



# THEME PARK MANIA

**GAME RULES**



## Goal of the game

Together, players build the **greatest theme park ever**. During the first phase of the game, players build the layout of the park with roads and tracks. Each player gets paid for their contribution by the bank.

With the money earned, players **buy and build their own rides and facilities**. To build and operate rides, players need to hire employees. They can also hire additional employees to complete their team.

Depending on the scenario, a total of either 12 or 16 rides are built. **When 4 rides are built, the park will open**. Players can now also visit rides.

The first player to visit all rides will end the game directly. **The player with the most victory points wins the game.**

## Game preparation and items per player

Place all items as shown in the example on the right page. **Each player** receives mini meeples, ticket booths, and the **following items**:



Main guest



5 x \$1



Road tile



5 move cards



Track tile



Rail station

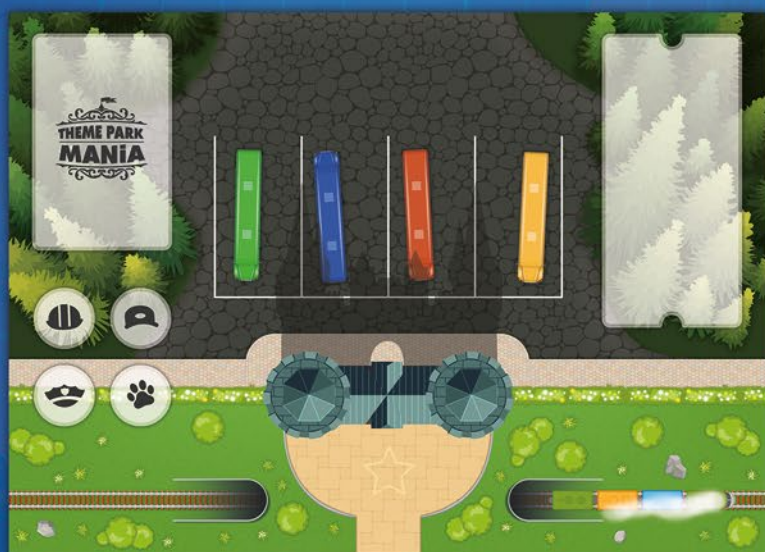
## First time?

Learn the basics of the game and discover how to build roads, rides and facilities. Also learn how to score victory points.

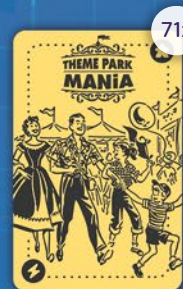
**Play with 12 rides and use the starting tile without track.** Leave the track tiles and rail stations in the box.

10 + 11 How to connect tiles

## Box contents



Starting tile



Card



Ride



Facility



Road tile



Score block



Employee



Scenario ticket



Track tile



Rail station



Marker



Marker



Main guest



Mini meeple



Ticket booth



Money \$1



Money \$5



Money \$10



Road tile



Track tile



Track (end)



Sinkhole



Malfunction

## Set up the game

Choose a starting tile and a scenario ticket (12 or 16 rides).

### 12 or 16 rides

The number of rides mainly determines the duration of the game. This varies from 45 to 150 minutes.

**Playing with 12 rides?** Remove 4 random rides and the 8 matching facilities from the stack.

### 12 RIDES

Mini meeples and ticket booths per player:

#### 2 players

45 - 60 minutes



#### 3 players

60 - 90 minutes



#### 4 players

90 - 120 minutes



### 16 ATTRACTIES

Mini meeples and ticket booths per player:

#### 2 players

60 - 75 minutes



#### 3 players

90 - 120 minutes ⓘ



#### 4 players

120 - 150 minutes ⓘ



## Deal MOVE cards

Sort the move cards with a white border from the other cards. **Shuffle the move cards and deal 5 cards face down to each player.**

Merge the remaining move cards with the other cards. **Shuffle them well and place the deck face down on the starting tile.**

The cards become active during **phase 2** of the game once the park has been opened.

6 + 7 How to play cards

## Starting tile

Place the starting tile on the left or right side of the table.

## Rides

Place the rides (12 or 16 tiles) in random order and face down next to the starting tile.

## Facilities

Place the facility tiles in random order, divided over 6 piles, next to the starting tile.

## Scenario ticket

Place the scenario ticket on the starting tile.

Also place the marker on the starting point with 0 rides.

## Mini meeples

Place 12 or 16 mini meeples of each player in front of the park entrance.

## Main guest

Place each player's main guest on the star on the starting tile.

## Move and action cards

Place the move and action cards face down on the starting tile.

## Employees

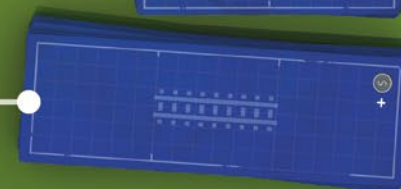
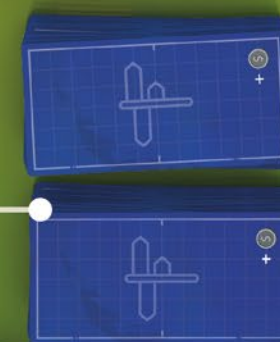
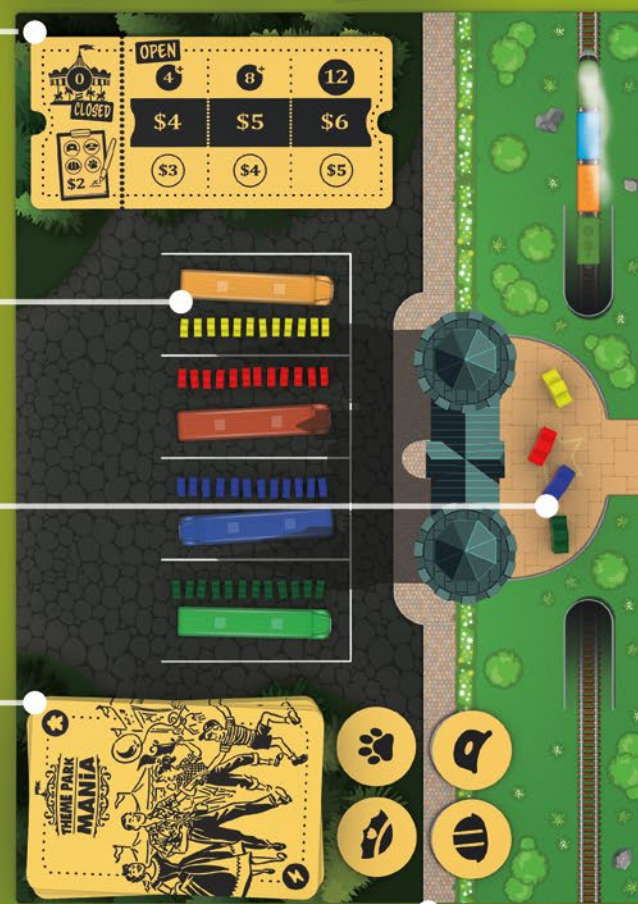
Place the employee tiles, sorted by type, face down on the relevant circles.

## Road tiles

Place the road tiles in random order, divided over 2 piles, next to the starting tile.

## Track tiles

Place the track tiles next to the road tiles.



# PHASE 1 - BUILD a theme park together

Players take turns playing clockwise and **perform one of the following 5 actions** each turn during the first phase.

Decide which player controls the bank. The player with the lowest-numbered move card is first to play.

## 1 Build 1 or 2 roads

**Build 1 or 2 road tiles and get paid for every road tile from the bank.** Connect the road tile(s) to an existing road segment and create areas for rides and facilities.

You receive the same reward for placing the small road tile (see page 8).

Bank reward:

2 of 3 players:  4 players: 

## 2 Build 1 or 2 tracks

**Build 1 or 2 track tiles and get paid for every track tile from the bank.** Connect the track tile(s) to an existing track. You receive the same reward for placing the small track tile (see page 8).

**A player may also connect the rail station during the same turn.**

Bank reward:

2 of 3 players:  4 players: 

## 3 Hire an employee

There are 4 types of employees. **Each player can hire 1 employee per turn.** Players can hire only 1 employee per type. Each employee counts as 1 victory point.

You need a **mechanic** to build rides and facilities. When the theme park has opened, you also need an **operator** to operate your rides.



**Mechanic**  
Required



**Operator**  
Required



**Security**  
Optional



**Mascot**  
Optional

**Pay the bank the price of an employee and place the employee in front of you.**

Note: The price of employees increases during the game.

## 4 Build ride + facility

**Buy the top ride from the pile and also buy a facility.** You may look at the ride theme first before choosing which facility to purchase with it.

**Pay the total price to the bank**

You always pay \$4 for the ride + \$1 or \$2 for the facility.

Connect the large ride tile to a road tile and make sure you have enough free space for the facility, with future expansions in mind.

**Place a ticket booth** of your color on the ride and make the ride accessible by road.



## 5 Build 1 or 2 facilities

**Buy 1 or 2 facilities and pay the bank.** Connect the facilities to your ride area(s) to increase the ride fare. **There are 2 types of facility tiles:**



### Generic facility (\$1)

There are different types of tiles as indicated on the blueprint.



Restaurant



Game stall



Scenery\*



Shop



Toilet



Mascot

\* A scenery tile has no effect on the ride fare.



### Themed facility (\$2)

The blueprint icon indicates which ride matches with the facility. Every facility matching the ride theme counts as 1 victory point at the end of the game.

See page 9 for a list of all icons and themes.

## PHASE 2 - The GRAND opening

When 4 rides are built, the park will open. A 6th action is now available: players can also play move cards to visit the park.

### 6 Play cards to visit rides

Play a move card from your hand to move your main guest on the game board to visit rides.

#### 6 + 7 How to play cards and type of cards

Visit a ride by entering through the relevant ticket booth and place your main guest on the ride tile. Also, place 1 of your mini meeples on the ride to mark that you have visited the ride.

When you place a mini meeple on a ride, collect the entrance fee from the bank. You may place a maximum of 1 mini meeple per ride.

Pay the ride fare to the ride owner. If you are the owner of this ride, you don't have to pay another player and keep the entrance fee.

Note: Every player is required to hire an operator. Without an operator, players cannot receive guests on their rides.

#### Collect entrance fee

If you visit a ride, you will collect the entrance fee from the bank as indicated on the scenario ticket.

However, you must also pay the ride fare to the owner of the ride.

#### Pay ride fare

The ride fare depends on the number of facilities within the ride area.

View the calculation example on the right to determine the ride fare.

## Move the marker

Game progress is tracked with the marker on the scenario ticket.



### A Number of rides

The number of rides determines the entrance fee of the park and the price to hire employees.

Move the marker according to the number of rides that are built.

### B Entrance fee

Once 4 rides are built, a player collects a \$4 entrance fee from the bank for visiting a ride.

With 8 or more rides, a player receives \$5.  
With 12 rides, a player receives \$6.

### C Employee price

As long as the park is not opened, a player pays \$2 to hire an employee.

With 4 or more rides, a player pays \$3 to hire an employee. With 8 or more rides, it's \$4, and with 12 rides, it's \$5.

## Calculate ride fare

On each ride and facility, there is a ticket that indicates the value. The total value of the ride and all connected facilities determines the ride fare.

$$+\$2 + +\$1 + +\$1 = \$4$$

Calculate the value of the ride and the facilities to determine the ride fare.



## MOVE and ACTION cards

With move cards, you can move your main guest on the game board to visit rides. At the end of your turn, fill your hand to 5 cards from the draw pile. Do you draw an ⚡ action card? Perform this action immediately.

### Walk the park, visit rides

Play a move card from your hand and **move your main guest the amount of steps indicated on the card**, in the direction of the ride you want to visit.

**You enter the ride through the ticket booth, which also counts as one step.** The remaining amount of steps is lost as soon as your main guest is placed on the ride tile.

Place a mini meeple on the ride. Collect the entrance fee from the bank, pay the ride fare and score 1 victory point. **During your next turn you can leave the ride by playing a move card.**

### Play multiple move cards

If you end up exactly on a card space, immediately play a move card from your hand. This also applies when you end on a card space using a special move card.



*Tip: Plan your route strategically to move faster through the park.*

### Fill your hand to 5 cards

**At the end of your turn, fill your hand to 5 cards from the draw pile.**

**Do you draw an ⚡ action card?** This action must be performed immediately. Other types of cards are added to your hand and can be played during your next turn.

Keep drawing cards from the draw pile until you have 5 cards in your hand. It is possible that you draw several action cards and have to perform them immediately.

No more cards available from the draw pile? Shuffle the discard pile and place it on the starting tile as a new draw pile.

### Exceptions

Do you draw an ⚡ action card that cannot be performed immediately? Place it on the discard pile and draw another card from the draw pile.

Not a single playable card in your hand? Place all cards from your hand on the discard pile and refill your hand to 5 cards from the draw pile. Move cards can only be played from your next turn. Action cards must be performed immediately.

### ★ MOVE cards

The standard move cards can be recognized by the white border and vary in value from 1 to 10.

On some move cards, there is no number but an icon of a die. With this card, you may choose whether to move 1, 2, or 3 steps on the game board.



### ⚡ ACTION cards

If you draw an ⚡ action card, you perform this action immediately.

Action cards directly affect a player or the game board itself.

Some action cards count as an extra victory point if you have also hired the type of employee indicated on the card.



### ⚡ DEFENCE cards

With a defence card, you can deflect an ⚡ action card once.

You can also use a defence card to remove the "ride malfunction" or the "sinkhole".

A defence card counts as 1 victory point after use.



## Special MOVE cards

With a special move card, you move your main guest directly to a specific location on the game board.

Move your main guest to a restaurant, shop, or game stall of your choice as indicated on the card. Or run to the nearest toilet.

*Note: A sinkhole does not hinder a player from moving the main guest to that location.*



## Build or travel FREE

The game contains several cards that allow you to place a free facility or scenery tile.

There is also a card that allows you a free train ride, allowing you to pass multiple stations.



## Special EVENTS

Various ⚡ action cards trigger special events on the game board.

### Ride malfunction

Place the malfunction marker on a ride of your choice.

### Sinkhole

Place the special sinkhole marker on a T-junction or intersection.



## Special EVENTS

Various action cards trigger special events which directly affect the game.

## Ride malfunction

If you draw an ⚡ action card where you have to choose which ride has a “malfunction”, **place or move the marker on the ride of your choice.**



**A ride in malfunction cannot be visited.** If there are 1 or more main guests on the ride tile, they cannot leave the ride. It is also not possible to expand the ride with facilities or scenery.

**By paying \$1 to the bank,** any player with a mechanic may move the marker to another ride. Note: This action counts as 1 turn, so you may not perform any other actions.

**The marker may not be moved during 1 round of play,** except in the following cases:

- If a player draws a “ride malfunction” action card during this round, the marker must be moved to another ride.
- When a player immediately plays a defence card on the same turn to deflect the action, the marker then will be removed from the game board.

## Sinkhole

If you draw an ⚡ action card that creates a “sinkhole”, **place or move the marker on a T-junction or intersection of your choice.**



**Players cannot pass a sinkhole with their main guest.**

**By paying \$1 to the bank,** any player with a mechanic may remove the marker from the game board. Note: This action counts as 1 turn, so you may not perform any other actions.

**The marker may not be moved during 1 round of play,** except in the following cases:

- If a player draws a “sinkhole” action card during this round, the marker must be moved to another T-junction or intersection.
- When a player immediately plays a defence card on the same turn to deflect the action, the marker then will be removed from the game board.

## Special Tiles

Each player initially receives a station tile, a small track tile, and a small road tile. There are also 2 special tiles.

### Connect train station

If you place track tiles, **you may also connect your train station in the same turn** (without reward).

There must be at least 1 track tile between 2 train stations.



**The station tile is double-sided** and can be connected with the crossing on the left, right or in the middle.

### Place your mascot

On this special facility, you can place your mascot to earn extra money with your ride.

**The ride fare of your ride will only increase if you also place your mascot on this tile.**

You may buy and place multiple mascot facilities, but moving your mascot to another facility will cost you 1 turn.



### Small track tile

Each player has 1 small double-sided track tile.

The same rules apply as for connecting normal track tiles.



### Close railway tracks

When every player has built a station, all railway tracks are closed with the end track tiles.

From this moment on, it is no longer possible to build tracks.



### Small road tile

Each player has 1 small double-sided road tile.

The same rules apply as for connecting normal road tiles.

*This tile is very handy to connect your railway crossing or complete a ride area.*



## Train and crossing

Rules for traveling by train and how to cross a railway crossing.

### Travel by train

If you want to travel by train, visit a train station with your main guest.

**Walk your main guest until you reach a train station.** The remaining number of steps is lost as soon as your main guest is placed on the station tile.

On the same turn, you may move your main guest to any station on the route.

**Pay \$1 for each station to the appropriate player on your route**, including the departure station and the destination station.

From the next turn, you may continue your way from the new location.

### Crossing track

Want to cross a railway crossing? **Pay \$1 to the owner of the railway crossing.**

You may also wait 1 turn at the railway crossing to cross for free on your next turn.

If you own the railway crossing, you can always cross for free.



## Good to know

What do all the ride icons mean, and what happens in case of a tie?  
Also check the list with strategic tips for scoring victory points.

### Ride themes

The game contains 16 rides with a unique theme. Each ride has 2 matching facilities. You can recognize the rides and matching facilities by the following icons:

 <b>Snowflake</b> Artic Slide	 <b>Magic wand</b> Flying Teacups	 <b>Castle tower</b> Enchanted Castle	 <b>Water drop</b> Creatures of the Deep
 <b>Pirate</b> Pirate Treasure	 <b>Palm tree</b> Jungle Adventure	 <b>Swimming pool</b> Summer Splash	 <b>Cowboy hat</b> Dynamite Express
 <b>Ferris wheel</b> Ferris Go Wild	 <b>Spider</b> Spooky Spiders	 <b>Ka (strength)</b> Red Dragon	 <b>Axe</b> Virtual Vikings
 <b>Rocket</b> Mission Space	 <b>Pyramid</b> Pyramid Escape	 <b>Racing flag</b> Track Attack	 <b>Heart</b> Tunnel of Love

### END of the game

**The game ends immediately when 1 of the players has visited all rides.** On each ride there must be a mini meeple in the color of that player.

**The player with the most victory points is the winner of the game.**

 10 How to count **victory points**

### Strategic TIPS

- **During the first phase, work together while building roads and tracks.** Meanwhile, think about connecting your train station. Don't forget that you have a small road tile and a small track tile in your stack.
- **Hire employees in a timely manner.** At the start of the game, employees are cheaper to hire.
- **Focus on facilities and ride areas.** If you connect a ride to the game board, make sure you have enough free space for future expansions. You can also close off an area with roads or scenery tiles. A completed ride area earns you 2 victory points.
- **Don't overprice your rides.** If your ride fare is higher than the entrance fee of the park, other players will probably not visit your ride soon.
- **Plan your route!** Think of a strategic route to visit the rides, but don't wait too long to get moving.

### In case of a Tie

In case of a tie, **the respective players play a final quick round: The first player to return to the starting tile, wins the game.**

Players may only use move cards with a white border and must remove all remaining cards from their hand.

Players fill their hand from the draw pile to 5 move cards.

The game continues in normal order.

### GAME CREDITS

Graphic design & development  
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Co-design & development  
**Susan Ekkel-Rauhé**

Game consultant  
**Matthijs Löwik**

## SCORE and COUNT victory points

Players can score victory points in several ways.

At the end of the game, all players count the victory points together.

### Build rides

Score 1 victory point for each ride you build.

At the end of the game, count the number of rides with a ticket booth in your color.

### Visit rides

Score 1 victory point for each ride you have visited.

At the end of the game, count the number of mini meeples of your color on the rides.

### Matching facilities

Score 1 victory point for a matching themed facility within a ride area.

Add matching themed facilities to your ride area to score extra victory points.



### Completed areas

Score 2 victory points for each completed ride area.

A completed area is completely surrounded by road and/or scenery tiles.



### Employees

Score 1 victory point per type of employee in your team.

If you employ all 4 types of employees, you score 1 extra victory point.

### Action cards

You may keep some action cards if you have met the conditions.

These action cards count as 1 victory point per card.

### Money counts

Every \$10 counts as 1 victory point.

For example:

If you have \$34 in cash, you score 3 victory points.



### Count score per player

Note the score per player on the score block and count the total number of victory points.

The player with the most victory points is the winner of the game.

 12 Scoreblock example

In case of a tie

If several players have the highest score, then the respective players play a quick final round.

 9 In case of a tie

## How to connect tiles

All basic rules of laying and connecting tiles.

### RIGHT WAY

#### Close track

When each player has built a train station, all railway tracks are closed with the end track tiles.

#### Well done!

The ride areas marked with a checkmark are well laid and can still be expanded or completed.

#### Completed area

A completed area is completely surrounded by road and/or scenery tiles and counts as 2 victory points.

### WRONG WAY

#### Dead ends

Do not create dead ends by blocking road with track or other tiles. Track tiles have priority over road tiles.

#### Facilities

Facilities must always connect to a ride or another facility tile within a ride area.

#### Ticket booths

A ticket booth must always be placed on a ride tile and connected to a road.

Ticket booths may not be placed directly opposite of each other.

#### Ride areas

Multiple rides may not be merged into a single area. Use scenery tiles to fill in the blank spots and keep ride areas separated.



## Overview ACTIONS - The game in short

Players take turns performing **1 of 5 actions** and work together on the layout of the park. As soon as 4 rides are built, the park will open. From now on players can also perform a **6th action**: visit rides.

### 1 Build roads

Build 1 or 2 roads and get paid for every road tile by the bank. Connect the road tiles to an existing road.

Reward: 2/3 + 4 +

### 2 Build tracks

Build 1 or 2 track tiles and get paid for every track tile by the bank. You may also connect your train station in the same turn.

Reward: 2/3 + 4 +

### 3 Hire employee

Hire an employee and pay the price to the bank. See the scenario ticket for the actual price.

### 4 Ride + facility

Buy a ride + facility and pay the price to the bank. Connect the items to the game board.

### 5 Build facilities

Buy 1 or 2 facilities and pay the price to the bank. Connect the items to the game board.

### 6 Visit rides

Play a move card from your hand to move your main guest to visit rides.

Visit a ride through the relevant ticket booth and place your main guest + 1 mini meeple on the ride.

You receive the entrance fee from the bank and pay the ride fare.

At the end of your turn, fill your hand to 5 cards from the draw pile.

Do you draw an ⚡ action card?

This action must be performed immediately. Other types of cards are added to your hand and can be played during your next turn.

## End of the game

The first player to visit all rides will end the game directly. The player with the most victory points wins the game.

### SCORE CARD

	Mike	Ava	Oliver	Jade
Total mini meeples	14	15	16	13
Total rides build	4	3	4	5
• Matching themed facilities	2	4	8	7
• Ride areas completed	1	0	2	1
Total team members	4	4	4	4
• All team members bonus	1	1	1	1
Connected station	1	1	1	-
Other victory points	-	2	1	2
Cash bonus	4	3	5	4
<b>TOTAL</b>	<b>31</b>	<b>33</b>	<b>42</b>	<b>37</b>

Maniac 50+

Imagineer 40+

Novice 30+

Rookie 20+

0

### Online manual

For more information and an online game tutorial, visit [themeparkmania.com](http://themeparkmania.com)



Video tutorial?  
scan the QR code!

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