Game Rules



Authors: Cyrille Allard
Frédéric Guérard

Illustrations: Tomek Larek

2 to 4 Players – Ages 10 and Up – 60 Minutes

Introduction

Build the most prestigious amusement park of all time! Buy the most exciting rides, offer the best services and welcome as many visitors as possible. Respond to the public's needs and success will come your way! Be careful not to neglect visitors as unhappy guests will damage your reputation.

Contents

- 4 individual Plot boards
- 1 Parking Lot board
- 4 Plot Extension tiles
- 4 extra Park Entrances
- 101 Attraction/Service tiles (32 small tiles with adverts on the back, 40 medium and 29 large)
- 17 Bus tiles
- 124 Visitor Meeples (35 green, 35 blue, 30 pink and 24 yellow)
- 1 Park Tickets token (first player token)
- 1 Round marker
- 52 coins (33 **$1**, 19 **$5**)
- 4 Player Park Entrances (2 pillars and 1 banner per player)
- 1 Scorecard notebook

Object of the Game

Organize your park with new attractions and offer the most up to date services to your visitors. When visitors are satisfied, you will earn the most Reputation points. Choose your attractions wisely and arrange the different paths in your park to avoid dead ends. Dead ends and unhappy visitors will damage your precious reputation. At the end of the game, your park will be evaluated and the player with the most Reputation points will be declared the winner.

Setup

Ⓐ Place the Parking Lot board in the center of the table.

Ⓑ Shuffle the Bus tiles together to make a pile, face down, and draw as many Bus tiles as there are players +1. Place these tiles face up on the spaces located on the right hand side of the Parking Lot board. Place the corresponding Visitor Meeples on top of these.

Ⓒ Place the Round Marker on space number one of the tracker.

Ⓓ Make 3 distinct piles of each size of Attraction/Service tokens, placing these face down. Draw 5 small, 5 medium and 3 large tiles from the piles and place these face up in the Parking Lot (see example below).

Ⓔ Place the 4 Plot Extensions and 4 extra entrances next to the Parking Lot, within reach of all the players.

Ⓕ Place the visitors and coins within reach of all players.

Ⓖ Each player must take:
- 1 individual Plot board,
- 1 Park Entrance in their color (2 pillars and 1 banner per player); this is placed next to the Plot board in front of the small path,
- 1 scorecard,
- 1 pencil (not provided).

Ⓗ The last player to have visited an amusement park places the Park Tickets token in front of them. They will play first.

Ⓘ Each player receives money according to their position in the turn order (clockwise, starting with the First player):
- 1st player takes **$0**
- 2nd player takes **$1**
- 3rd player takes **$2**
- 4th player takes **$3.**

Now you can start building your amusement park!



To assemble.



3 player setup.

How to Play

The game is played in **4 rounds** made up of several turns.

At the start of each round, players each receive the **grant** shown on the Round Tracker (**$15** in round 1, **$10** in round 2, **$5** in round 3 and **$0** in round 4).

Turns

Following the turn order, on their turn players must **Buy a tile** or **Advertise** or **Pass**.

Buy a tile

You must choose and buy ONE of the central Market tiles. This can be an attraction, a service, a Plot Extension or a Park Entrance. You must pay the cost shown on the tile. If the tile you have bought is a service or attraction you must draw another tile to replace it. Place the purchased tile in your park, unless it is an advertisement (see *Advertise*).

Tile Placement:

Choose where to place each tile while respecting the grid of your Plot board. You can position the tile in any direction you wish, as long as the tile fits entirely inside the plot. When choosing where to place your tile, at least 1 path of this tile **must** be connected to a pre-existing path on your board.

NOTE: Entrances are considered as starting points for paths.



The tile on the right cannot be placed here because none of the paths on the tile connect with a path on the board. The other tiles have been correctly positioned.

ADVICE: When you add a new attraction to your park, cross out the box for this attraction on your scorecard. This will allow you to keep track of how many different attractions there are in your park.

Provide a Service at an Attraction:

To provide a service at an attraction you must place this service tile **right next to the attraction by connecting paths.**



In this example, the restaurant service connected to the Ferris Wheel frees the space for a yellow visitor A but it has no effect on the Dodgems attraction B which is not directly connected to the restaurant service (see Welcome Visitors).

Some Service tiles feature 2 different services which can both be used by the attractions they are connected to.



IMPORTANT: Once tiles have been placed in your park they cannot be moved or turned until the end of the game. Try not to block yourself in. If this happens, you can buy a new entrance and/or a Plot Extension.

Advertise

You can buy an Advertisement for the price indicated on the tile (on the back of the small tile at the top of the pile). You will receive the visitors indicated on the Advertisement. You can place them in your park following the *Welcome Visitors* rules or at the entrance. The Advertisement tile you bought is put back at the bottom of the pile.

Pass

If you cannot buy a tile or do not wish to on your turn, you must pass. Once you pass, you cannot carry out an action until the end of the round. Take the Bus card of your choice and place this in front of you with its Meeples on board.

The round ends once all players have passed and collected a Bus card.

IMPORTANT:

✦ You can move your visitors around inside your park at any time including during other players' turns or when your turn is over. You are free to carry out any changes you wish as long as you abide by the rules for welcoming visitors (see *Welcome Visitors*).

✦ In rare cases there will not be enough meeples to fill a bus or honor an advertisement tile. If this happens, take as many meeples as possible – the cost of an incomplete advertisement tile stays the same.



End of the Round

1. Welcome Visitors

Place the Meeples from your Bus card to your park entrance(s) and discard the Bus Card in the game box, it can no longer be used. Visitors at the entrance(s) can then be placed on any free space that matches their color, making sure to abide by the following rule:

Spaces with ,  or  are only free if the corresponding service is directly connected to the attraction.

Fountains are joker spaces and can take any color of visitor.

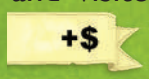


NOTE:

✦ The **Welcome Visitors** phase can be carried out by all players at the same time.

✦ If visitors cannot be placed in the park then they remain on the Entrance tile and can be placed inside in a later round (if you build attractions that suit them). **Be careful**, at the end of the game any visitors who remain at the park entrance will be very unhappy and cause you to lose some Reputation points.

2. Receive revenue

Each visitor inside the park earns you **$1** and visitors on the special spaces 

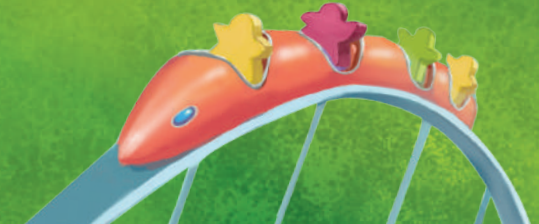
earn you **$1** more.



NOTE: Visitors at the park entrance do not earn you anything.



The Dream Island player earns $5 for their visitors and + $2 for their visitors on the special spaces ($7 total). They do not earn anything for their visitors at their park entrance.



3. Determine the first player

The player with the least money becomes the first player. They place the Park Tickets token in front of them. In the case of a tie, the player who is closest to the current first player moving clockwise becomes the first player. In the case of a tie, the current first player cannot be first player again.

4. Place the new buses

Complete the Parking Lot board by drawing new buses so that there are as many buses as players + 1 **A** and place the corresponding visitors on each new bus. Move the Round Tracker forward one notch **B**.

The game ends at the end of the 4th round.



End of the Game

The game ends at the end of the 4th round. Players then use their scorecard to calculate their total Reputation points:

Variety of attractions

Players earn points according to the number of different rides and attractions in their parks as follows:

Different attractions	7	8	9	10	11	12
Reputation points	2 pts	6 pts	10 pts	15 pts	20 pts	25 pts

NOTE: Fountains are counted as a type of attraction. Services do not count as attractions.

Visitors

All the visitors inside the park earn you Reputation points:
- Green and blue visitors are worth **1 point** each,
- Pink and yellow visitors are worth **2 points** each.

Visitors who were left at the park entrance are unhappy and damage your park's reputation:
- Green and blue visitors make you lose **1 point** each,
- Pink and yellow visitors make you lose **2 points** each.

Park layout

A poor layout in your park will make you lose Reputation points. For every path which is cut off by another tile **A**, the player loses **2 Reputation points**. Paths that lead outside the park or are not cut off by another tile **B** do not lose points.





The player whose park has earned them the most Reputation points wins the game.

In the event of a draw, the player with the least points deducted wins. If a tie persists, the player with the most visitors inside their park wins. If there is still no clear winner, players share the victory.

NOTE: Any money players have left at the end of the game is worth nothing.

The player counts their points:

- *There are 11 different kinds of attractions = 20 Points*
- *9 green visitors and 5 blue = 14 Points*
- *6 pink visitors and 3 yellow = 18 Points*
- *There are visitors stuck at the park entrance:*
  2 blue + 1 yellow + 2 pink = - 8 points
- *5 paths are not connected = - 10 points*

Player's final score: 34 points.





Tiles

There are 4 kinds of tiles that players can buy on their turn:

Plot Extensions

During the game, players can buy ONE Plot extension for **$6**. This is placed on one side of their park so that it matches up with the grid layout. **Be careful**, an entrance cannot be blocked by an extension.

Entrances

During the game, players can buy ONE extra entrance for **$3**. This is placed on one of the sides of their park or extension.



NOTE:
- Entrances can never be moved.
- Visitors at one entrance can be freely moved to another entrance.

Attractions and services

ATTRACTIONS

These attract visitors who earn you money at the end of the round and Reputation points at the end of the game.

Features on Attraction tiles

A – **Paths.**

B – **Type of attraction** (shown on the illustration).

C – **Visitor spaces** showing the color of the visitor that can be placed on each space.

D – **Special visitor spaces**. These spaces earn you extra revenue if they are occupied by a visitor. They can only be used if the service shown is directly connected to the attraction (in this case, a restaurant).

E – **The cost to buy the attraction.**



NOTE:
- Fountains are considered to be attractions.
- The number of tiles for each attraction varies (see next page).

SERVICES

There are 3 kinds of services: restaurants, toilets and boutiques.
Services help to increase the number of visitors to the attractions that are connected to them by a path (generally these visitors spend the most money).

ADVERTISEMENTS (ON THE BACK OF SERVICE TILES)

When an Advertisement tile is bought by a player for the price shown on the tile (at the top of the 1x1 tile pile), they take the number and color of visitors indicated on the tile from the stock. These visitors are placed either at the entrance of their park or inside their park. The Advertisement tile is placed back at the bottom of the pile.




x9


x8



x8


x7


x7


x6



x5


x5


x5


x4


x4


x8

Thanks to Hans im Glück for letting Blue Orange use the word **MEEPLE**, which takes its origins in the game *Carcassonne*.

blue orange™
Hot Games Cool Planet

©2020 Blue Orange Edition. Meeple Land and Blue Orange are trademarks of Blue Orange Edition, France. Game published and distributed under license by Blue Orange, 97 impasse Jean Lamour, 54700 Pont-à-Mousson, France.
www.blueorangegames.eu