



THEME PARK MANIA

GAME RULES

A game by Gertjan & Susan

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 paths 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 game ends as soon as the first player clears their mini meeple queue.

The player with the most victory points wins.

Game preparation and items per player

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



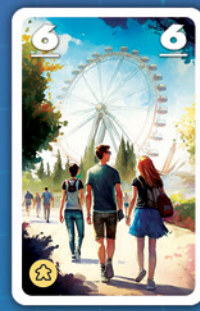
Main guest



5 x \$1



Path tile



5 move cards



Track tile



Rail station

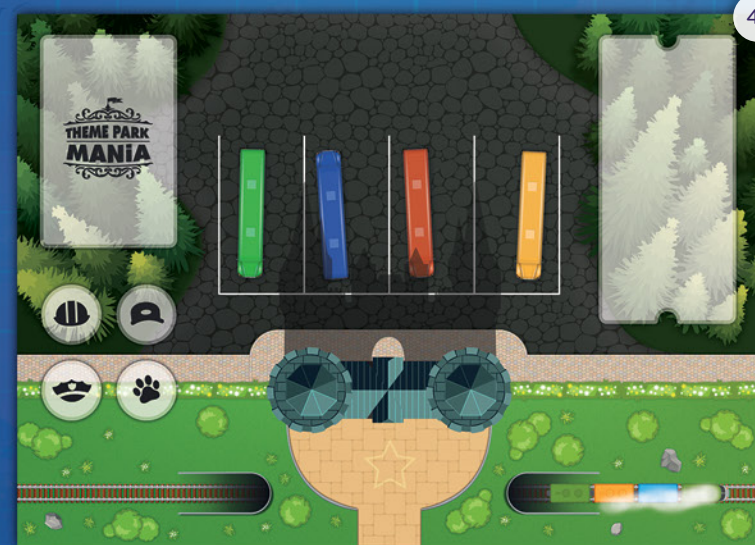
First time?

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

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

5 How to connect tiles

Box contents



Starting tile



Progress marker



Main guest



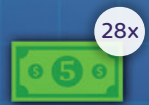
Mini meeple



Ticket booth



Money \$1



Money \$5



Money \$10



Path tile



Track tile



Track (end)



Sinkhole



Malfunction



Card

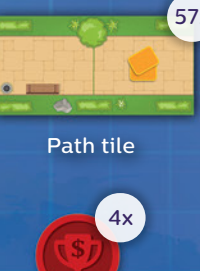


Ride



Facility

Employee



Path tile

Loan token



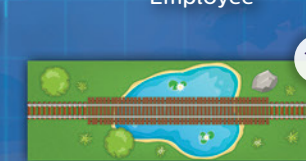
SCORE

TOTAL

Score block



Scenario ticket



Track tile



Rail station



Player marker

Set up the game

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

Build 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 8 rides and also the 16 matching facilities from the stack.

Playing with 16 rides? Remove 4 rides and also the 8 matching facilities from the stack.

12 RIDES

Mini meeple and ticket booths **per player:**

2 players

45 - 60 minutes

12x 7x

3 players

60 - 90 minutes

12x 5x

4 players

90 - 120 minutes

12x 4x

16 RIDES

Mini meeple and ticket booths **per player:**

2 players

60 - 75 minutes

16x 9x

3 players

90 - 120 minutes

16x 6x

4 players

120 - 150 minutes

16x 5x

Deal MOVE cards

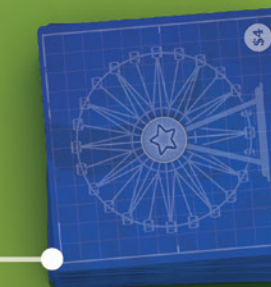
Sort the move cards with a white border from the other cards. **Shuffle the move cards and deal 5 cards face down to each player.**

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

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

Starting tile

Place the starting tile on the left or right side of the table. Place all other items next to the starting tile. If you play with a center starting tile, place all other items on the left or right side of the table.



Rides

Place the rides in random order and face down next to the starting tile.

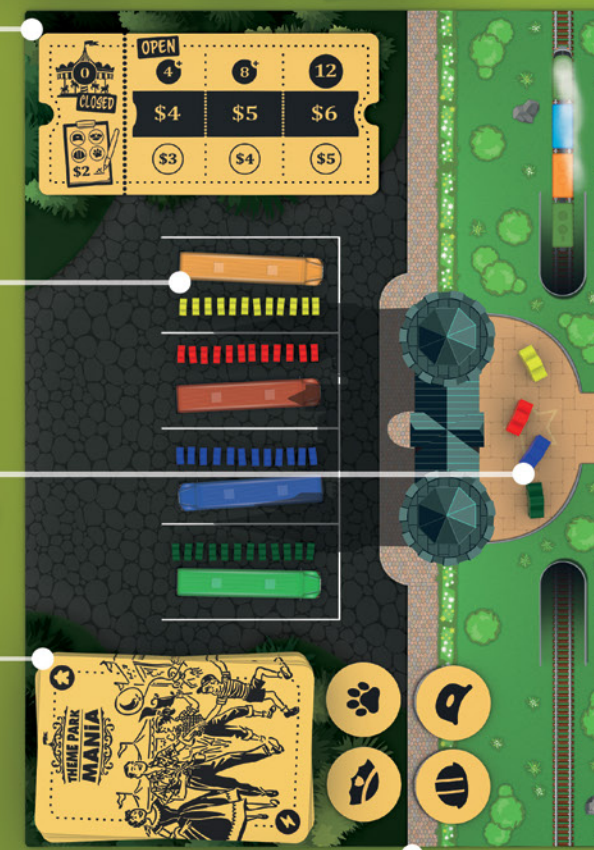


Facilities

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

Scenario ticket

Place the scenario ticket on the starting tile. Also place the progress marker on the starting point with 0 rides.



Mini meeple

Place 12 or 16 mini meeple 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 event cards

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

Employees

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

Path tiles

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

Track tiles

Place the track tiles face down next to the path tiles.



PHASE 1 - BUILD the theme park layout

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 paths

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

See page 6 on how to connect the small path tile.

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.

See page 6 on how to connect the train station and the small track tile.

Bank reward: 2 of 3 players: \$ 4 players: \$ \$

3 Hire 1 employee

There are 4 types of employees. Each player can hire 1 employee per turn. Players can hire only 1 employee per type. Every 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.

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



Mechanic Required Operator Required Security Optional Mascot Optional

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 path 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 and facility accessible by a path tile.



5 Build 1 or 2 facilities

Buy 1 or 2 facilities and pay the bank. Connect the facilities to your ride area 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.

Facilities must be directly adjacent to either a ride or another facility within a ride area, and must always connect to a path (except scenery tiles). Diagonal connections are not allowed.

Connect TILES

All basic rules of laying and connecting tiles.

RIGHT WAY

Create ride areas
Ride areas marked with a check mark are well laid and can still be expanded or completed.

Completed area
A completed area, fully enclosed by path and/or scenery tiles, awards 2 victory points.

Close railway track
Once all players have built their train stations, close all open railway tracks with end track tiles.

WRONG WAY

A Dead ends
Do not create dead ends by blocking paths with track or other tiles. Track tiles have priority over path tiles.

B Facilities
Facilities must connect to a ride tile or another facility within a ride area and must not block paths.

C Ticket booths
A ticket booth must be placed on a ride tile adjacent to a path and cannot face another ticket booth directly.

D Unique ride areas
Rides cannot be combined into one area. Use scenery tiles to fill gaps and maintain separation between ride areas.



Expend the park in any direction. The only limit, is your table limit.

Special TILES and ACTIONS

At the start, each player receives a station tile, a small track tile, and a small path tile. Once all stations are built, all track ends will be closed.

Mascot tile



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.

When another player visits your ride, you will receive \$2 extra ride fare.

You may buy and place multiple mascot tiles but you can hire only 1 mascot.

Place your mascot

When connecting a mascot tile to your ride, you can immediately place or move your mascot onto that tile.

Move your mascot

At the start of your turn, you can move your mascot to any of your mascot tiles for free.

Small path tile

You may place your small path tile during your turn as an extra action (without reward).

Note: This tile is double sided.

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



Small track tile

You may place your small track tile during your turn as an extra action (without reward).

Note: This tile is double sided.

This tile is the only way to create a rail track corner connection.



Train station

You may place your train station during your turn as an extra action (without reward).

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



Double sided train station

The station tile is double sided and can be connected in any way using the crossing on the left, right or middle position.

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.



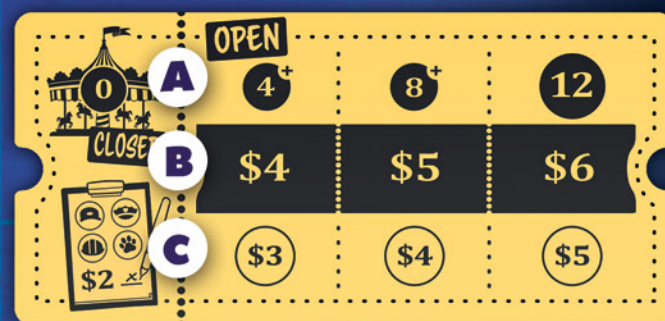
Never block railway track

Track tiles have priority over path tiles and may never be blocked in any way by path tiles.

If somehow a railway section got blocked, close this section using 1 end track tile.

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 yet opened, a player pays \$2 to hire an employee.

With 4 or more rides, a player pays \$3 to hire an employee.

With 8+ rides, it's \$4. With 12 rides, it's \$5.

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 the park

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

8+9 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. Place 1 of your mini meeple on the ride to mark that you have visited this ride.

When you place a mini meeple on a ride, the mini meeple will enter the park and you 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 own this ride yourself, you don't have to pay another player and you keep the entrance fee yourself.

Operator required

Every player is required to hire an operator. Without an operator, players cannot receive guests on their rides. Note: The price of employees increases during the game.

Collect entrance fee

If you visit a ride, one of your mini meeple enters the park and you will collect the entrance fee from the bank as indicated on the scenario ticket.

Place the mini meeple on the ride you're on and pay the ride fare to the owner of the ride.

Pay ride fare

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

View the calculation example below to determine the ride fare.

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.

RECEIPT

1 x RIDE	\$2
2 x FACILITIES	\$2
0 x MASCOT	-
TOTAL	\$4

Train and crossing

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

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 are lost as soon as your main guest is placed on the station tile.

During the same turn, you 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 your next turn, you may continue your way.

Railway crossing

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

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

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

Bank loan

In case you need extra funds, you can take a loan from the bank at any moment during your turn.

Take \$5 from the bank and take 1 loan token. Each loan token will cost you 1 victory point at the end of the game.

A bank loan is only available during the second phase of the game.



MOVE and EVENT 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 ⚡ event card? Perform this event 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 and pay the ride fare. **From 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 another 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

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

Do you draw an ⚡ event card?

This event 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 event 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.

You may only refill your hand at the end of your turn!

Exceptions

Do you draw an ⚡ event 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. Your new cards can only be played from your next turn. Event 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.



EVENT cards

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

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

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



Special EVENTS

Various ⚡ event 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.

9 Special events



Special CARDS

Certain cards can be held in your hand and played later in the game.

Direct MOVE cards

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

Move your main guest next 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 build a free facility or scenery tile.

You can use this card to cover costs during action 4 or 5.

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



DEFENCE cards

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

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

Place a defence card on the discard pile after use.



Special EVENTS

Various event cards trigger special events which directly affect the gameplay.

RiDE MALFUNCTION

If you draw an ⚡ event 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 new facilities or scenery when the ride is in malfunction.

By paying \$1 to the bank at the start of their turn, a player with a mechanic can either move the marker to another ride or remove it from the board. This action can be done in addition to performing another action during the turn.

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

- If a player draws a "ride malfunction" event card during this round, the marker must be moved to another ride.
- When a player immediately plays a defence card on any players turn to deflect the event, the marker will be removed from the game board.



SINKHOLE

If you draw an ⚡ event 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 at the start of their turn, a player with a mechanic can remove the sinkhole marker from the board. This action can be done in addition to performing another action during the turn.

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

- If a player draws a "sinkhole" event card during this round, the marker must be moved to another T-junction or intersection.
- When a player immediately plays a defence card on any players turn to deflect the event, the marker will be removed from the game board.



END of the GAME

The game ends as soon as 1 player clears their mini meeple queue.

END of the game

The game ends immediately as soon as 1 player clears their mini meeple queue.

Players cannot place multiple mini meeple of the same color on the same ride.

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

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 and discard all other type of cards.

The game continues in normal order.

GAME CREDITS

Graphic design & development
Gertjan Ekkel

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.

Count the number of rides with a ticket booth in your color.

Matching facilities

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

Count all matching themed facilities in your ride areas.



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.

Event cards

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

These event cards count as 1 victory point per card.

Money counts

Every \$10 counts as 1 victory point. Every loan token will cost you 1 victory point.

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



Visit rides

Score 1 victory point for each ride you have visited.

Count the number of mini meeple in your color on the rides.

Completed areas

Score 2 victory points for each completed ride area.

Count all your completed areas.

A ride area is completed when it is completely surrounded by paths, tracks and/or scenery tiles.

Connect train station

Score 1 victory point if your train station connects to a path that is connected to the entrance of the park or if your train station is accessible by a path from another train station.

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.

10 In case of a tie

FAQ + TIPS + alternative gameplay

Scoring the most victory points can be really challenging. When playing with a more competitive group, consider using the alternative starting tiles.

FAQ

- Can a player pass their turn?**
A player cannot pass during their turn and must always try to perform an action. If no actions are available, the player's turn will automatically end.
- When can a player refill their hand to 5 cards?**
A player can only refill their hand at the end of their turn.
- What if a player has played all their cards?**
If a player has played all their cards, their turn ends immediately, and they refill their hand to 5 cards.

TIPS

- TIPS during the first phase of the game**
Work together! Don't forget your train station, small track tile and small path tile. Hire your employees in a timely manner. Employees are cheaper to hire during the first phase.
- Focus on themed facilities and ride areas**
If you connect a ride to the game board, make sure you have enough free space for future facilities. You can also close off an area with paths or scenery tiles.
- TIPS during the second phase of the game**
Plan ahead! Strategically visit rides using the cards from your hand. Don't overprice your rides. Players will maybe skip your ride if it's too expensive.

Gameplay reference

Quick reference to all game components and phases.

Introduction	Page
Goal of the game	2
Box contents	2
Game setup	3
Build the park	
Build paths and tracks	4 + 5
Hire employees	4
Build rides and facilities	4 + 5
Mascot tile	6
Station tile	6
Small tiles	6
Visit the park	
Progress marker	6
Visit rides / Place mini meeple	7
Collect entrance fee / Pay ride fare	7
Bank loan	7
Play cards	8
Move cards / Event cards	8 + 9
Malfunction / Sinkhole	9
Game end	
End of the game	10
Count victory points	10

Alternative gameplay with 20 RIDES

The game contains 20 rides with a unique theme. When playing with 3 or 4 players, you can optionally play with all 20 rides.

We recommend using the alternative starting tiles as this gives each player greater control from the start to construct ride areas.

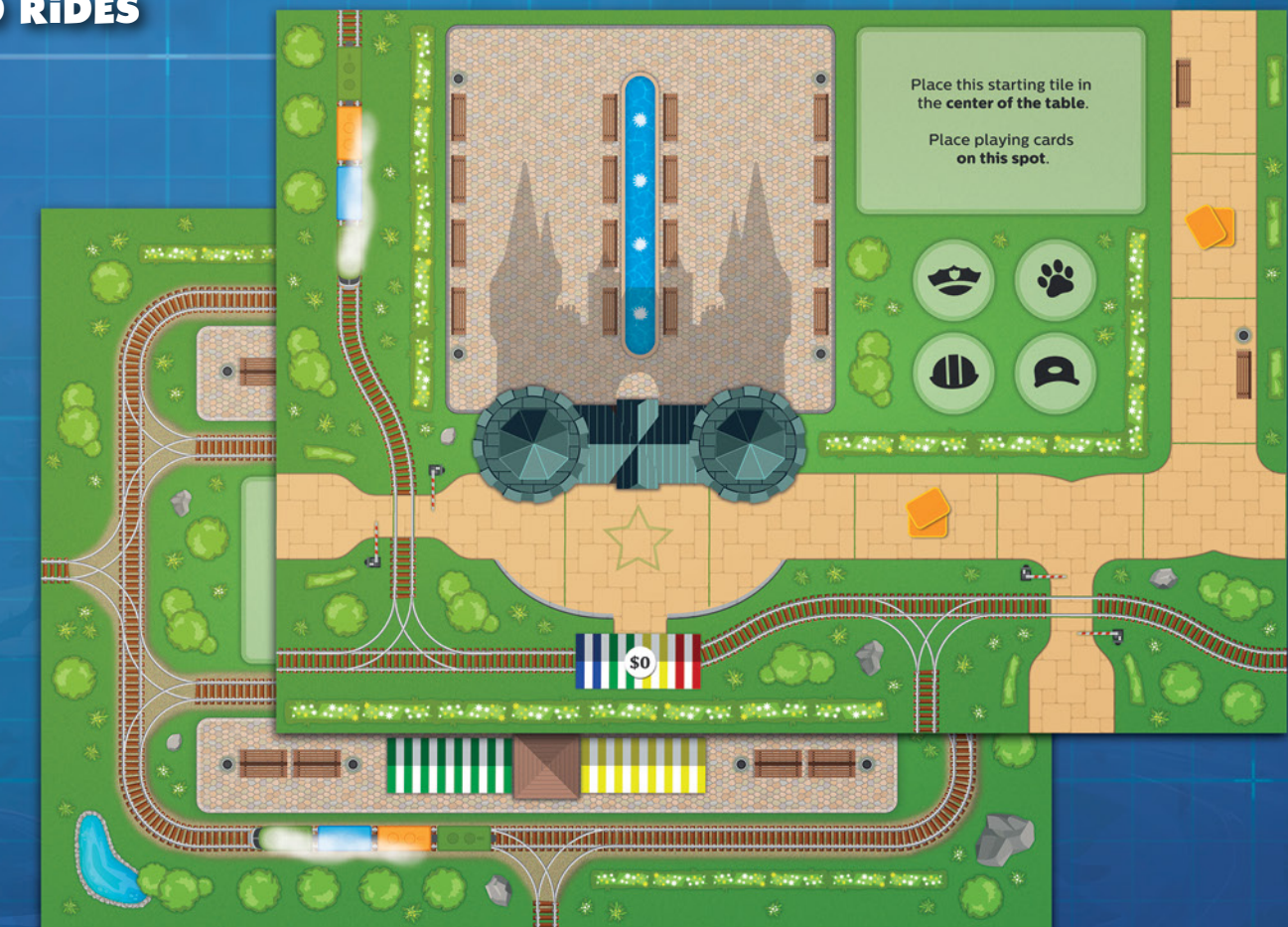
- Place the alternative starting tile in the center of the table. Set up the other components on the left or right side on your table.

GAME SETUP

Mini meeple and ticket booths per player:

3 players
90 - 120 minutes
16 x 8 x

4 players
120 - 150 minutes
16 x 6 x



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 paths

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

Reward: 2/3 👤 + 💰 4 👤 + 💰💰

2 Build tracks

Build 1 or 2 track tiles and get paid for every track tile by the bank.

Reward: 2/3 👤 + 💰 4 👤 + 💰💰

3 Hire employee

Hire 1 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. Place the items next to each other and connected to a path. Also place the ticket booth of your color.

5 Build facilities

Buy 1 or 2 facilities and pay the price to the bank. Place the items to an existing ride.

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 ⚡ event card?

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

End of the game

The first player to clear their queue of mini meeple will end the game directly. The player with the most victory points wins the game.

SCORE CARD

	Mike	Ava	Oliver	Jade
🌟 Total mini meeple	14	15	16	13
🎢 Total rides build	4	3	4	5
🌟+ Matching themed facilities	2	4	8	7
🏗️ Completed ride areas	1	0	2	1
👤+ Total team members	4	4	4	4
👥 Team complete bonus	1	1	1	1
🏠 Connected station	1	1	1	-
📁 Other victory points	-	2	1	2
📷 Cash bonus	4	3	5	4
TOTAL	31	33	42	37

Maniac 50+

SCORE 50+

Score 50 or more victory points and you may call yourself a real Theme Parc Maniac. Can you also score 50+ victory points in a 3 or 4 player game?

Imagineer 40+

Novice 30+

Game information

For more information visit meeplemaster.com or themeparkmania.com

Rookie 20+

Designer + publisher:
Meeple Master Coöperatie U.A.

Graphic design:
Brand New Web + AI

