Dice Theme Park

2–4 players ● 60–90 minutes ● Ages 12+

RULES (v3.1)

This draft ruleset includes prototype and non-final component images.

Introduction

In *Dice Theme Park*, you take on the role of an ambitious theme park owner. Expand and improve your park with new rides and attractions, compete to attract the right mix of guests on the futuristic monorail, and keep them entertained by recruiting staff to dress up as your world-famous mascot. The more you can delight your guests, the more stars ★ you earn. At the end of the game, the player who earned the most stars is the winner.



Hi! I'm Thelma, and I'm here to help you create the best theme park you can. Watch out for me while reading the rules. I'll give you some advice when playing for the first time, and help you understand the trickier parts of staff, building and operating the perfect park. Good luck!

Introductory game: For your first game, we recommend playing over 4 rounds without the administrator and skill cards. Just follow the setup for the introductory game and skip over the extra rules that explain the full game.

Full game: Once you are familiar with the game concepts and flow, we recommend playing the full game, which include the administrator and skill cards, over 5 rounds. This is the best and most complete *Dice Theme Park* experience!

Short game: If you enjoy the full game but are short on time, you can simply keep the administrator and skill cards in the game, but play over only 4 rounds.

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Components

- 1 main board
- 1 round marker
- 4 park boards
- 63 dice (21 in each of 3 colours)
- 1 bag
- 36 attractions (20 A tiles, 16 B tiles)
- 92 improvements:
    - 36 upgrades (12 merch kiosks, 12 special effects, 12 generators)
    - 32 maps
    - 24 mascots (6 per player colour)
- 92 cards:
    - 4 player aids
    - 24 staff (6 per player colour)
    - 10 objectives
    - 12 monorails
    - 12 administrators
    - 30 skills
- XX money in various denominations
- XX star tokens in various denominations
- 80 player pieces:
    - 4 turn order markers (1 per play colour)
    - 4 score markers (1 per player colour)
    - 4 '100★'/'200★' score tiles (1 per player colour)
    - 68 operate cubes (17 per player colour)

Setup

Main board

1. Place the **main board** between the players.

    Introductory game: Use the side with a round track of 4 spaces.
    Full game: Use the side with a round track of 5 spaces.

2. Place the **round marker** on space '1' of the round track.

3. Find the set of **monorails** that matches the number of players (in each case the correct set contains one more monorail than the number of players) and put the other monorails back in the box. Lay the monorails above the main board. The order of the monorails does not matter.

4. Put the following number of **dice in the bag**. Put unused dice back in the box.

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2 players: 11 dice of each colour (put back 10 dice of each colour)
3 players: 16 dice of each colour (put back 5 dice of each colour)
4 players: 21 dice of each colour (use all the dice)

5. Randomly draw dice from the bag, one at a time, to fill all the spaces on the monorails. Fill the monorails from left to right, filling each one top to bottom. As you place each die, set it to the value shown on the space.

6. Shuffle the 10 **objective** cards. Deal 1 objective face up below each of the marked spaces of the round track:

   Introductory game: Deal an objective below spaces 3 & 4.
   Full game: Deal an objective below spaces 3, 4 & 5.

   In any game, you must not have two objectives with the same colour/letter code, so if you deal a matching objective, discard it and deal a replacement. Put the unused objectives back in the box.

7. Put all the **money** and **star tokens** in a common supply between the players.



The position of the round marker on the track on the main board reminds you how far through the game you are. The objective cards represent valuable ways to earn some extra stars ★ at the ends of their respective rounds, but you will need to work towards them and keep an eye on your opponents!

Player sets

8. Each player takes a **park board** and **player aid**.

9. Each player takes 1 **turn order marker**, 1 **score marker**, 1 **score tile**, 17 **operate cubes**, and a set of 6 **staff cards**, all of one player colour.

10. Each player takes **money** equal to $6 from the supply.

11. Put everyone's score markers on the '0' space of the score track on the main board.

12. Put everyone's turn order markers on the turn order track, placing them left to right in a random order (mix them in your fist and then place them one by one).

13. Keep your score tile, operate cubes, money and staff cards below your board. This is called your 'staging area'.

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Everything you do during the game can earn you stars ★. The player who has the most stars at the end of the game wins! You'll keep track of your stars by moving your score marker on the track on the main board.

Improvements

14. Each player takes 3 **maps** and 1 **mascot** matching their player colour. Put the remaining map tiles and mascots in a common supply between the players.

15. Each player takes 9 **upgrades**: 3 merch kiosks, 3 special effects and 3 generators. Put any remaining upgrade tiles back in the box.

16. Keep all your improvements (maps, mascot and upgrades) in your staging area. Flip all your map tiles face up, with their 'ready' side showing.



You start the game with 3 maps and 1 mascot, which can help your guests move around and visit attractions. You can get more each round. Upgrades help you earn money and stars when you operate your attractions, but you will need to pay to install them. You start the game with 9 upgrades ready to be installed. You can't get more.

If you are playing the full game, setup the administrator and skill cards as follows, otherwise put these components back in the box.

17. Shuffle the **administrator** cards and deal 2 to each player. Each player chooses 1 administrator to keep, and returns the other. Put the unused administrators back in the box. Keep your administrator card face up in your staging area. It gives you an ongoing ability or objective.

18. Shuffle the **skill** cards and deal 2 to each player. Each player chooses 1 skill to keep, and returns the other to the deck. Keep your skill card face up in your staging area and place your mascot onto the card. The card gives your mascot an ongoing ability.

19. Shuffle the deck of skill cards again, and place it face down between the players. Deal a number of face-up skill cards, equal to the number of players **plus one**, between the players to form a display.

Attractions

20. Sort the **attraction tiles** into 2 stacks: A and B. Shuffle the stacks separately and place them face down between the players.

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21. Deal 2 attraction tiles from stack A to each player. Each player chooses 1 attraction to keep, and returns the other to the stack. Shuffle stack A again once everyone has returned a tile.

22. Add your attraction tile face up to your park, in one of the positions shown. You do not have to pay its build cost.



23. Deal a number of face-up attraction tiles from stack A, equal to the number of players **plus one**, between the players to form a display.



Your attractions are what makes your park unique. Each attraction gives you a different opportunity to entertain your guests, and every time you do you will earn stars. When picking an attraction for the first time, just choose whichever appeals to you. They're all good in different ways!

How to play

The game is played over 4 rounds (full game: 5 rounds). Each round has the following 6 phases.

In some phases, players must take actions in **turn order**, which is shown by the order, from left to right, of the player markers on the turn order track. In other phases, players can take actions **simultaneously**.

In some phases, actions are **mandatory**, meaning you must do all them. In other phases actions are **optional**, meaning you may take all, some or none of them, if you wish.

Phases

1. **Plan** (mandatory, simultaneous)
   Each player plays 2 staff cards. These determine the player's position in the turn order and their income. Each card also gives the player an ability they can use during the round.

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2. **Welcome** (mandatory, in turn order)
   Each player chooses 1 monorail, moves it to their park, and places the 3 guest dice on their Park Entrance.

3. **Expand** (optional, in turn order)
   Each player may do the following: build 1 new attraction tile, and recruit 1 mascot.

4. **Improve** (optional, simultaneous)
   Each player may do the following: buy 1 map, and install up to 2 upgrades.

5. **Operate** (free choice, simultaneous)
   Each player runs their park, operating as many or as few of their attractions in any order they choose, until they have operated every attraction or choose to stop.

6. **Upkeep** (mandatory, simultaneous)
   Each player takes the stars and money they earned running their park. If there is an objective, it is evaluated. The players then get ready for the next round.

1. Plan (mandatory, simultaneous)

Everyone must choose 2 staff cards from their hand of 6 cards. Place your 2 chosen cards face down in front of you. When everyone has chosen, reveal your cards.

You should consider the die value, monetary value, and staff member shown on each card, all of which have an effect during the current round in different ways:

- **Turn order**: The sum of the two die values on your cards determines your position in the turn order for this round. The lower the sum, the more likely you are to be earlier in the turn order. Turn order is important when you take turns to choose a monorail, an attraction and (in the full game) a skill during the Welcome and Expand phases (phases 2 & 3).
- **Income**: The sum of the two monetary values on your cards determines how much income you receive this round. You will also earn income from your Park Entrance and some other attractions.
- **Staff member**: Each card has an ability that you can use during the round.

In later rounds, you may have a different selection of staff cards to choose from, including multiple copies of the same card. In this case, you are allowed to play two copies of the same staff card, if you wish.



In the first round, everyone has the same set of 6 staff cards to choose from. During the Upkeep phase (phase 6), you will pass the 2 cards you played to the player on your left, and you will receive the 2 cards played by the player on your right. This is how, in later rounds, you may have a different selection of staff cards to choose from, including duplicates.

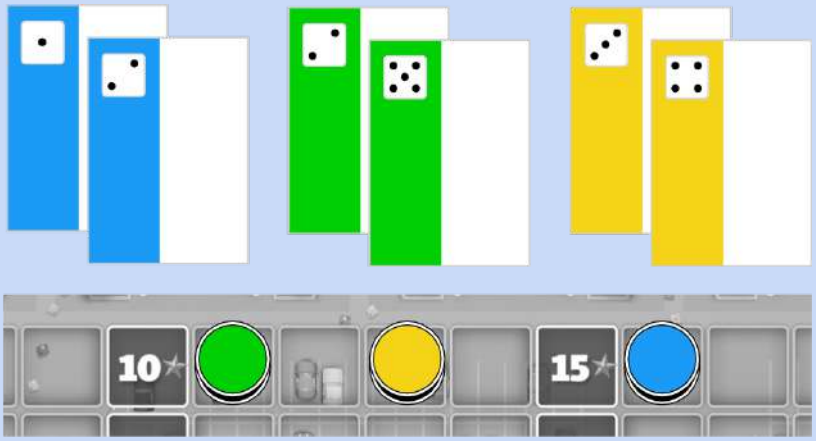
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Turn order

Announce the sum of the die values on your 2 staff cards. Rearrange the markers on the turn order track so that the players' are placed in order, from lowest sum to highest sum, going left to right.

If players are tied, the tied player who has so far earned the fewest stars wins the tie and is positioned earlier in turn order, ahead of the other tied player. If tied players have earned the same number of stars, reverse the existing order of the tied player's turn order markers on the track (in round 1, this order was randomly determined during setup).

In this example, Blue plays their Ticket Agent and Concierge cards. The sum of the die values is 3. Green plays Concierge and Builder which have a sum of 7, and Yellow plays Guide and Mascot which also have a sum of 7.



Blue has the lowest sum and is positioned first in turn order. Green and Yellow are tied. So far, Green has earned fewer stars than Yellow, so Green wins the tie and is positioned second in turn order. Yellow is positioned third.



Income

Add the monetary values on your 2 staff cards together, and then add the income on your Park Entrance ($1), and any income on your other attractions. Only grey attractions and some attractions in the 'B' stack have incomes.

Take money from the supply equal to your total income, and add it to the money you already have in your staging area. You do not receive income from merch kiosk upgrades in your park. These can instead earn money during the Operate phase (phase 5).

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In this example, Yellow receives a total income of $8. Yellow played Guide and Mascot, which have a combined income of $6. Yellow also earns $1 from their Park Entrance, and $1 from their Helter Skelter attraction.



Staff member

Each staff card has an ability that you may use during the current round. Using an ability is always optional. In later rounds, if you play 2 matching staff cards, you can either use the ability twice (at the same or different times), or add the effects of the two abilities together.



Ticket Agent
Phase 6: Upkeep

Once during the Upkeep phase, you may take any one guest die of value 1 that would otherwise be leaving your park, and return it to your Park Entrance set to any value of your choice.



Concierge
Phase 2: Welcome

Once during the Welcome phase, you may either increase the die value of one new guest die arriving at your Park Entrance by up to +2, or increase the die values of two new guest dice by +1 each.



Guide
Phase 5: Operate

Once during the Operate phase, you may move any one guest die from any location to any other attraction, anywhere in your park.

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Mascot
Phase 3: Expand
Phase 5: Operate

During the Expand phase, pay $2 less if you recruit a mascot. In addition, during the Operate phase, each time you use a mascot, you may additionally adjust the value or colour of one guest die in the same attraction.



Builder
Phase 4: Improve

During the Improve phase, pay $1 less for each upgrade you install. In addition, and before you install any new upgrades, you may also remove one previously built upgrade from your park and return it to your supply (if you do this, you do not receive any compensation).



Manager
Phase 5: Operate

Once during the Operate phase, choose any one attraction that has no available operate icons, and operate that attraction again. Place an additional operate cube on the attraction when you do this.

2. **Welcome** (mandatory, in turn order)

In turn order, each player must choose a monorail beside the main board. Move the monorail to your park, and place the three guest dice onto your Park Entrance without changing the values of the dice.

Place the new dice together in the middle of the Park Entrance, alongside any dice that remained there at the end of the previous round. Any number of dice, in any combination of colours and values, can be present on any attraction at the same time.





*If you played the **Concierge** staff card, you can use the ability during this phase.*

You may increase the value of one new guest die arriving on the monorail by up to +2, or increase the value of each of two new guest dice by +1.

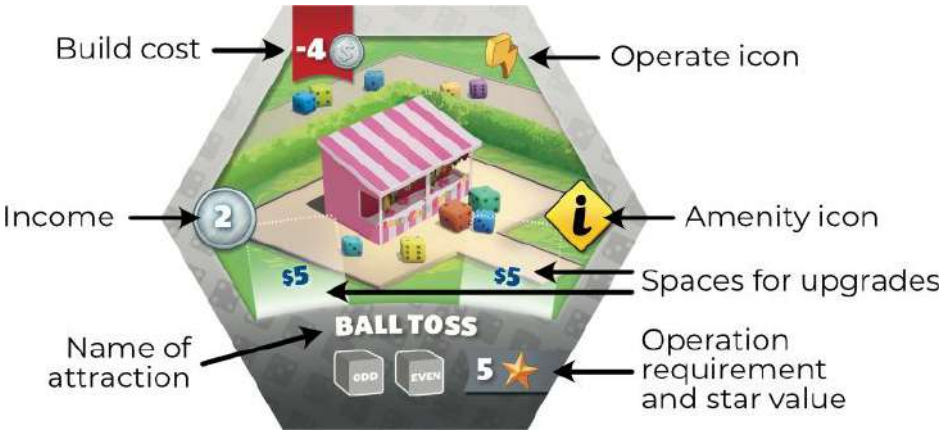
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3. **Expand** (optional, in turn order)

Build attraction

In turn order, each player may choose one of the face-up attraction tiles in the display and add it to their park. Each attraction has a build cost which you must pay immediately and in full when you take the tile. If you cannot pay for a tile, you cannot take it. You may choose not to build an attraction.

Every attraction has a name, an operate icon, an amenity icon, and an operation requirement and star value at the bottom. Some tiles also have an income value, and may have up to 2 spaces in which you can install upgrades. You will have the opportunity to install upgrades during the Improve phase (phase 4).



Operation requirements

Each tile has a different operation requirement, which represents the number, value and colour combination of guest dice that you must assemble on the attraction before you can operate it during the Operate phase (phase 5). All operation requirements are explained on page XX.



When choosing which new attraction to build, it can be helpful to think about the colours and values of the guest dice already in your park. Can you add a new attraction that will suit them? This is why it's important to understand the operation requirement of each new attraction. Will you be able to earn stars by assembling the right mix of guests?

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Park shape
Each time you add a new attraction tile to your park, place it adjacent to at least one other tile. After you build a new attraction, you cannot reposition it. Your park can be any shape you choose, but must be built within the boundary of the shape shown.



Amenities
Every attraction has 1 of the 8 different amenities. If you build an attraction which means you now have 2, 3 or 4 matching amenities anywhere in your park, you immediately earn a bonus action:

- 2 matching amenities: Set any single guest die anywhere in your park to any value.
- 3 matching amenities: Draw a guest die at random from the bag and place it in your Park Entrance, set at value 4.
- 4 matching amenities: Choose any one attraction in the discard pile and build it in your park for free (you do not have to pay its build cost). You do not earn an additional bonus If the amenity on this tile matches one already in your park.

Recruit mascot

In turn order, each player may recruit exactly 1 mascot for $5. Take one of your mascots from the common supply and place it in your staging area.

Full game: In the full game, when you recruit a mascot also choose 1 face-up skill card in the display and place it in your staging area. Then place the new mascot onto the card.

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*If you played the **Mascot** staff card, you can use part of the ability during this phase.*

Pay $2 less when you recruit a mascot.

4. Improve (optional, simultaneous)

Buy map

You may buy exactly 1 map tile for $3. Take a map tile from the common supply and place it in your staging area face up, with the 'ready' side showing.

Install upgrades

You may install up to 2 upgrades. When you install an upgrade, choose an upgrade in your staging area and place it on an empty upgrade space on any attraction, anywhere in your park. The cost to install an upgrade is shown on the space. You must be able to pay the amount immediately and in full.

Each attraction can only have 1 of each type of upgrade. You can never install 2 matching upgrades on a single attraction. After you install an upgrade it will operate in the current round and in all later rounds. You cannot move or remove an upgrade after you install it (unless you use the ability of the Builder staff card).



Merch kiosk
The attraction will now earn $2 each time it is operated.



Special effect
The attraction will now earn an additional 2★ each time it is operated.



Generator
The generator adds a second operate icon to the attraction. This means you can operate the attraction twice in a single round.

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*If you played the **Builder** staff card, you can use the ability during this phase.*

Pay $1 less each time you install an upgrade (which you can do twice). In addition, before you install any new upgrades, you may return one previously installed upgrade to your supply below your board, allowing you to install it on a different attraction in this or a later round.

5. Operate (free choice, simultaneous)

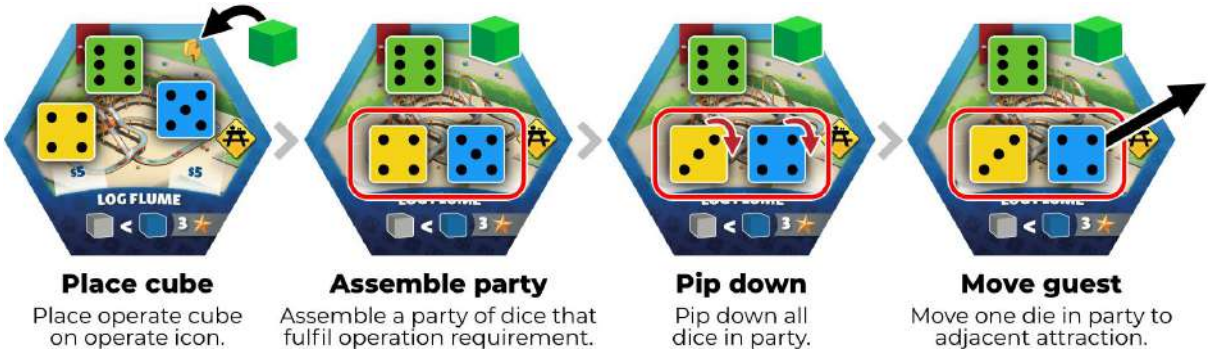
All the players now run their parks simultaneously, choosing to operate individual attractions one by one. You can operate as many or as few of the attractions in your park as you wish, in any order you choose. Any number of dice, with any combination of colours and values, can be present on an attraction at the same time.



This part of the game can get a little tricky. In your first game, we recommend that you play this phase in turn order, for at least the first two rounds, so that everyone can learn how to run their own park. The first player should finish running their park before the next player starts.

Operating an attraction

Every time you operate an attraction, you must follow all of these four steps in order.



Always finish operating one attraction before starting to operate another. Don't immediately take stars or money from the supply when you operate your attractions. You will instead account for everything you earn during the Upkeep phase (phase 6).

Place cube

Choose an attraction and place an operate cube on the operate icon. Each operate icon can only accept one cube each round. A generator upgrade adds a second operate icon, which means you can operate the attraction again, either immediately or at any time later in the

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round. Your Park Entrance has a pre-printed generator upgrade, so can always be operated twice.



You can install up to 3 generator upgrade tiles on different attractions. Remember that each attraction can only have 1 of each type of upgrade, so you can never install 2 generators on a single attraction!

Assemble party
You must choose one or more dice from among those on the attraction to create a 'party' that can fulfil the attraction's operation requirement. If you can't do this, you can't operate the attraction (and so cannot place an operate cube). All operation requirements are explained in detail on page XX.

Pip down
You must 'pip down' every die in the party you assembled. Reduce the value of each of these dice by 1. If a die in the party is at value 1 it cannot be pipped down. You must instead discard the die and return it to the dice bag. Do not pip down any other dice on the same attraction.

Move die
You must move exactly one of the dice you pipped down to an adjacent attraction. If the party contained 2 or 3 dice, you choose which single die to move. If the party contained only 1 die, you must move that die, unless it was at value 1 and was therefore removed.

In this example, Blue chooses to operate the Park Entrance. The Park Entrance has an operation requirement of just one guest die of any colour.

Blue chooses to assemble a party made up of the green 3 (Blue could have chosen any single die). Blue pips down this die to value 2 and then moves it to the Spooky Forest. Blue must pip down and move the green die. Both steps are mandatory.



Blue may now operate another attraction, or operate the Park Entrance again and repeat these steps with a different die (the Park Entrance has a second operate icon).

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In this example, Green first chooses to operate the Log Flume. Green assembles a party containing the yellow 4 and blue 5, which together fulfil its operation requirement (any die and a blue die of a higher value). Green pips down both dice, and chooses to use the mandatory die movement to move the blue 4 to the Ferris Wheel.

Green can now operate the Ferris Wheel, and assembles a party containing the yellow 1 and blue 4, which together fulfil its operation requirement (an odd yellow die and any even die). After operating the Ferris Wheel, Green must pip down the blue die to value 3, and must discard the yellow 1 since it cannot be pipped down. He must move the blue die, so chooses to move it to the Duck Pond — which means that the Duck Pond can now be operated!







*If you played the **Manager** staff card, you can use the ability during this phase.*

Choose one attraction that has no available operate icons, and operate that attraction again. Place an additional operate cube on the attraction when you do this.

Maps

You can use each of your face-up map tiles once at any time during this phase to move a single guest die to an adjacent attraction.

When you use a map tile, flip it face down. You can use multiple maps to move a single die more than once. You do not have to use all of your map tiles.

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In this example, Green wants to move the blue 5 from the Park Entrance to the Log Flume. Green flips two map tiles face down and moves the die twice.







*If you played the **Guide** staff card, you can use the ability during this phase.*

Move any one guest die from any attraction to any other attraction, anywhere in your park, without using any of your map tiles.

Mascots

You can use each of your mascots at any time during this phase to adjust the value or colour of a guest die or, in the full game, use the ability of the mascot's skill card.

When you use a mascot, move it from your staging area and place it on an attraction. You can use each mascot once during the round. You do not have to use all of your mascots.

Adjust value
Change the value of a guest die +1 or –1 (turn the die and set it to the new value). You can adjust the value of a single die more than once during a round.

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In this example, Green wants to operate the Log Flume, which requires any one die and a blue die of a higher value. Green uses a mascot to add 1 to the value of the blue die, changing it from a 4 into a 5. Green can now operate the attraction!



Adjust colour

Temporarily ignore the colour of the die, and instead treat the die as if it were a colour that can fulfil the attraction's operation requirement. The adjustment only lasts for a single operation. Do not actually swap the die for one of a different colour!

In this example, Green wants to operate the Log Flume, which requires any one die and a blue die of a higher value. Green uses a mascot to ignore the colour of the yellow 5 and treat the die as if it were blue instead. Green can now operate the attraction!



Use skill

In the full game, each mascot has an associated skill card. Each time you use a mascot you may either use it to adjust the value or colour of a guest die as explained above, or use the ability of its skill card. All the skill card abilities are explained on page XX.





*If you played the **Mascot** staff card, you can use part of the ability during this phase.*

Each time you play a mascot, you may make one additional adjustment to any one guest die on the same attraction. This does not allow you to use the ability of a skill card for a second time.

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6. **Upkeep** (mandatory, simultaneous)

Earn stars & money

Each player looks at all of their attractions in turn. For each **operate cube** on an attraction, take a number of star tokens and money from the supply:

- Earn stars (★) equal to the number shown next to the operation requirement.
- Earn an additional 2★ if a special effect upgrade is installed on the attraction.
- Earn $2 if a merch kiosk upgrade is installed on the attraction.

Remove the operate cubes one by one and put them back in your staging area. Keep the star tokens you collect beside your park and put any money you earn in your staging area.

After you've removed all your operate cubes, add up the total number of stars you earned. Move your score marker that far forward on the central score track, and then return any star tokens to the supply. If you earn over 100★, move your marker back to the start of the track and place your score tile beside the '0' space with '100★' showing. If you earn over 200★, do the same and flip your score tile over to show '200★'.

Evaluate objective

During rounds 3 and 4 (and, in the full game, round 5), check to see how well the players have met the round's objective, and rank the players into 1st, 2nd and 3rd place, as appropriate.

- 2 players: 1st place earns 4★.
- 3 players: 1st place earns 6★, 2nd place earns 3★.
- 4 players: 1st place earns 8★, 2nd place earns 4★, 3rd place earns 2★.

If players are tied, add up the stars awarded for the tied positions and divide this number equally amongst the tied players, rounding up.

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In this example, the round's objective is 'Most money'. Yellow currently has $9, Blue and Green each have $5, and Grey has $4.

Yellow is in 1st place, so earns 8★. Blue and Green are tied for 2nd place. Add the awards for 2nd and 3rd place (4★ + 2★) and divide this total (6★) equally between the tied players. Blue and Green each earn 3★. Grey is in 4th place and earns no stars.

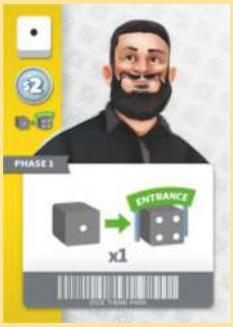


Prepare for next round

Unless the game is over, everyone prepares for the next round as follows.

Value 1 dice
Each player must discard every value 1 guest die anywhere in their park. Put these dice back in the dice bag.





*If you played the **Ticket Agent** staff card, you can use the ability during this phase.*

You may choose any one guest die of value 1 in your park, that you would otherwise have discarded during the Upkeep phase, and put it back on your Park Entrance, set to any value.

Staff cards
Each player passes the 2 staff cards they played to the player on their left, and takes the 2 staff cards passed to them by the player on their right into their hand, so they once again have 6 staff cards to choose from in the next round.

Maps & mascots
Flip all your maps face up, and out all your mascots back in your staging area. In the full game, put each mascot back on a different skill card.

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Monorail
All players put their monorails back beside the main board. Put the guest dice on the unclaimed monorail back in the bag. Then, refill all of the monorails by randomly drawing guest dice from the bag one by one, just as you did during setup.

Attractions
Put any face-up attraction tiles that remain in the display into a face-up discard pile, separate from the other stacks. Then, create a new display by revealing a number of new tiles equal to the number of players plus one, as you did during setup.

- *Introductory game*: When preparing for round 2, draw tiles from stack A. When preparing for rounds 3 and 4, draw tiles from stack B.
- *Full game*: When preparing for rounds 2 and 3, draw tiles from stack A. When preparing for rounds 4 and 5, draw tiles from stack B.

Skill cards
In the full game, put any skills cards that remain in the display into a face-up discard pile, then create a new display by dealing a number of new skill cards from the deck equal to the number of players plus one, as you did during setup.

Round marker
Move the round marker one space along the round track. Now start the next round.

End of the game

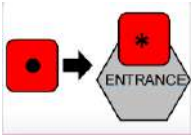
The game ends after 4 rounds (or, in the full game, 5 rounds). Each player earns an additional 1★ for every $3 they have in their staging area. Move your score marker on the score track to record this. The player who has earned the most stars in total is the winner.

If two or more players tie, the tied player with the most guest dice remaining in their park wins. (Before settling the tie, players must discard any value 1 guest dice from their parks. If you played the Ticket Agent staff card, return one value 1 die to your park as normal.) If players remain tied, the tied player with the most money wins. If still tied, then the tied players jointly win.

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Administrators

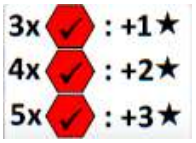
In the full game, you choose 1 administrator card during setup. Keep your administrator face up in your staging area.



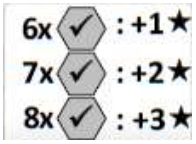
Phase 6: Upkeep
Once each round, if you discard a die of the depicted colour you may put it back on your Park Entrance, set to any value.



Phase 5: Operate
Each time you operate an attraction of the depicted colour, you may choose not to pip down one guest die of that colour in the assembled party.



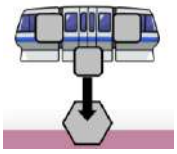
Phase 6: Upkeep
Each round, earn an additional 1★, 2★ or 3★ if you have operated at least 3, 4 or 5 different attractions of the depicted colour.



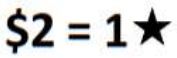
Phase 6: Upkeep
Each round, earn an additional 1★, 2★ or 3★ if you have operated at least 6, 7 or 8 different attractions.



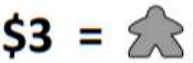
Phase 6: Upkeep
Each round, earn an additional 1★, 2★ or 4★ if you have at least 2, 4 or 5 mascots.



Phase 3: Welcome
Each round, after everyone has chosen a monorail, you may take a single guest die from the remaining monorail and put it in your Park Entrance without changing its value.



End of the game
Earn an additional 1★ for every $2 you have remaining, instead of earning 1★ for every $3 as normal.



Phase 3: Expand
Each round, pay $2 less to recruit a mascot.

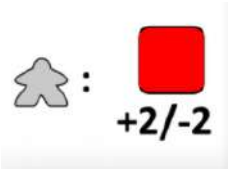


Phase 6: Upkeep
Once during the game, before you pass staff cards during the Upkeep phase (phase 6) you may swap a card you played with one in your hand. You must do this before you take the cards passed to you by the player on your right. If you use this ability, put the administrator card back in the box.

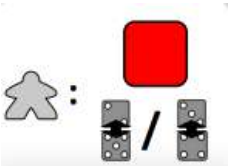
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Skills

In the full game, you choose 1 skill card during setup, and then gain an additional skill each time you recruit a mascot. Keep your skill cards face up in your staging area. In each round, each of your mascots is associated with a different skill card. If you use a mascot during the Operate phase (phase 5) you may either adjust the value or colour of a single die, or use the ability of its skill card.



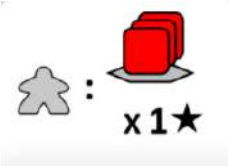
Change the value of a guest die of the depicted colour by +2 or –2.



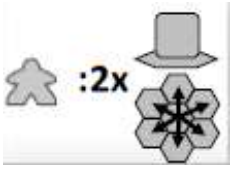
Change a guest die of the depicted colour from value 2 to value 5, or vice versa.



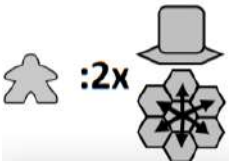
Earn $2 for each guest die of the depicted colour on this attraction, up to a maximum of $6. Take money from the supply immediately.



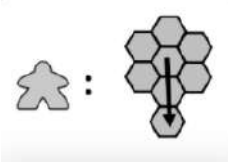
Earn 1★ for each guest die of the depicted colour on this attraction, up to a maximum of 3★. Take star tokens from the supply immediately.



Move a guest die from this attraction to any adjacent attraction. You may do this twice.



Move a guest die from any adjacent attraction to this attraction. You may do this twice.



Move a guest die from this attraction to any attraction up to 2 attractions away.

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Credits

Design
Designers: Daryl Andrews & Adrian Adamescu
With additional design elements by Mike Nudd
Solo game design: David Digby

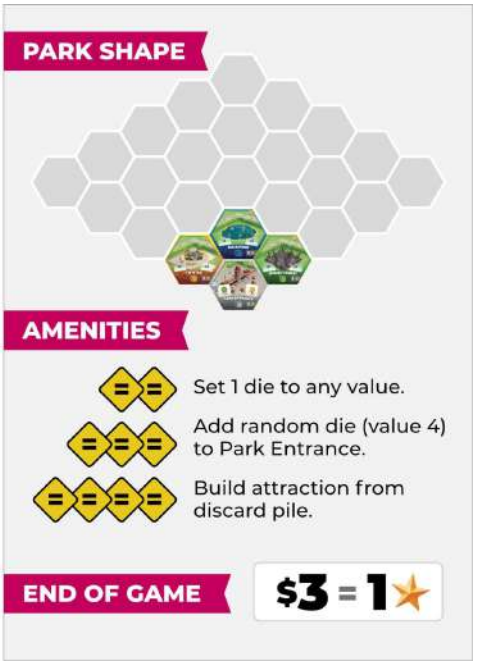
Development
Lead developer: Mike Nudd
Co-developers: Caezar Al-Jassar, Simon Milburn, David Digby & Brett J. Gilbert
Editors: Caezar Al-Jassar & Simon Milburn

Art & graphic design
Art: Sabrina Miramon
Graphic design: Sebastian Koziner

Editing & playtesting
Rulebook editors: Brett J. Gilbert & Simon Milburn
Proofreading: —
Playtesters: —
With thanks to: —

Player aid





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