
WISHLAND
RULEBOOK



Wishland is a competitive board game for 1-4 players, with a playing time of 75 minutes.

AIM OF THE GAME

In **Wishland**, each player represents a businessperson, building an amusement park. Players must build rides and restaurants, hire actors and mascots, and open hotels, to earn credits and victory points. At the end of the game, the player with the most victory points wins.

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BOX CONTENTS


Game Board


4 Victory Track Tokens
(1 of each colour)


4 Player Tokens
(1 of each colour)


40 Worker Tokens
(10 of each colour)


24 Ride Cards


24 Restaurant Cards


24 Hotel Cards


24 Actor Cards


24 Mascot Cards



20 Ticket Office Cards


12 Entrepreneur Cards



4 Reference Cards


1 Round Token


1 Turn Token


4 Happiness Tokens
(1 of each colour)


4 Visitor Tokens
(1 of each colour)


20x 1 Credits Tokens


12x 3 Credits Tokens


10x 5 Credits Tokens

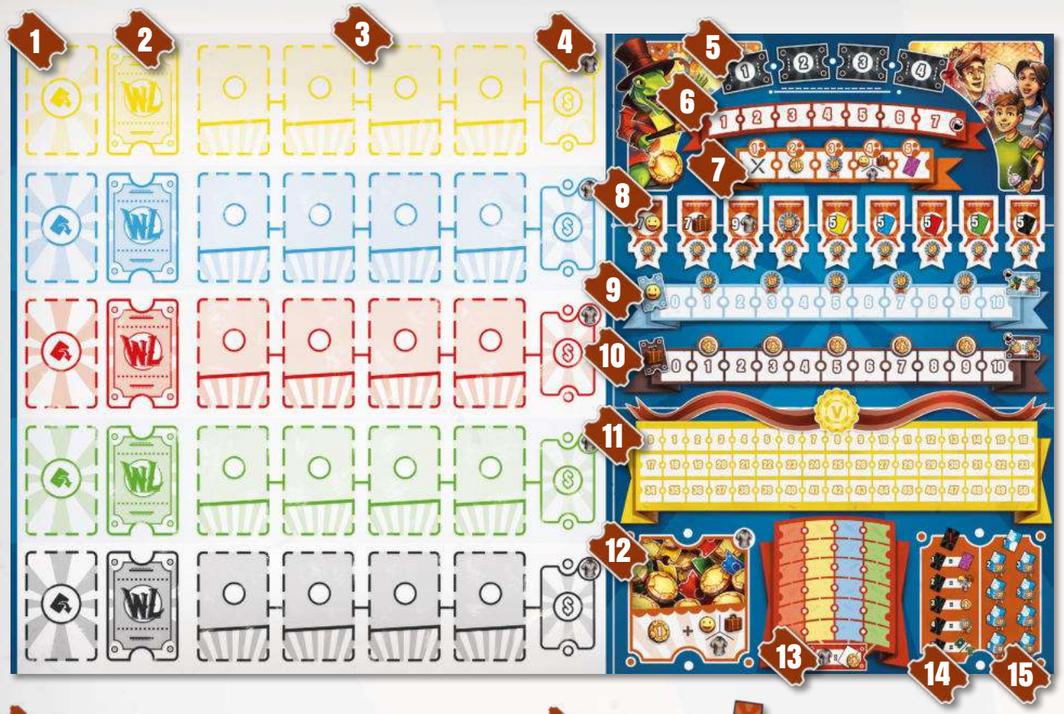

First Player Token


10 Achievement Tokens


15 Achievement Tiles



Rulebook



1 Discard Piles
Face-up cards that are not purchased from the Marketplace are discarded to this column at the end of each Round.

2 Deck Spaces
The card decks are placed face down on their matching colours in this column.

3 Marketplace
All purchasable cards are displayed face up in these 4 columns.

4 Worker Spaces
Players place Workers on spaces in this column to purchase cards from that row of the Marketplace.

5 Turn Track

6 Round Track

7 Turn Order Track

8 Achievements
There are 9 standard Achievements on the game board, which can each be claimed to earn 1 Victory Point. **See page 9, Achievements.**
There are also 15 optional Achievement Tiles, which can be used for added variety. **See page 16, Achievement Tiles.**

9 Happiness Track
Each time players reach an odd number on the Happiness Track; they earn 1 Victory Point.
If players reach 10 on the Happiness Track, they earn a Reward during Final Scoring. **See page 21, Happiness.**

10 Visitor Track
Each time players reach an odd number on the Visitor Track; they earn 2 Credits.
If players reach 10 on the Visitor Track, they earn a Reward during Final Scoring. **See page 21, Visitors.**

11 Victory Points Track
Players record their score here, using their Victory Track Tokens.

12 Advertisement Space
When players place Workers on this space, they immediately earn 1 Credit. In addition, they earn their choice of 1 Happiness, 1 Visitor, or 1 Worker.

13 Worker Reserve
During setup, 6 bonus Workers of each player colour are placed on the Worker Reserve.
When players earn a new Worker, they take 1 Worker of their colour from the Worker Reserve.
If a player earns all 6 of their bonus Workers, they unlock the following ability:

> After placing the required number of Workers when purchasing a card, you may place up to 3 extra Workers to reduce the cost of the card by 1 Credit for each extra Worker placed.

14 Mascot Card Bonuses
When playing black Mascot Cards, players earn the Rewards displayed on the game board, which are:

1st Mascot Card: *Immediate Reward:* 1 Ticket Office Card.
2nd Mascot Card: *Immediate Reward:* Player's choice of 1 extra Happiness, Visitor or Worker.
3rd Mascot Card: *Immediate Reward:* 2 extra Credits.
4th Mascot Card: *Immediate Reward:* 1 Victory Point.
5th Mascot Card: *Final Scoring Reward:* 1 of 2 potential **unique** Entertainment Symbols.
You earn both Entertainment Symbols if you have Entrepreneur Card #8**.**

15 Entertainment Symbol Bonuses
During Final Scoring, players gain the bonus Victory Points shown here, for possessing 2 or more unique Entertainment Symbols on their blue Actor Cards.

SYMBOLS

Happiness

Visitors

Workers: Worker meeples.

Credits: The number of Credits you pay or receive.

Victory Points: The number of Victory Points awarded to the player.

Card: Cards and their colours.

Mascot Card Bonuses

Happiness Track

Visitor Track

Worker Track

Achievements: Achievements on the game board.

Advertisement Space: Advertisement Space on the game board.

Category Symbol: Category Symbols on the cards.

Ride Symbols

Restaurant Symbols

Actor Symbols

Hotel Symbols

Entertainment Symbol Bonuses

Entertainment Symbols



1 Cost
The number of Credits that must be paid for the card.

2 Category Symbol
Category Symbols are used when scoring Mascot Card Bonuses at the end of the game.

3 Colour
Indicates the 7 different card types:

Yellow = Ride Cards
Blue = Actor Cards
Black = Mascot Cards
Orange = Entrepreneur Cards
Red = Restaurant Cards
Green = Hotel Cards
Purple = Ticket Office Cards

4 Reward
Rewards are what players earn when playing a card and are divided into 4 different types:

- ***Immediate Rewards*** provide a one-time effect, immediately after they are played.
- ***Ongoing Rewards*** provide an ongoing effect, after the card is played.
- ***Income Rewards*** provide an effect during the Income Phase.
- ***Final Scoring Rewards*** provide bonuses at the end of the game.

CARD TYPES

Ticket Office Cards
Purple Ticket Office Cards determine how many cards of each colour a player can have in their play area. This is called a player's 'Card Limit'. **See page 10, Card Limit.**



Ride Cards
When played, yellow Ride Cards provide players with Victory Points. They also determine a player's Card Limit. **See page 10, Card Limit.**



Restaurant Cards
When played, red Restaurant Cards provide Visitor bonuses, Income Phase bonuses, or an immediate boost of Credits at the expense of Victory Points at the end of the game. You can use these to get yourself out of a tight spot!



Actor Cards
When played, blue Actor Cards provide Happiness, Visitors or Workers. They also have Entertainment Symbols in their bottom right corner, which provide bonuses at the end of the game. **See page 19, Entertainment Symbols.**



Mascot Cards
Black Mascot Cards provide players with the bonuses shown in the bottom right of the game board. **See page 5, Mascot Card Bonuses.**
Mascot Cards also provide bonus Victory Points at the end of the game.



Hotel Cards
Green Hotel Cards provide unique Rewards that help players determine their strategy.



Entrepreneur Cards
Orange Entrepreneur Cards are optional and can be added to the game to provide more variety. They provide players with different bonuses.





SETUP

Place the game board on the table and follow these steps:

1. Shuffle the yellow Ride Cards, red Restaurant Cards, blue Actor Cards, green Hotel Cards and black Mascot Cards separately. For each row in the Card Display, place 4 cards face up in the Marketplace, matching the colour of the row to the colour of the card backs. Place the remaining cards of each deck face down, on the Deck Space that matches their colour.
2. Players choose their player colour and place their matching Happiness, Visitor and Victory Point Tokens at the beginning of each Track.
3. Players take six of their Worker Tokens and place them on the Worker Reserve. Each player keeps their remaining 4 Workers.
4. Place the Turn Token and the Round Token on the first space of their Tracks.
5. Determine a first player and give them the First Player Token. This could be whoever visited an amusement park most recently but can be determined by any method which all players agree to.
6. Place the Credits next to the game board to form the Credit Pool.
7. Each player takes their Player Token and places it in their play area.
8. Each player takes 1 Ticket Office Card and places it face up in their play area. Place the rest of the Ticket Office Cards face down, next to the game board.

OPTIONAL CARDS AND TILES

After setup of the base game is complete, players can decide if they want to use the optional Entrepreneur Cards and Achievement Tiles. Both can be added to the game independently or used together to provide players with new challenges. **We recommend these for experienced players only, but some players might wish to use them straight away. It's up to you!**

Entrepreneur Cards provide players with new bonuses, and the Achievement Tiles provide more variety, beyond the Achievements printed on the game board.



*To use **Entrepreneur Cards**, each player is dealt 2 random Entrepreneur Cards. Keeping them both secret, they choose 1 card to keep and 1 to discard. After all players have made their choice, all players reveal their Entrepreneur Cards simultaneously, by placing them face up in their play areas.* ***Refer to page 14 for help with Entrepreneur Card symbols.***

*To use **Achievement Tiles**, draw 9 random Tiles and place them on the Achievement Spaces on the game board.*
Then, return any Tiles that have no effect to the game box. Use the Achievements written on those spaces of the game board instead.



GAMEPLAY

ROUNDS

1 Choosing Turn Order

The game takes place over 7 rounds, with players taking 4 Turns per Round. Each Round begins with the First Player placing their Player Token on an unoccupied space of their choosing on the Turn Order Track and claiming its Reward.
This continues clockwise, around the table, until all players have placed their Player Tokens and claimed their Rewards, which are as follows:



Space 1: There is no Reward for choosing to go first.
Space 2: *Immediate Reward:* 1 Credit.
Space 3: *Immediate Reward:* 1 Victory Point.
Space 4: *Immediate Reward:* Player's choice of 1 Happiness, 1 Visitor, or 1 Worker.
Space 5: *Immediate Reward:* 1 Ticket Office Card.

The Turn Order Track defines Player Turn Order for the rest of the Round, with the player on the leftmost space going first.



2 Income Phase



In Player Turn Order, players perform the following 2 steps:

- Gain 5 Credits from the Credit Pool.
- Activate any Card Bonuses that increase their Income.

3 Turns

In Player Turn Order, Players take 1 Action, until each player has taken 4 Turns and the Round ends.

ACTIONS

Each player must choose 1 of the following 2 standard Actions to complete their Turn:

1 Action 1: Place, Purchase and Play

Place: First, place Workers on 1 of the following spaces:

- The Advertisement Space to claim 1 Credit, plus their choice of 1 Happiness, 1 Visitor, or 1 Worker.
- One of the 5 Worker Spaces next to the Marketplace to purchase a card from that row later.



Players place 1 Worker on Worker Spaces or the Advertisement Space when they are unoccupied.

If a space is already occupied by Workers, they must place the 1 standard Worker, plus 1 additional Worker for each Stack of Workers of any colour on that Space.

When placing multiple workers, players must pile all Workers they play for this Action into a single Stack, keeping them separate from any other Stacks played in other Actions.



In our example, the red player wants to place Workers on the Actors Worker Space in the Marketplace.
There are already 2 Stacks of Workers here, made up of 1 green Worker and 2 red Workers.
The red player must place 3 Workers on this Space.
These rules apply to Worker Spaces and the Advertisement Space.

Purchase: Next, the player purchases 1 available card from the row where they placed their Worker(s).

Play: Then, they play the card to their play area, remembering to claim any Immediate Rewards on the card now.

2 Action 2: Collect

Collect all your workers that you have already played. You can use them again on your next turn.

ACHIEVEMENTS

During their Turn, players may claim an Achievement if they have met the requirements on an Achievement Space or Achievement Tile. Each Achievement claimed earns the player 1 Victory Point.
Claiming an Achievement **does not** cost an action and players may claim multiple Achievements in the same turn if they have met the requirements. However, each Achievement may only be claimed once per game.
After an Achievement is claimed, place an Achievement Token on that Achievement's Space or Tile.



The Achievement Spaces on the game board have the following requirements:

#1 - *Players may claim this Achievement on their Turn if they have reached 7 on the Happiness Track.*

#2 - *Players may claim this Achievement on their Turn if they have reached 7 on the Visitor Track.*

#3 - *Players may claim this Achievement on their Turn if they control 9 or more Workers.* ***You must claim enough workers from the Reserve to have 9. Workers gained from Entrepreneur Card #9 may be included.***

#4 - *Players may claim this Achievement on their Turn if they have reached 15 on the Victory Track.*

#5 - *Players may claim this Achievement on their Turn if they have 5 yellow Ride Cards in their play area.*

#6 - *Players may claim this Achievement on their Turn if they have 5 blue Actor Cards in their play area.*

#7 - *Players may claim this Achievement on their Turn if they have 5 red Restaurant Cards in their play area.*

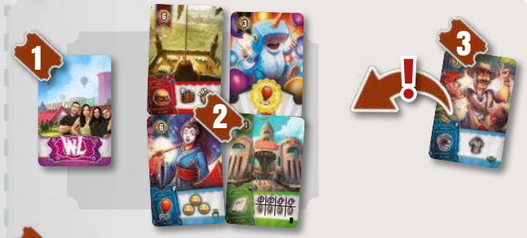
#8 - *Players may claim this Achievement on their Turn if they have 5 green Hotel Cards in their play area.*

#9 - *Players may claim this Achievement on their Turn if they have 5 black Mascot Cards in their play area.*

CARD LIMIT

Purple Ticket Office Cards and Yellow Ride Cards determine a player's Card Limit. **Players may never possess more cards than their Card Limit.**

Each Ticket Office or Ride card a player has, allows them to possess a maximum of 1 card of each colour.



1 *At the beginning of the game, each player receives 1 Ticket Office Card.*

2 *With 1 Ticket Office Card, a player's Card Limit is 1, which allows them to possess:*

- *1 Restaurant Card*
- *1 Actor Card*
- *1 Mascot Card*
- *1 Hotel Card*

3 *With a Card Limit of 1, players may **not** purchase any more Restaurant, Actor, Mascot, or Hotel Cards, until they acquire either a 2nd Ticket Office Card or a Ride Card.*



4 *When the player in our example acquires a Ride Card, their Card Limit increases to 2, which allows them to possess:*

- *2 Restaurant Cards*
- *2 Actor Cards*
- *2 Mascot Cards*
- *2 Hotel Cards*

Later in the game, if the player acquires either a 2nd Ticket Office Card or a 2nd Ride Card, their Card Limit will increase to 3, and so on.

CARD DESCRIPTIONS

Restaurant Cards

There are 3 different types of red Restaurant Cards:

- Cards that increase a player's Income during the Income Phase.



- Cards that immediately earn Visitors **and** Increase player Income during the Income Phase.



- Cards that earn 4 extra Credits when played, but also deduct 1 Victory Point during Final Scoring.



Actor Cards



Blue Actor Cards provide Happiness, Visitors or Workers when played.

Each Actor Card also has 1 Entertainment Symbol in their bottom right corner, which provides Final Scoring Rewards. **See Page 19.**



Mascot Cards

For each of the first 5 black Mascot Cards a player plays, they gain the bonuses shown in the bottom right of the game board.



Mascot Cards also provide bonus Victory Points, based on their Category Symbols:



The more cards a player possesses with Category Symbols matching those found on their Mascot Cards, the more Victory Points they will earn at the end of the game. **See page 19.**



Hotel Cards

Green Hotel Cards provide unique bonuses that help players determine their strategy. If a card has more than 1 bonus, players gain all bonuses shown on the card.



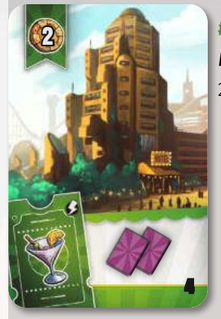
#1:
Immediate Reward: You gain 6 victory points.



#2:
Immediate Reward: You gain 3 Credits.



#3:
Immediate Reward: You gain 1 Happiness, 1 Visitor and 1 Worker.



#4:
Immediate Reward: You gain 2 Ticket Office Cards.



#5:
Final Scoring Reward: You gain the Victory Points shown, based on the total number of Ticket Office Cards you have played.



#6:
Immediate Reward: You gain 1 Victory Point when purchasing this card.
Final Scoring Reward: You gain 1 Victory Point for each of the following you have achieved *(maximum 3 Victory Points)*:

- Reached 10 on the Happiness Track
- Reached 10 on the Visitor Track
- Claimed all 6 of your workers from the Worker Reserve



#7:
Final Scoring Reward: You gain 1 Victory Point for having 3 different Category Symbols on cards of the same colour. You score this for each colour of card.
E.g. If you have all three Restaurant Category Symbols: you earn 1 Victory Point.

CARD DETAILS



#8:
Final Scoring Reward: If you pay its cost, you may play 1 card of your choice from any Deck or Discard Pile in the Marketplace.



#9:
Final Scoring Reward: This card counts as 1 bonus **unique** Entertainment Symbol, which can be used during Final Scoring. **See page 19.**



#10:
Final Scoring Reward: You may also count the Category Symbols on your Mascot Cards themselves when scoring your Mascot Cards at the end of the game. **See page 19.**



#11:
Final Scoring Reward: You gain the Victory Points shown, based on the total number of Category Symbols you have on all cards you have played.



#12:
Final Scoring Reward: After scoring your Entertainment Symbols in the usual way at the end of the game, you gain 1 Victory Point for each Entertainment Symbol you have not already scored. **This means all symbols on your cards that were duplicates of your unique Entertainment Symbols. See page 20 for example.**



#13:
Ongoing Reward: Each time you place any Workers on the Advertisement Space, you get to collect all your Workers at the end of your Turn, without spending an Action.



#14:
Ongoing Reward: You gain 1 extra Credit when playing Restaurant Cards.
Final Scoring Reward: Restaurant Cards do not cost you 1 Victory Point during Final Scoring.



#15:
Ongoing Reward: Each time you earn Happiness, Visitors or Workers, you may choose which of the 3 resources you receive: Happiness, Visitors or Workers. **E.g. you may earn 3 Workers but choose to receive 1 Happiness and 2 Visitors instead.**



#16:
Ongoing Reward: You may pay 3 Credits to collect all your Workers without spending an action. You may also take a standard action on this turn. **You may take this action and your standard action in any order.**



#17:
Final Scoring Reward: For each set of 1 yellow, 1 blue, 1 red, 1 green and 1 black card you possess, you gain 1 Victory Point. **There is no limit to the number of Victory Points you can earn from this card.**



#18:
Ongoing Reward: Each time you play an Actor Card, you gain your choice of 1 Happiness, 1 Visitor, or 1 Worker.



#19:
Ongoing Reward: Each time you purchase a card, you may pay 2 additional Credits to gain 1 Victory Point. **This may only be used once for each card you purchase, and you do not gain this bonus for playing this card.**



#20:
Ongoing Reward: Each time **you** claim an Achievement, you gain your choice of 1 Happiness, 1 Visitor, or 1 Worker.



#21:
Income Penalty: You earn 2 Credits less during the Income Phase.
Ongoing Reward: Each time you play other Hotel Cards, you gain 1 Victory Point. **You do not earn this Reward for playing this card.**



#22:
Ongoing Reward: Each time you play a card that costs 5 or more Credits, you gain your choice of 1 Happiness, 1 Visitor or 1 Worker.



#23:
Income Reward: You earn 1 extra Credit in the Income Phase for each Restaurant Card you have played.



#24:

Ongoing Reward: You may ignore the Card Limit rules for all cards for the rest of the game.

OPTIONAL ENTREPRENEUR CARDS

Entrepreneur Cards offer players the below bonuses.
If a card has more than 1 bonus, players gain all bonuses shown on the card.



#1:

Ongoing Reward 1: After playing your 1st card of each colour you have not yet played; you earn 1 Credit.

Ongoing Reward 2: After playing your 3rd card of each colour, choose 1 of the following:

- Move 1 space along the Happiness Track
- Move 1 space along the Visitor Track
- Receive 1 Worker

Ongoing Reward 3: After playing your 5th card of each colour, you gain 1 Victory Point

Ticket Office Cards do count towards the above Rewards.



#2:

Ongoing Reward 1: You pay 2 Credits less to purchase your 1st card of each colour.

Ongoing Reward 2: You pay 2 Credits less to purchase your 5th card of each colour.
Purchasing cards that cost 0 Credits does not gain you 2 Credits from the Credit Pool.



#3:

Setup Reward: During game setup, randomly draw 1 Achievement Tile and place it next to this Entrepreneur Card in your play area. **This Achievement can only be claimed by you, after fulfilling its requirements. No one else can claim this Achievement. If you draw a Tile with no effect, redraw until you get one that is not blank.**

Ongoing Reward 1: Each time **any player** claims an Achievement, you gain 1 Credit.

Ongoing Reward 2: Each time **you** claim an Achievement, choose 1 of the following:

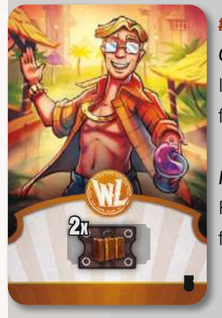
- Move 1 space along the Happiness Track
- Move 1 space along the Visitor Track
- Receive 1 Worker



#4:

Ongoing Reward: Double all Immediate Rewards you earn from the Happiness Track.

Final Scoring Reward: Double all Final Scoring Rewards you earn from the Happiness Track.



#5:

Ongoing Reward: Double all Immediate Rewards you earn from the Visitor Track.

Final Scoring Reward: Double all Final Scoring Rewards you earn from the Visitor Track.



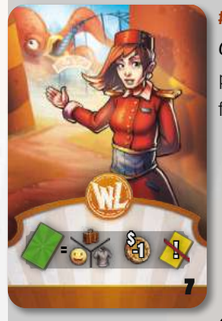
#6:

Ongoing Reward 1: Each time you play a Restaurant Card, choose 1 of the following:

- Move 1 space along the Happiness Track
- Move 1 space along the Visitor Track
- Receive 1 Worker

Ongoing Reward 2: You pay 1 Credit less when purchasing Restaurant Cards.

Ongoing Reward 3: You may ignore the Card Limit rules for Restaurant Cards.



#7:

Ongoing Reward 1: Each time you play a Hotel Card, choose 1 of the following:

- Move 1 space along the Happiness Track
- Move 1 space along the Visitor Track
- Receive 1 Worker

Ongoing Reward 2: You pay 1 Credit less when purchasing Hotel Cards.

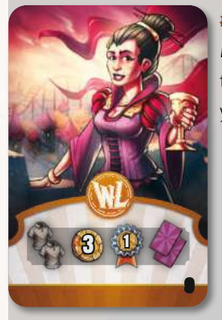
Ongoing Reward 3: You may ignore the Card Limit rules for Hotel Cards.



#8:

Ongoing Reward 1: You pay 1 Credit less when playing Mascot Cards.

Ongoing Reward 2: You earn double Rewards for playing Mascot Cards.
E.g. you gain 2 Ticket Office Cards for your 1st Mascot Card, instead of 1.



#9:

Immediate Reward: During the 1st Income Phase only, you receive all the following:

- 2 Workers
- 3 Credits
- 1 Victory point
- 2 Ticket Office cards



#10:

Ongoing Reward: You gain 1 Credit each time you play a non-Mascot Card with a Category Symbol that does not appear on cards in your play area.
If you have Hotel Card #10, you also gain 1 Credit each time you play a Mascot Card with a Category Symbol that does not appear on cards in your play area.

Final Scoring Reward: You gain 2 Victory Points during Final Scoring if you have collected cards with all 12 Category Symbols.



#11:
Final Scoring Reward: You earn 1 Victory Point for each instance of the most common Category Symbol on non-Mascot Cards you have played.
If you have Hotel Card #10, you may include Category Symbols on Mascot Cards you have played.



#12:
Income Reward 1: You gain 1 extra Credit in the Income Phase if you have played 2 or more Restaurant Cards.

Income Reward 2: You gain your choice of 1 Happiness, 1 Visitor, or 1 Worker in the Income Phase if you have played 4 or more Restaurant Cards. **When you gain this Reward, you also gain Income Reward 1 from this card.**

Income Reward 3: You earn 1 Victory Point in the Income Phase if you have played 6 or more Restaurant Cards. **When you gain this Reward, you also gain Income Rewards 1 and 2 from this card.**

OPTIONAL ACHIEVEMENT TILES

The Achievement Tiles offer players the below bonuses, which are different to those found on the game board.

#1 *- Players may claim this Achievement on their Turn if they have reached 5 or more on the Happiness Track* ***and*** *5 or more on the Visitor Track.*

#2 *- Players may claim this Achievement on their Turn if they have at least 7 cards of the same colour.* ***This includes Ticket Office Cards.***

#3 *- Players may claim this Achievement on their Turn if they have reached 10 on the Happiness Track* **or** *10 on the Visitor Track.*

#4 *- Players may claim this Achievement on their Turn if they have 3 or more cards of each colour.* ***This does not include Ticket Office Cards or Entrepreneur Cards.***

#5 *- Players may claim this Achievement on their Turn if they have 5 or more copies of 1 Category Symbol.*

#6 *- Players may claim this Achievement on their Turn if they have 10 different Category Symbols.* **There are 12 different Category Symbols in the game.**

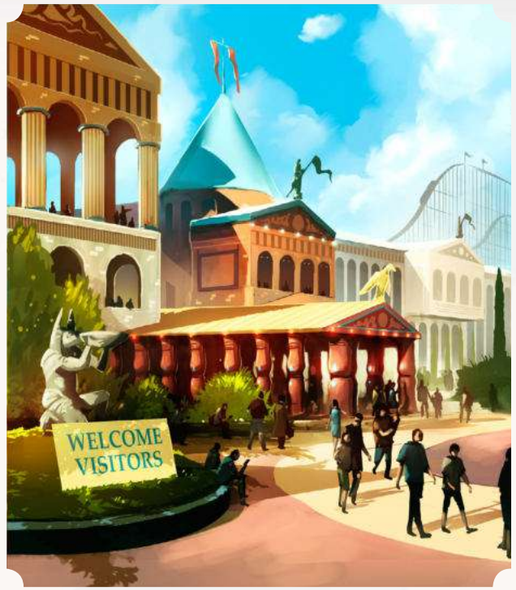
#7 *- Players may claim this Achievement on their Turn if they have played 15 cards. This* ***does not*** *include Entrepreneur Cards. This* ***does*** *include Ticket Office Cards.*

#8 *- Players may claim this Achievement on their Turn as soon as they reach an Income level of 12 or more.*
This includes the 5 Credits gained from the Income Pool during the Income Phase, and players do not have to wait until the Income Phase to claim this Achievement.

#9 *- Players may claim this Achievement on their Turn if they have 20 or more Credits in their play area.*

#10 *- Players may claim this Achievement on their Turn if they have played 3 or more cards with a cost of 6 or more.*

#11 to #15 *are blank*



3. If you have just completed Round 6, shuffle all discard piles into their respective decks.

4. Draw 4 new cards from the top of each Deck and place them on their matching spaces in the Marketplace.

Empty spaces in the Marketplace are not filled with new cards at the end of each Turn. This is only done at the end of each Round, when all cards from the Marketplace are replaced at once.

5. Move the Round Token one space to the right.

6. Finally, the First Player Token is passed to the left. Begin the next Round!

END OF THE GAME

ENDING A ROUND

Unlike some worker placement games, players do not collect all their Workers at the end of each Round in Wishland. They must use an action or card ability to do so.

Each time the last player takes their Turn, move the Turn Token 1 space along the Turn Track at the top of the game board and begin a new Turn. If the Turn Track was on space 4, the Round ends. Perform the following:

1. If you have just completed Round 7, the game ends and Final Scoring begins. **See page 18.**
If you have not just completed Round 7, proceed to step 2, below

2. Take all face up cards that have not been purchased from the Marketplace and place them face up on their matching Discard Piles.





FINAL SCORING

ENTREPRENEUR CARDS

If you have not used Entrepreneur Cards in your game, skip to Hotel Card Scoring. If you have used Entrepreneur Cards, players should check them now, as follows:

Players check their Entrepreneur Cards for Final Scoring Rewards. **Refer to page 14 for help with Entrepreneur Card symbols.**

Based on the effect of the Final Scoring Reward on their Entrepreneur Card, they should put their card to one side for now and score it during the appropriate Scoring section.
In our example, the player has Entrepreneur Card #4, so they will resolve this card when scoring Happiness.



Hotel Cards

Players check their Hotel Cards for Final Scoring Rewards. **Refer to page 11 for help interpreting Hotel Card symbols.**

In our example, the player has 4 Hotel Cards with Final Scoring Rewards.

They resolve each card's effect, individually, as follows:

- Players must always resolve Hotel Card #8 first because it allows them to purchase and play 1 bonus card from any deck or discard pile on the Card Display. They do not have to place Workers to purchase their bonus card.

They choose a face-up Restaurant Card from the Marketplace, pay its cost in Credits, and add it to their play area. They will score this new card with their other Restaurant Cards. **See page 21, Restaurant Cards.**
If they had chosen to purchase another Hotel Card, they would resolve it now. If they had chosen any other type of card, they would resolve it during that card type's scoring step.



- Hotel Card #10 provides an additional Mascot Card bonus. The player puts this card to one side for now and will score it with their other Mascot Cards. **See Mascot Card Scoring, below.**

- Hotel Card #12 provides an Entertainment Symbol bonus. The player puts this card to one side for now and will score it with their other Entertainment Symbols. **See Entertainment Symbol Scoring, below.**

- The player resolves Hotel Card #17 next. They have 3 sets of 1 Ride Card, 1 Actor Card, 1 Restaurant Card, 1 Hotel Card and 1 Mascot Card, so they score 3 Victory Points from this card. If they had 4 sets, they would earn 4 Victory Points, and so on.

Mascot Cards

In this step, players match Category Symbols on their Mascot Cards to Category Symbols on their non-Mascot cards.

In our example, the player inspects their Mascot Cards and identifies the Category Symbols on each card.

- They have 1, 1 and 2.
- Next, they count all their non-Mascot Cards that have Symbols. They have 3 of these.
- Then, they count all their non-Mascot Cards that have Symbols. They have 2 of these.
- Finally, they count all their non-Mascot Cards that have Symbols **twice**, because they have 2 Mascot Cards with this Category Symbol.
  The player has 2 Symbols on their non-Mascot Cards, which are doubled to 4.

Any cards with Category Symbols that do not match to a Mascot Card are not scored.

After players calculate their total, they halve it, rounding down and receive the result as Victory Points.



In our example, the player ends up with 9 matching symbols, 3, 2 and 4. They halve this figure, rounding down, to receive 4 Victory Points.

Hotel Card #10 bonus



Hotel Card #10 allows players to also count the Category Symbols on Mascot Cards themselves. For our example, the player would count as follows:

- They get 3, 2 and 4 from their non-Mascot Cards.
- They get 1, 1 and 4 from the Mascot Cards themselves.

Symbols are doubled in both cases because the player has 2 Mascot Cards with this Symbol.

In Total they now have **15 Category Symbols.**
They halve this figure, rounding down, to receive **7 Victory Points.**

Entertainment Symbols

There is a total of 11 unique Entertainment Symbols in the game, 8 of which are found in the bottom right corner of Actor Cards.



There are also 3 bonus unique Entertainment Symbols that can be earned by possessing 5 or more Mascot Cards or from certain Entrepreneur and Hotel Cards.





To begin scoring their Entertainment Symbols, players must count how many of the 8 unique Entertainment Symbols they have across all their Actor Cards.



- In our example, the player has 1 , 1 and 2 . This gives them a total of 3 unique Entertainment Symbols. They only count 1 of the because the second one is not unique.

- Next, they compare this total to the Entertainment Symbol Bonuses reference in the bottom right of the board to determine how many Victory Points they earn. In our example, the player has 3 unique Entertainment Symbols, so they earn 2 Victory Points!



Extra unique Entertainment Symbols

Even more Victory Points can be earned from unique Entertainment Symbols, as follows:

1 Hotel Card #9 counts as 1 bonus unique Entertainment Symbol.



- In our example, the player would add 1 more unique Entertainment Symbol to their 3 to get a total of 4. This earns them 3 Victory Points.

2 Players earn 1 of 2 unique Entertainment Symbols if they played 5 or more Mascot Cards during the game.



- With this bonus Symbol applied to our example, the player has 5 unique Entertainment Symbols, which earns them 5 Victory Points!

3 Entrepreneur Card #8 doubles all Rewards earned from playing Mascot Cards. This means if you played 5 or more Mascot Cards in the game, you earn 2 unique Entertainment Symbols for this instead of 1!



- Applying Entrepreneur Card #8 to our example, means the player gains one more unique Entertainment Symbols, bringing their total up to 6, earning them 7 Victory Points!

4 Hotel Card #12 enables players to earn even more Victory Points from their Entertainment Symbols!



- After scoring their unique Entertainment Symbols, players can use this card to gain 1 Victory Point for any duplicate Entertainment Symbols that have not been scored.

- In our example, the player has a second , which was not considered unique, but now scores them 1 Victory Point!

HAPPINESS

If players have reached 10 on the Happiness Track, they unlock the following bonus:

__Final Scoring Reward:__ You earn 1 Victory Point for each set of 5 or more cards of the same colour. Each player may only score this once per colour.

If you have Entrepreneur Card #4, you earn 2 Victory Points for each set of 5 cards, instead of 1.



- In our example, the player has 5 Restaurant Cards, so they score 2 Victory Points.

VISITORS

If players have reached 10 on the Visitor Track, they unlock the following bonus:

__Final Scoring Reward:__ You earn 1 Victory Point for every 5 Credits you would earn in a new Income Phase, rounded down.

Players do not earn the Credits calculated in this step. They receive Victory Points instead, based on what their Income would be. This is just how we calculate how successful your Wishland has become when the game ends.

Remember to count the 5 standard Credits earned in a normal Income Phase.

- In our example, the player would add together their 5 standard Income Credits and their 5 bonus Income Credits, which are earned from 3 of their Restaurant Cards. **Their other 2 Restaurant Cards have different Rewards and do not increase income.**



- They score 2 Victory Points.

If you have Entrepreneur Card #5, you earn 2 Victory Points for every 5 Credits, instead of 1.



- With this card in our example, the player would score 4 Victory Points.

RESTAURANT CARDS

Players deduct Victory Points based on any penalties on their Restaurant Cards.



- In our example, the player has 2 Restaurant Cards with penalties, so they deduct 2 Victory Points.

DETERMINING THE WINNER

After Final Scoring, the player with the most Victory Points, wins!
In the event of a tie, the player on the rightmost space of the Turn Order Track, wins!



OBJECTIVE

In Solo Mode, you try to score as many Victory Points as possible within 7 Rounds. In subsequent games you try to beat your best score. Solo Mode is played using the same rules as a multiplayer game, with the following exceptions, which include managing a hand of cards.

SETUP

Card Display



Instead of shuffling the Ride, Actor, Restaurant, Hotel and Mascot cards separately, shuffle all of them together to make one large Marketplace Deck.

Do not shuffle Ticket Office Cards into this deck.

Place the deck on the Mascot Deck Space, in the bottom row of the Card Display. The Mascot row represents the whole Marketplace in Solo Mode and the other rows are not used.



Make sure you shuffle the Marketplace Deck thoroughly before starting your game.



GAMEPLAY

Turn Order Track

In Solo Mode, you take 4 Turns per Round, the same as a multiplayer game. At the start of each Round, place your Player Token, on the Turn Order Track, on a space of your choice. Then claim that space's Reward.

Free Actions

At any time during a turn, you may choose to take a free action by moving your Player Token one space to the right on the Turn Order Track. Each time you do this, you do not receive the new space's Reward, but instead, you may draw one card from the Marketplace Deck. You may repeat this free action until you reach the 5th space of the Turn Order Track. This means if you choose to start a Round on the first space of the Turn Order Track, you may draw a maximum of 4 extra cards that Round.



You may draw all extra cards in one Turn or spread them across multiple Turns.

Player Turns

Like a multiplayer game, you still get to choose between purchasing new cards from the Marketplace Deck or collecting your Workers. However, you do not play cards immediately after purchasing them. You take purchased cards into your hand and play them from your hand later.

First, you take one of the following 2 standard actions:

Collect Workers



If you choose to collect your Workers, your turn ends after collecting them. Collected Workers may be used on your next turn.

Purchase Cards

If you choose to purchase new cards from the Marketplace Deck, you:

1. Spend one of your Workers by placing it on the Mascot Worker Space of the Card Display.
2. Draw the top card from the Marketplace Deck and add it to your hand.
3. Do not pay any Credits for new cards at this time.

After drawing your first card of a new Turn from the Marketplace Deck, you then take one of the following 3 additional actions:

Draw another card

Spend one Worker to draw another card from the Marketplace Deck and add it to your hand. You may repeat this action until you run out of Workers. Spent Workers are placed on the Mascot Worker Space of the Card Display.

Play 1 card from your hand

Play 1 card from your hand, to your play area, paying its cost in Credits. After playing a card from your hand, you must discard all other cards from your hand, to the Mascot Discard Pile.

Remember to observe the Card Limit rules.

Activate the Advertisement Space

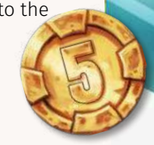
Activate the Advertisement Space, as you would in a multiplayer game, and discard all cards from your hand, to the Mascot Discard Pile.

END OF GAME AND FINAL SCORING



At the end of Round 7, the game ends and Final Scoring is performed the same way as a multiplayer game. Congratulations! You now you know have a measure of your skill as an amusement park manager! See if you can beat your score in the next game.





CREDITS

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ROUND SUMMARY

1 Choosing Turn Order

The game takes place over 7 rounds, with players taking 4 Turns per Round. Each Round begins with the First Player placing their Player Token on a space of their choice on the Turn Order Track and claiming its Reward. This continues clockwise, around the table, until all players have placed their Player Tokens and claimed their Rewards, which are as follows:

Space 1: *Immediate Reward:* There is no reward.
Space 2: *Immediate Reward:* Gain 1 Credit.
Space 3: *Immediate Reward:* Gain 1 Victory Point.
Space 4: *Immediate Reward:* Gain your choice of 1 Happiness, 1 Visitor, or 1 Worker.
Space 5: *Immediate Reward:* Gain 1 Ticket Office Card.

2 Income Phase

In Player Turn Order, players gain 5 Credits and activate any Card Bonuses that increase their Income.



3 Turns

In Player Turn Order, Players take 1 Action, until each player has taken 4 Turns and the Round ends.

4 Actions

During their Turn, each player must choose 1 of the following 2 Actions:

Place your Workers



Collect your Workers



5 Ending a Round

Each time the last player takes their Turn, move the Turn Token 1 space along the Turn Track at the top of the game board and begin a new Turn. If the Turn Track was on space 4, the Round ends. See page 17.



SYMBOLS


Happiness

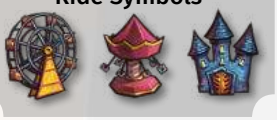

Visitors


Category Symbols

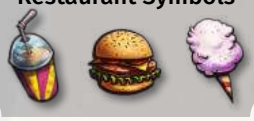

Workers


Credits

Ride Symbols



Restaurant Symbols




Victory Points


Cards

Actor Symbols



Hotel Symbols




Happiness Track


Visitor Track


Entertainment Symbol Bonuses


Worker Track

Entertainment Symbols




Achievements


Advertisement Space