and on again?"



Information Kiosk



Upgrade – Guest Services



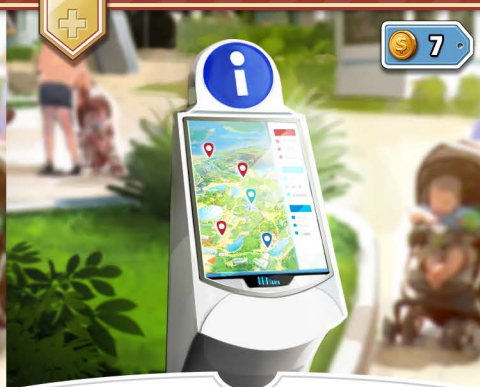
After you build this upgrade, you may draw a Park card or an Event card.



Information Kiosk



Upgrade – Guest Services



After you build this upgrade, you may draw a Park card or an Event card.



Renfield's Stakehouse

Super Attraction – Food Outlet



Once per Guests step:
Gain 2 extra coins for each available staff member in all parks.

At Renfield's, the meal is always at some other poor creature's expense.



Fortune Teller

Staff Member



Once per Events step:
You may look at the top card of the City deck. Return it face-down.

Her predictions are astonishingly accurate.





Mesmerist

Staff Member



Once per Events step:

You may choose a **staff member** in any park who has no mesmerism tokens. That staff member gains a mesmerism token and you may make them unavailable or available.

The audience will never believe the act if they see the same "volunteer" in every show.



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.

This round, each player is affected by

A New Sheriff



Events step:

You cannot play events or abilities that affect other players.

"Everyone just play nice."



GAME CHANGER

World Peace



Events step:

You cannot play events or abilities that affect other players.

Why can't we all just get along?

Land Grab



Shuffle the Blueprint discard pile into the Blueprint deck. Draw six Blueprint cards and choose one to keep.

Somewhere there's a plot just perfect for you.

Bank Robbery



When any player pays coins to build from the Market, this event gains 2 coins.

Guests step:

Collect all coins from this event.



The only thing crazier than blowing the vault to smithereens is bragging about it beforehand.



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.

Land Grab



Shuffle the Blueprint discard pile into the Blueprint deck. Draw six Blueprint cards and choose one to keep.

Somewhere there's a plot just perfect for you.

Bank Robbery



When any player pays coins to build from the Market, this event gains 2 coins.

Guests step:

Collect all coins from this event.

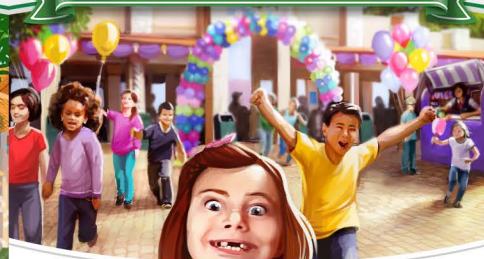


The only thing crazier than blowing the vault to smithereens is bragging about it beforehand.



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."

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?