

WONDER PARK

1-6 Players | 30-45 Minute Playtime | Ages 13+ | Created by Michael Posada

In Wonder Park, players step into the shoes of theme park proprietors, guiding the creation and management of their very own Theme Park! Install thrilling rides and captivating attractions, upgrade your attractions with enhancements, and engage in friendly competition with rivals to craft the ultimate theme park experience!

Wonder Park is played over a series of 5 rounds. Each round is split into the Build Phase where you add new Attractions, and the Park Phase where your guests explore your theme park! At the end of 5 rounds, the player with the most Victory Points is the winner!

GAME CONTENTS



40 Attraction Cards



37 Research Cards



6 Park Entrance Cards



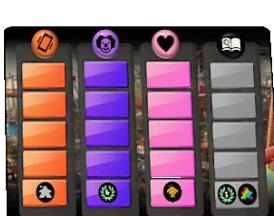
6 Information Booth Cards



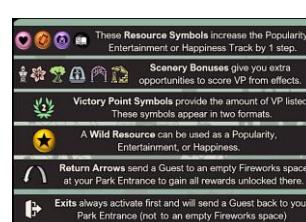
6 Gift Shop Cards



6 VP Tracker Cards



6 Park Stats Cards



6 Reference Cards



First Player Marker



1 Felt Bag



12 Tracker Cubes



6 You Are Here Tokens



60 Meeples (12 in each of 5 colors)



24 Ticket Tokens

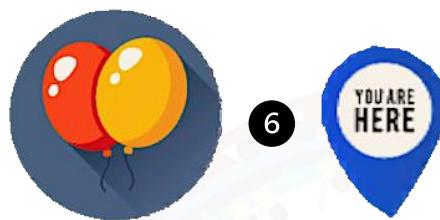
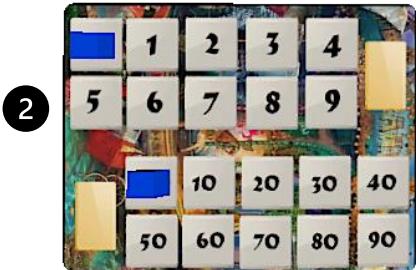
SETUP



A 4 Player setup for Wonder Park

- 1 Deal the following cards and components to each Player:
Park Stats Card, Victory Point Tracker Card, Reference Card, Park Entrance, Information Booth, Gift Shop as well as 4 Ticket Tokens, 2 Tracker Cubes, and 1 You Are Here token. Information on how to arrange your personal Theme Park can be found on the next page.
- 2 Place all the meeples in a felt bag set up in the center of the table within reach of all players.
- 3 Shuffle the Research deck and deal out cards to the center of the table equal to the number of players +1. Do the same with the Attraction deck. *In a 2 Player game, add 1 additional card from each deck to the pool. For a Solo game, refer to the rules in the Solo Mode section of the rulebook.*

At the beginning of the game, each player will follow the steps listed below to complete the setup of their Theme Park. When building your Theme Park, ensure that each player has enough room to the right of their Gift Shop to play more Attraction cards. 5 Attraction Cards will be added to your Theme Park over the course of game – you will need enough space to build them in a line as you play!



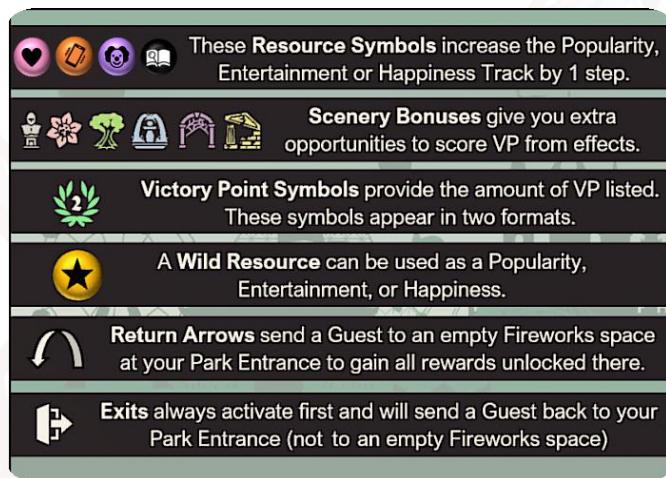
- 1 Place your Reference Card following the example Setup image.
- 2 Place your Victory Point Tracker below your Reference Card. Place 1 VP Token on the “0” space and your other VP Token on the “00” space.
- 3 Place your Park Stats card below your Victory Point Tracker. Take 4 Ticket tokens and place them on the first step on each of the four tracks.
- 4 Place your Park Entrance to the right of your Park Stats card. Take 1 Grey Tourist as well as 1 random meeple of any color except Grey and place them at your Park Entrance (in the empty area to the left of the Firework Spaces)
- 5 Place your Information Booth to the right of your Park Entrance, followed by the Gift Shop.
- 6 Place the You Are Here token over your Information Booth. Give the First Player Token to whichever player most recently visited a Theme Park (or you may randomly determine the first player). You’re ready to play Wonder Park!

GOAL OF THE GAME

Players will be working to create the most profitable theme park, competing with the other players to draft the most opportune Attractions and Research cards. As players progress through each round, they will be moving their guests through their theme park, gaining new abilities, and scoring Victory Points. At the end of the game, the Player with the most Victory Points is the winner! In the event of a tie, those players share in the victory!

CARD ANATOMY

There are a variety of cards within Wonder Park – this includes a Reference card, a Score Tracker, Park Stats, Park Entrance, and many Attractions (such as your Information Booth and Gift Shop) as well as Research cards.



This Reference card details all the different symbols present in the game and what they mean. Feel free to refer to the Reference Card if you ever need a helping hand.

This Victory Point tracker increases as you gain rewards throughout Wonder Park. Place 1 Tracker cube on the “0” space and 1 Tracker cube on the “00” space. Whenever you gain Victory Points, move the cube in the first section equal to the VP you earned.

When you need to increase your points past the 9, move your cube marker back to the “0” space in the top section, then move the cube in the bottom section one space to the “10”.

In the example to the right, John began the round with 12 VP. During this round, he earned 9 more VP! Jon loops his cube in the top section back to the “1” space and moves his cube in the bottom section one space from the “10” to the “20”.





Your parks Stat Tracker allows you to collect different bonuses as you gain Guest Symbols. Whenever you collect a Guest Symbol, you will increase the corresponding track. Whenever you reach the bottom space of the stat Tracker, receive that track's bonus (detailed to the right). The next time you would earn that Symbol, move back to the first space of the track.

Reaching the last level of the **Popularity** track allows you to place 1 Tourist into your Theme Park. This Tourist may be placed anywhere after your You Are Here sign or at your Park Entrance.



Reaching the last level of the **Entertainment** track gives you 6 Victory Points.



Reaching the last level of the **Happiness** track allows you to Upgrade any Research Card **OR** Move a Research card to any other Attraction.



Reaching the last level of the **Marketing** track allows to gain Victory Points equal to the total of your choice of Scenery. In addition, you may change a Guest to any color.



Whenever you collect a **Yellow Star**, you may treat it as if it was a Popularity, Entertainment, or Happiness symbol. **You may NOT treat this symbol as if it was a Marketing.**



Your Park Entrance always begins at the front of your Park and has many unique features:

- All Guests begin at/are moved to your Park Entrance at the end of each round
- Whenever a Guest **Exits** your Park, they always return to the Park Entrance
- When you obtain a new Guest, if there is no space for them at any Attraction after your *You Are Here* token, they are placed at the Park Entrance
- Whenever you use a **Return Arrow**, you may choose any Guest at your current Attraction and send them back to one of the **Fireworks Spaces** on the right of the Park Entrance

Whenever you return a Guest to one of these spaces, immediately gain the reward on that space **and** every other space that is occupied there (players can score escalating rewards this way by placing additional Guests here each turn)

In the example to the left, Adam already has a Green Guest on his Popularity space. He unlocks a Return Arrow and chooses to take a Tourist from his current Attraction and place them onto the 2 VP space at the bottom of his Park Entrance, gaining 2 Victory Points in addition to 1 Popularity since another Guest already occupies that Popularity Space.



NOTE: Only a Return Arrow can send a Guest to a Fireworks Space.

Attractions are the heart of your Theme Park providing a wide variety of bonuses to claim. Each Player will draft a single Attraction each round:



An Attraction's **Queue** is where Guests are placed to wait in line before participating in that Attraction! The number of these spaces indicates the maximum number of Guests you can place at this Attraction. Guests may only be placed on a space of their color or on a neutral grey space. *For example, a blue Thrill Guest may go to a blue space or a grey space, however a grey Tourist Guest may only go to a grey space.*

Many Attractions provide you with **Scenery**. Certain Attractions (such as Laser Tag to the left) will score you Victory Points based on that specific type of Scenery. The Marketing Track also allow you to score points for your Highest collected Scenery.

Each Attraction has a unique **Effect** that changes depending on how many Guests are in that Attraction's Queue at the time you activate it. After moving your *You Are Here* token to your next Attraction, count the number of Guests there, then choose **only one** of the three listed effects if you have that many Guests or more. For example:

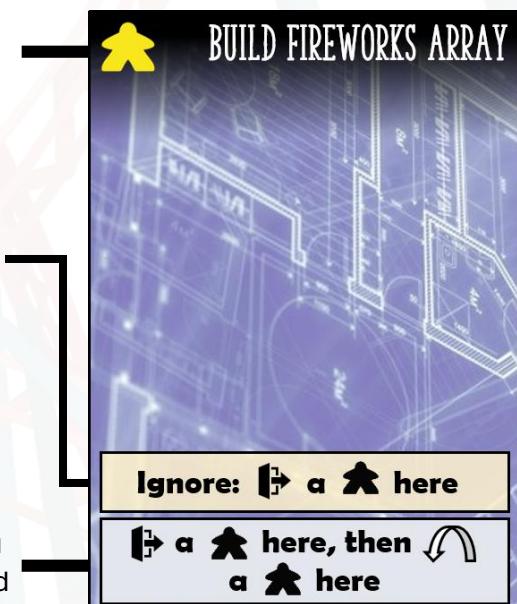
- Main Street requires 3 Guests to activate its first effect, 5 Guests to activate its second, and needs to be completely full of 7 Guests to activate its last effect.
- Laser Tag Requires 2, 3, and 5 Guests respectively for each level. If a Player only had 1 Guest on Laser Tag, there would be no effect. If they had 2 Guests, they would gain the first effect. If they had 3 Guests, they may choose either the first or second effect (the same is true if they reached the maximum, as they can choose any one of the three abilities).

Research cards can be attached to an existing Attraction, providing new abilities – these abilities trigger once per turn when that Attraction is activated. Only one Research card may be attached to an Attraction.

The topmost section of a Research card shows the **Name** of the card, as well as what type of **Guest** you will add to your Park Entrance when drafting this card.

The Gold ability is an additional bonus effect that happens once this Research card has been **Upgraded** (to Upgrade a Research card, reach the final level on your Happiness track then choose any Research card you have in play – pull it down so the Gold ability is showing). A Research card may never be Upgraded more than once.

The Silver ability is the base ability that comes with your Research card. Whenever this Attraction is activated, gain this ability (you may choose to trigger this ability before or after you gain your Attractions effect (this ability can be further upgraded as you collect Happiness)).



GAMEPLAY

Wonder Park is played over a series of 5 Rounds, with each Round consisting of 2 Phases. During the Build Phase, players are drafting Research Cards and Attractions to add to their park, while the Park Phase has players moving their guests through their park, gaining Victory Points and special effects along the way. At the end of a round, the first player token is passed to the left and a new round begins! After the 5th round, players tally their points for the end of the game!

BUILD PHASE

During the Build Phase, players will be drafting cards to add to their theme park. Deal out cards from each deck based on the number of players shown below (if playing solo, see the Solo Mode section at the end of the rulebook for changes to this phase):

Number of Players	Research and Attraction Cards Drawn
1	See Solo Mode
2	4 of each
3	4 of each
4	5 of each
5	6 of each
6	7 of each



The Build Phase distribution for a 4-player game of Wonder Park

The first player will choose one **Attraction Card** or one **Research Card**, playing that card face-up into their Theme Park. If an Attraction is chosen this way, it may be placed *anywhere* within your Theme Park line. If a Research Card is chosen this way, gain the Guest indicated in the top left of the Research card and add that Guest to your Park Entrance. That Research card must then immediately be attached to another Attraction already in your Theme Park (revealing only the silver ability of your Research card).

NOTE: Attractions cannot be moved after being played and only one of each card type may be acquired each round.

After the first player chooses **one** card, the next player in clockwise order takes their turn, choosing a single card to add to their Theme Park. When the last player gets their opportunity to draft, they

will draft **two cards** – one Attraction and one Research card. After their turn, each player will draft one more card, but this time in counterclockwise order. These players must draft a card of a different type (for example, if a player has already drafted a Research card, they must now draft an Attraction card and vice versa). The Build Phase ends when the first player of the round drafts their final card. At the end of the Build Phase, each player will have drafted and added one Attraction card and one Research card to their theme park!

PARK PHASE

During the Park Phase, each player will be simultaneously operating their own theme park, assigning Guests to wait in queues, activating their Attractions and Research bonuses and moving their Guests throughout their park. Let's follow along with Daniel as he goes through his Park Phase on the 2nd turn of the game:

1. During the previous Build Phase, Daniel drafted the Ferry Boat Attraction and the Guest Lockers Research card, attaching it to his Ferry Boat at the end of his Theme Park. He is ready to start the Park Phase!



2. At the start of the Park Phase, Daniel will move all the Guests at his Park Entrance to the **first available space** for each of his Guests. In this case, that turns out to be the Information Booth! Daniel will then move his You Are Here token to the first Attraction before activating it,



3. Since Daniel has 4 Guests at the Information Booth, he may choose to activate the first or second ability as he has enough guests to meet the criteria for both. Daniel elects to choose the 2nd ability, which gives him either 3 Victory Points or +2 Spaces on the Marketing Track. After deciding to take the 3 Victory Points, Daniel will now move his Guests to the **next available Attraction**.



4. There is no space for Daniel's Yellow Guest at the Water Slides, so they move directly to the Gift Shop. Daniel moves his You Are Here token to the Water Slides and activates it.



Activating the Water Slides allows Daniel to move +2 Spaces on the Happiness track, but also has a  symbol. This is called an **Exit** – after activating this Attraction, Daniel will choose 1 Guest at that Attraction for each Exit symbol they activated, then return them to his Park Entrance (the empty space to the left of the Park Entrance card). These Guests will no longer be able to visit the rest of his Attractions during this round but will be available at his Park Entrance at the start of the following round! In addition, Daniel will be able to score 1 Victory Point for each  scenery in his park!

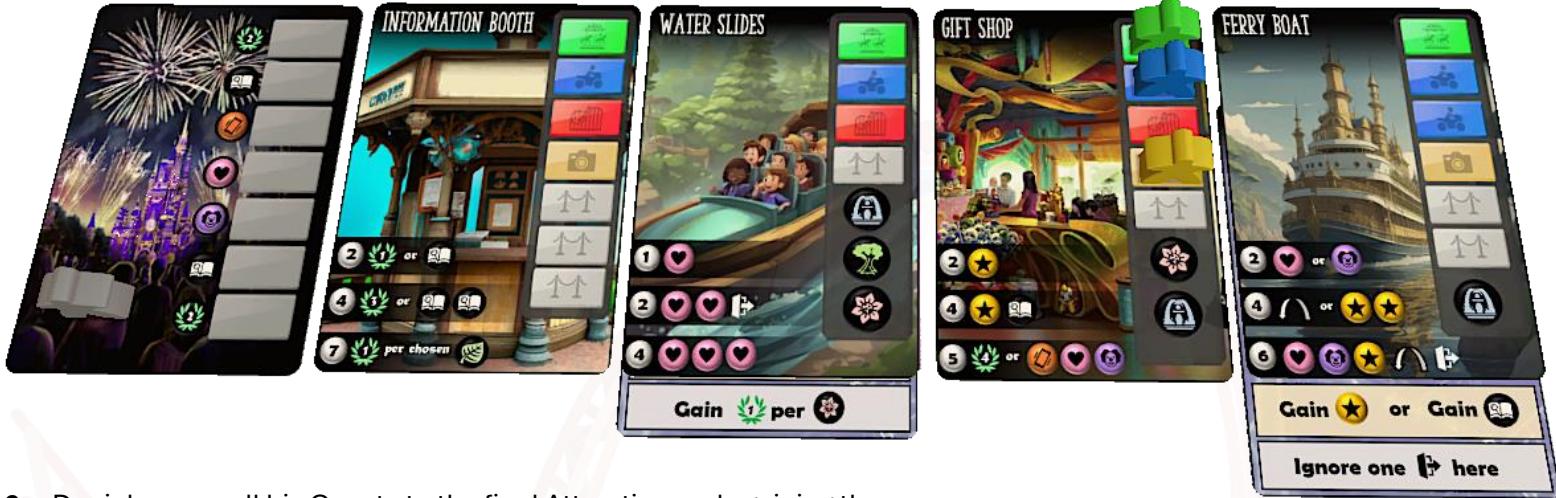
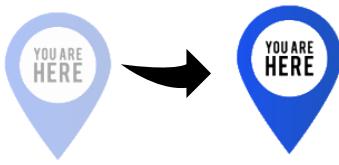
The two Happiness Daniel gained from the Water Slides was enough to reach the bottom of the Happiness Track, gaining him a bonus ability! Reaching the bottom of this track allows Daniel to

Upgrade one of the Research Cards he has attached to an Attraction, pulling it down to reveal both its silver and gold ability.

Daniel chooses to *Upgrade* the Guest Lockers Research card attached to his Ferry Boat before continuing with his Park Phase.



5. Daniel moves the rest of his Guests to the Gift Shop before activating the Attraction. Since he lost 1 Guest due to the previous Exit, he only gets the top ability, which is a Gold Star! This can be spent to move +1 Space on the Popularity, Entertainment, or Happiness Track.



6. Daniel moves all his Guests to the final Attraction, only gaining the topmost effect. However, Daniel was able to *Upgrade* the Research Card attached to this Attraction, so he may choose to gain either a Gold Star or a Marketing symbol. When a Guest reaches the end of the Theme Park, they are returned to the Park Entrance. Now that Daniel has finished, he will return the You Are Here token back to the Information Booth to prepare for the Build Phase in Round 3!



NOTE: Since the Park Phase happens simultaneously it's possible that some players will finish before others. Only once all players have completed the Park Phase will you move onto the Build Phase (or game end if at round 5).

SCENERY

Many Attractions provide you with **Scenery Bonuses** – there are 6 different types of Scenery that can be added to your Theme Park:



Archways



Trees



Fountains



Statues



Flowers



Ruins

Collecting these Scenery Bonuses allows you to gain additional Victory Points from different sources as you play Wonder Park:

Reaching the bottom space of the Marketing Track allows you to choose a Scenery Bonus, then gain 1 Victory Point for each instance of that Scenery Bonus in your Theme Park! This ability is also built into your Information Booth as well!



In addition to your Stat Tracker and Information Booth, there are many other Attraction cards and Research cards that will either provide you with additional Scenery Bonuses or score Victory Points based on the Scenery you have collected!



GAME END

After the end of the fifth round, the game is over! Players will compare the amount of Victory Points earned and the player with the most VP is the winner! In the event of a tie, the tied players share in the Victory!

Solo Mode



In the solo mode for Wonder Park, you are competing against yourself to see how many Points you can obtain, comparing your total to the chart below and trying to do better with each game! The main difference in the solo mode is the Build Phase.

During this phase, lay out 5 Research Cards and 4 Attractions in the Pattern shown to the left. **Choose any 2 adjacent cards to draft then add them to your Park.** Once per game, you may select any 2 cards in the grid to replace. Reset the center display each round before your next draft, dealing out 9 new cards.

At the end of 5 Round, compare your score using the chart below:

Score	Ranking
0-49	Tin Can Carnival
50-59	Budget Bonanza
60-69	Midway Medley
70-79	Family Fun Fair
80-89	Adventurer's Avenue
90-99	Splashdown Sanctuary
100-109	Apex Attraction
110-119	Thrill Seeker's Paradise
120+	Wonder Park

CONTACT

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