

DANGER PARK

Welcome to Danger Park, the amusement park you and your fellow investors always dreamed of building. However, it seems you are in way over your heads. The engineers have created ridiculous rides, and you really can't afford to make any serious improvements. Time to earn back what cash you can and fast... this place will get shut down when too many things go wrong.

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OBJECTIVE

Earn the most money from your rides in the amusement park before it closes.



2 - 4
PLAYERS



45 - 60
MINUTES



AGES
13+

COMPONENTS



- | | |
|-----------------|----------------|
| 1. RIDE NAME | 4. DANGER TYPE |
| 2. ABILITY TEXT | 5. EXITS |
| 3. FLAVOR TEXT | 6. RIDE TYPE |

INVESTOR TIP

Tokens are not intended to run out, so if you run short, use something else to stand in until other components are freed up!

1

CARDS

- 35 Rides
- 60 Improvements
- 12 Major Policies
- 12 Minor Policies
- 4 References

FIGURES

- 32 Ticket Booths
- 40 Single Patrons (Black)
- 20 Sick Patrons (Green)
- 5 Group Patrons (Yellow)

TOKENS

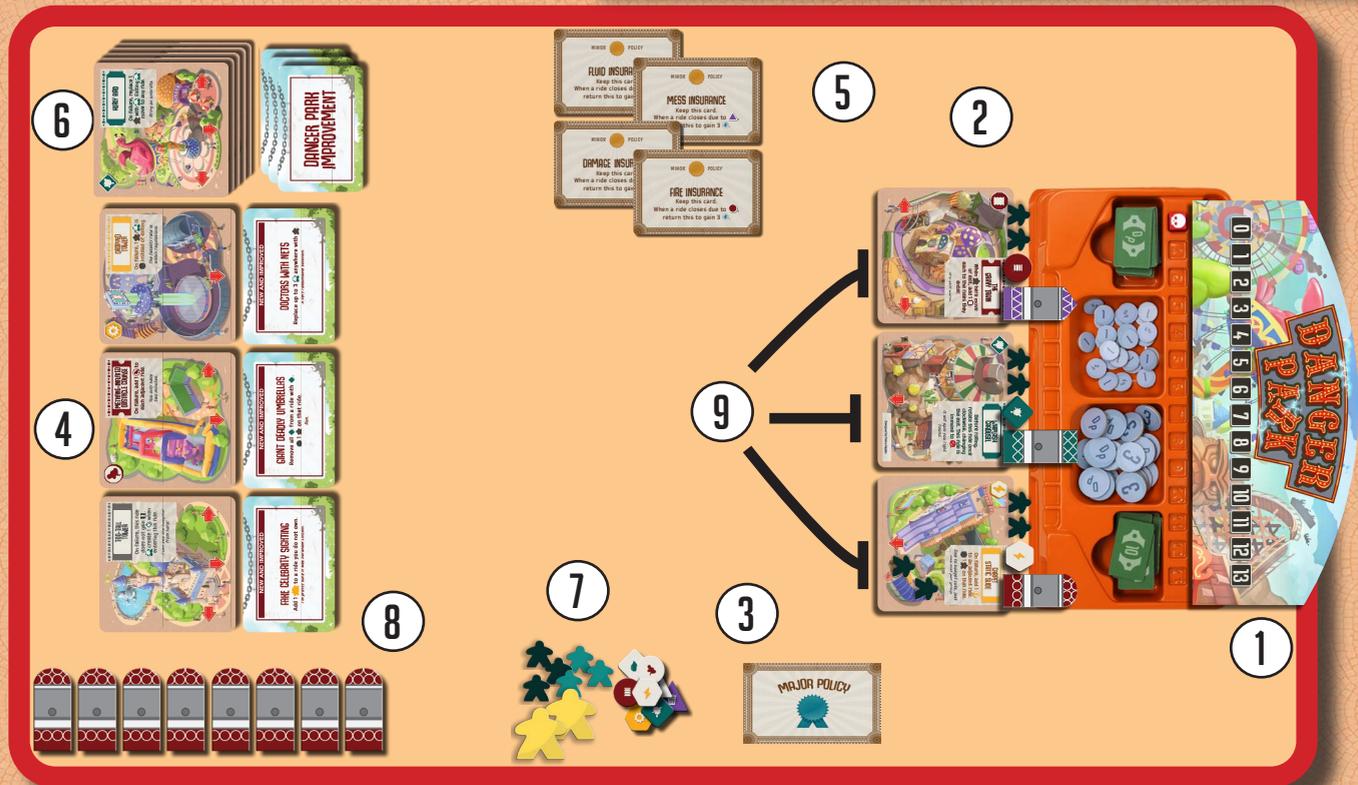
- 120 Danger
- 55 Coins
- 29 Bills
- 20 Exit Blocks

OTHER

- 3 GameTrayz
- Park Sign
- 8 Dice
- Incident Marker
- First Player Ticket

SET-UP

1. Place the **park sign** in the top of the tray and the **incident marker** in the 0 space.
2. Shuffle the **ride cards**. Place **ride cards** equal to the player count under the tray in a single row. Add one danger to each ride matching its danger type (⚡ ⚙️ ⚠️ 🗑️ 🚫 📄), and two single patrons (👤).



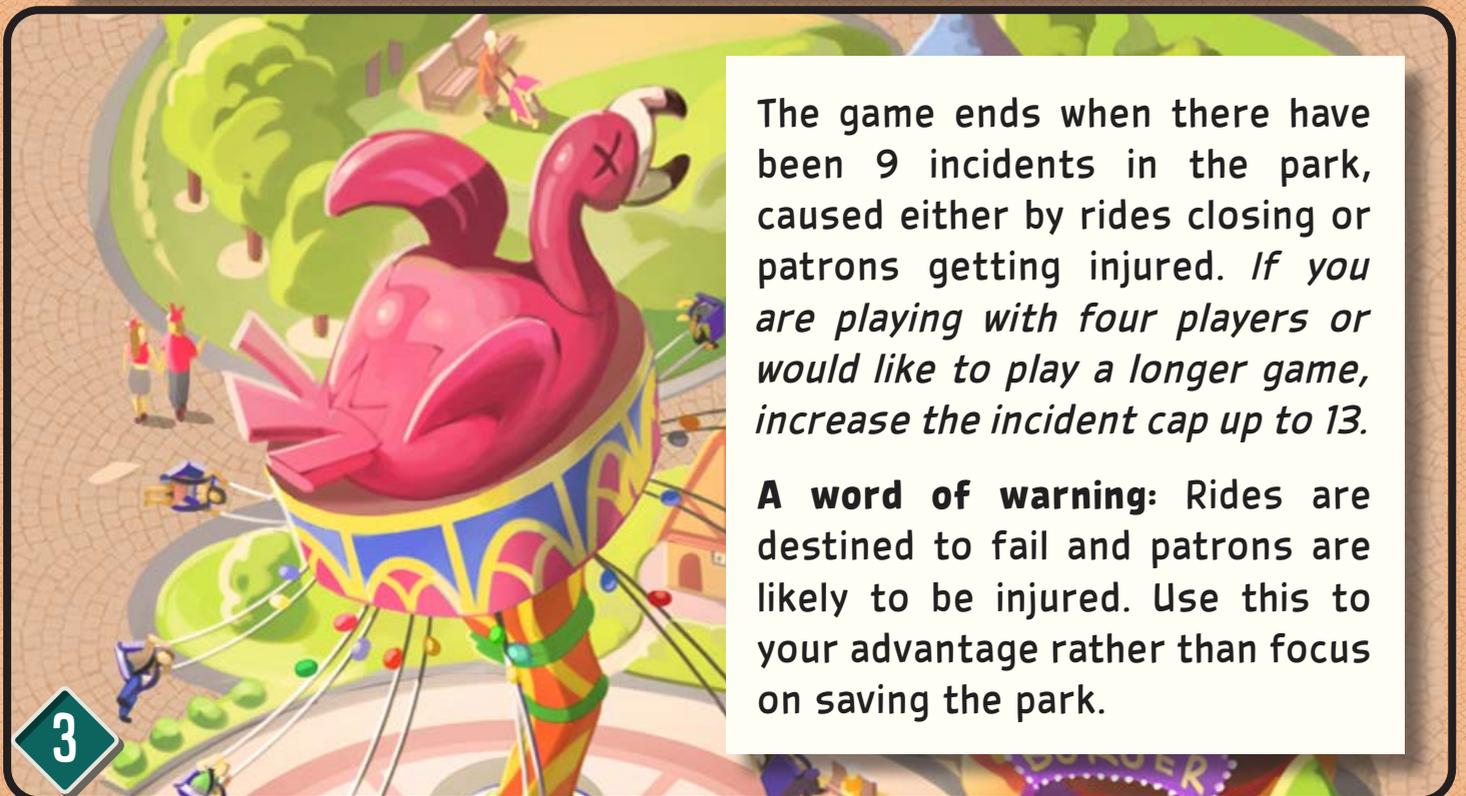
3. Shuffle the **major policy cards** and deal two to each player. Each player chooses one to keep and discards the other
4. Place the remaining **ride cards** in a face-up deck at the other end of the play area. Draw three cards face-up to form a supply.
5. Separate the **minor policy cards** into four types and set them within reach face-up.
6. Shuffle all **improvement cards** and place them face-down below the **ride card** deck. Draw three face-up and place them below the three **ride cards** in the supply.
7. Set aside the remaining patrons (👤 🌿 🌟), money (💰 📄), and tokens (⚡ 🚫 ⚠️ 🗑️ 📄) to form a token supply.
8. Give each player eight **ticket booths** and a matching **reference card** of the same color. Give the player who most recently got injured the **first player marker**.
9. Each player, starting to the right of the first player and going counter-clockwise, places a **ticket booth** on one of the rides below the park sign to claim ownership of that ride.

OVERVIEW

In **Danger Park**, players take on the roles of investors who are collectively building a dangerous amusement park through running their own individual rides. Starting with the first player and going clockwise, you will take turns placing rides, choosing investments, rolling dice, and then gathering money by using the four-phase turn structure below:

1. **Build Ride** - Choose a ride from the top row to add to the park.
2. **Take Improvement** - Use the Improvement that was under the ride.
3. **Roll Dice** - Roll for each ride you own.
4. **Gain Money** - Take money for each patron on your rides.

After each player takes their turn, the round ends, and the first player marker is passed to the left.



The game ends when there have been 9 incidents in the park, caused either by rides closing or patrons getting injured. *If you are playing with four players or would like to play a longer game, increase the incident cap up to 13.*

A word of warning: Rides are destined to fail and patrons are likely to be injured. Use this to your advantage rather than focus on saving the park.

ICONS



SINGLE PATRONS

The standard patron doesn't cause much trouble, but will easily make poor decisions alone. High injury rate.



SICK PATRONS

Sick patrons produce vomit once per round. Move them to other rides, or find a way to protect your rides.



GROUP PATRONS

Formed from five single patrons, group patrons are valuable and resilient, but they leave your rides easily.

VOMIT

Sick patrons leave a mess, unless you move them elsewhere.



MECHANICAL

Broken rides may be more exciting and make extra money.



TRASH

Fill up ride exits to trap patrons, or choose where they go.



GREASE

Oily patrons are easy to move and steal, but are also more flammable.



FLOODING

Maybe you can clean it up before it spreads too much.



ELECTRICAL

High voltage is destructive, and the patrons won't survive it.



PESTS

Infestations can move from ride to ride, which may work out for you.



GAS

It may make patrons sick... but usually it just blows up rides!



BLOCK



MONEY



ANY DANGER



TURN PHASE 1

BUILD RIDE

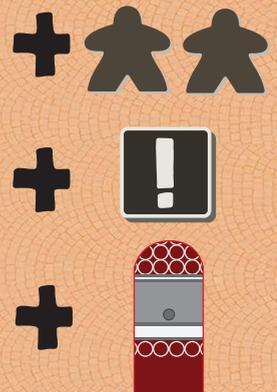
The current player selects one of the three ride cards from the supply and adds it to the park. There is no cost to take a ride, so take any one you want!

Rides must be placed facing away from the park sign, as well as adjacent (orthogonal) to any other open or closed ride (or on top of a closed ride). Rides cannot be placed diagonally or separately from the rest of the park. There is no limit to the width or length of the park, but it cannot ever go above the top row.

Once placed, add one danger of that ride's type, a ticket booth in your color, and two single patrons. A ride with your ticket booth is owned by you.

INVESTOR TIP

When placing a ride, keep in mind the exits of the rides around it. You want to try to funnel patrons to your rides, so advantageous ride placement is key!



5

TURN PHASE 2

TAKE IMPROVEMENT

The current player takes the improvement card that was below the ride card they chose. The improvement immediately takes effect before being returned to the bottom of the improvement deck. Improvement cards often target multiple rides in a row or column. This is the player's choice, and they can target a row or column with only one ride. Effects are not optional unless the improvement says so. Improvements that affect multiple rides are resolved in the order of the current player's choice.

These are different from minor policies (see *page 14: Policies*). When a ride closes, the owner of that ride takes a minor policy of their choice. If multiple rides close at the same time, choose minor policies in clockwise order from the current player. Minor policies are returned to their respective piles after use.

Improvements will immediately affect the park in a big way, potentially moving tons of patrons or closing rides. Resolve effects in the order written.

INVESTOR TIP

Improvements are a great way to close profitable rides. Carefully consider which ones will either benefit you or harm other players the most—or better yet, both!



TURN PHASE 3

ROLL DICE

Once all ride placement and improvement effects are resolved, the current player rolls dice ride-by-ride for the patrons located on their rides. **Do this individually for every ride you own in the order of your choice.** This determines if the patrons enjoy the ride or leave for another one. When you have rolled for a ride, tip your ticket booth over to show it has been rolled for and move on to the next one.

1. Choose a Ride

You will resolve everything for that ride and effects it may have before rolling for the next one (tip over ticket booths to help keep track).

2. Roll Dice

Roll one die per patron all at once, regardless of type (maximum of 8 dice, regardless of patrons).

3. Check Roll

For each die roll higher than the total amount of danger on the ride, the roll succeeds. Rolls equal to or below the total amount of danger on the ride fail. For example, since the Hurly Bird has two danger, rolls of 3 or higher succeed.



Two patrons
(two dice rolled)

Two danger
(rolls succeed
on a 3+)

Note: If a ride has no patrons on it, you simply put down its marker and do not roll for it. No before/after rolling effects occur if a ride is empty!



Fail



Succeed

TURN PHASE 3

ROLL DICE

If ANY rolls fail:

If there are any failures, resolve the ride's 'On failure' ability once, if it has one. Then add one additional danger of the ride's type to the ride (**regardless of the number of failures**). Finally, one patron exits for **each failed roll** (see page 10: Movement). Remember to resolve a ride's abilities, if applicable, before its patrons exit!

For the Hurly Bird, you will turn one single patron into a sick patron (because of the 'On failure' ability), add one vomit danger (due to any number of failed rolls), and one patron exits (due to one die failing). Note that exiting sick patrons move to any ride (see page 10: Movement).

If a ride CLOSES:

If a ride has 4+ of the same danger token, or 4+ different danger tokens, the ride closes.

While closing a ride can happen at any time, when it occurs during rolling, it happens **after** resolving any 'On failure' abilities and the patrons exiting due to the roll. Special abilities affecting exiting still apply on closure.

If all rolls succeed:

Complete any 'On success' ability and then move on to the next ride!

INVESTOR TIP

Failing rolls will cause patrons to exit, which might make you roll for them again on another ride. Consider this when choosing the order in which you roll for rides.

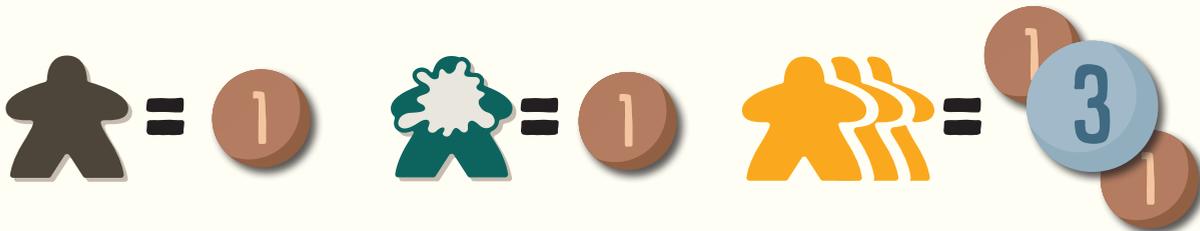
Once you have rolled for every ride and resolved all effects, you are finished rolling. Move onto the next phase of your turn (gain money).

TURN PHASE 4

GAIN MONEY



At the end of your turn, gain money for each patron remaining on your ride(s), depending on their type:



Stand up all your ticket booths and refill the supply of rides and investments so three of each are available. Be careful not to change how the cards are paired. **If there are any patrons at the park sign, they enter the park at this time, evenly divided onto any combination of open rides in the top row as the player chooses.** This includes patrons that may end up there from before the player's turn, such as due to vomit (🍷) at the end of the round.

If you are the last player in the round, also resolve any end-of-round effects and move the first player ticket.

END OF ROUND:

Add one vomit (🍷) to each ride per sick patron located there (👤). Resolve any effects or ride closures (in current turn order starting with the start player), and check if the game has ended (9+ incidents). If not, pass the player marker to the left and continue playing!

MOVEMENT

When patrons and danger **move**, they are moved by the current player according to the effect that caused the movement. Nothing can be moved out of the park, and danger moved onto closed rides is immediately removed. **All patrons that move (or exit) onto closed rides immediately exit those rides.**

When a patron **exits** a ride (one per failed roll), some specific rules must be followed for its movement:

- Patrons can only leave via the marked exits (←↓→) unless otherwise noted by a ride's ability effects.
- The player who **owns** the ride chooses how the patrons exit. *This is not always the current player.*
- More 'valuable' patrons must all exit before others: Group 🧑🏻 first, then Single 🧑, then Sick 🧑🏻.
- Patrons must move onto rides (open or closed), if available. Patrons cannot move through blocked exits (🚫) or out of the park. They cannot exit in a direction without an arrow.
- If multiple patrons exit, they must be evenly distributed among all viable exits (*they cannot all go the same way if multiple exits are open*).
- If there are no viable exits (all exits are blocked or lead out of the park), the patron(s) are placed at the park entrance (park sign tray) to be returned to the top row at the end of the current player's turn (see *page 9: Turn Phase 4—Gain Money*).
- If a ride has five single patrons (🧑) at any time, immediately replace them with a group patron (🧑🏻). Sick patrons (🧑🏻) cannot become group patrons.



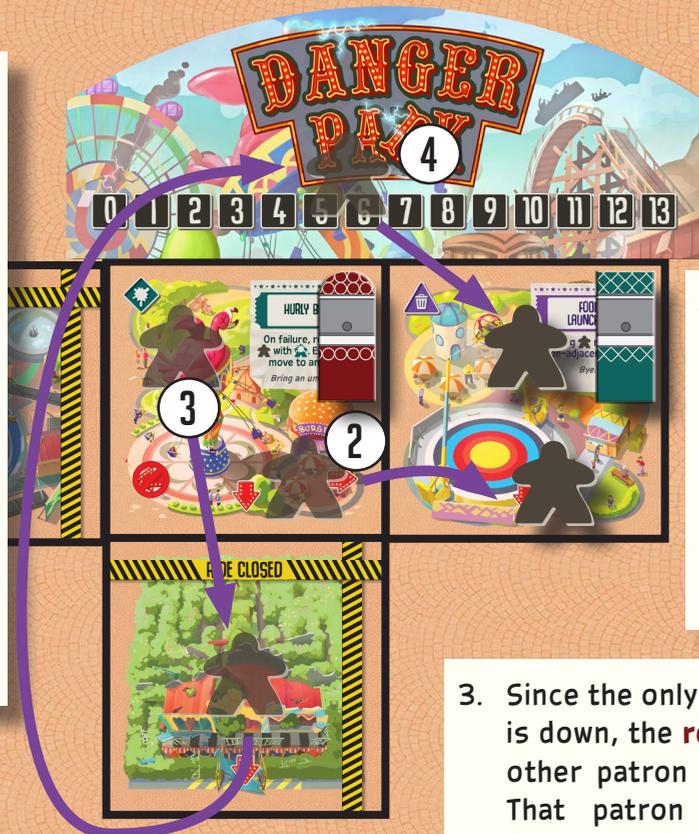
BLOCK

MOVEMENT EXAMPLES

Example 1



1. The **blue player** plays Low-Budget Signage on the column with the Hurlly Bird, causing all Patrons in that column to exit their rides. The **red player** owns the only ride in this column, so they decide how Patrons will exit their ride. Keep in mind, patrons need to move as evenly as possible and follow viable exits.



2. The left exit is blocked (🚫), so the **red player** must move one patron to the right exit, sending it to the **blue player's** ride. Nice play, **blue!**

3. Since the only other available exit is down, the **red player** sends the other patron to the closed ride. That patron immediately exits from the closed ride, and since there is no ride to exit to next, the patron returns to the park entrance.

4. After the **blue player** finishes their turn, they move all patrons on the park entrance back into the park, choosing to move the patron onto their own ride. Patrons re-entering the Park must be placed evenly throughout the rides available on the top row, but **blue player** takes advantage of the uneven distribution by prioritizing their ride first.

INVESTOR TIP

When patrons re-enter from the park entrance, they must move onto open rides in the top row. So, sabotaging all rides on the top row except for yours is a great way to funnel patrons and money to your ride!

MOVEMENT EXAMPLES

Example 2

1. The **red player** needs to roll for their ride. Before rolling, there is an effect on Prehistoric Peril that moves patrons from adjacent rides. This moves one patron from the ride beneath it to Prehistoric Peril.

2. The **red player** then rolls 3 dice, needing to get higher than a 1 (due to their ride having only one danger token). They roll a 4 and two 1's, so two rolls fail. This means the ride gains 1 danger of its type (☰) and two patrons exit.



3. Following the exit arrows, **red player** moves one patron to the right to **blue player's** Bat Mountain, and the other patron down to **blue player's** Whirl-Swirl.

4. If it isn't moved or forced to exit by other effects, the **red player** will collect \$1 (💰) for the one single patron still on their ride when they reach the end of their turn (see *page 9: Turn Phase 4—Gain Money*).



INCIDENTS

CLOSING A RIDE

If a ride gets four of the same danger, or four different types of danger, it closes! All patrons exit the ride (as if on a failed roll), then it flips over to the 'closed' side. This can happen at any time, advancing the incident marker one space. **When one of your rides closes, take a minor policy of your choice, if available.**

INJURING A PATRON

Some rides and investments will injure (👤) a single patron 🦋 (or sometimes a sick 🤒 or group patron 🧑👤). This patron is immediately returned to the supply, advancing the incident marker one space, regardless of patron type.



INVESTOR TIP

Keep a close eye on the amount of danger on each ride. Smart players keep track of exactly when each ride will likely close and potentially end the game.

If there is an incident, advance the incident marker on the park sign one space. When there are 9 or more incidents, the current round becomes the final round. **Remember, if playing with 4 players, or if you desire a longer game, you may increase this cap up to 13.**

POLICIES

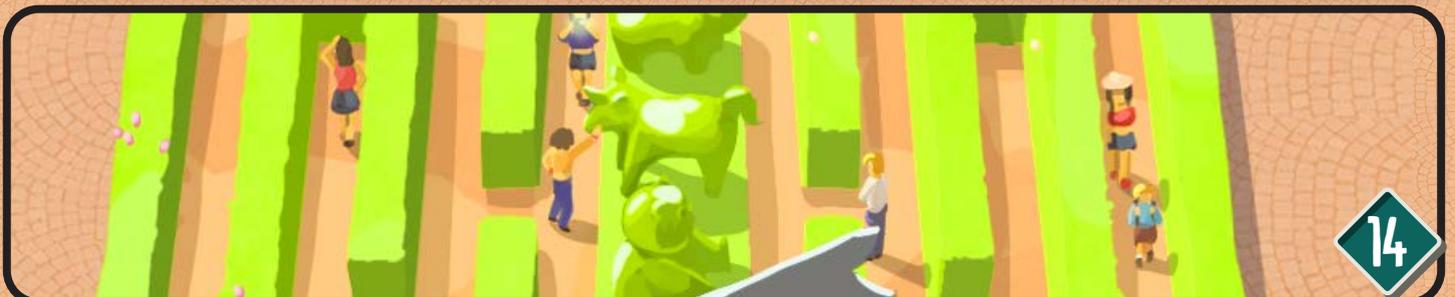
During the Set-Up phase of the game (*page 2*), each player receives two major policy cards and chooses one to keep, discarding the other. Major policies will earn you money (💰) during the game. If, at any point, the condition of your major policy is met, you can discard your card from play for its value.

While some major policies seem difficult or unlikely, there are always several strategies, rides, or improvements that can make it a reality.



Minor policies are earned when a ride you own closes. After you close your ride (patrons exit and the ride is flipped over), you can claim one available minor policy. **If multiple rides close at the same time, resolve them in current turn order, starting from the current player.**

Minor policies can be returned for money (💰) at any point when any ride closes due to the addition of the danger type listed on the minor policy card (either the fourth of a single danger type or the fourth different danger type). They can't be used for the ride that just closed, but can be used if another ride closes after it on the same turn.



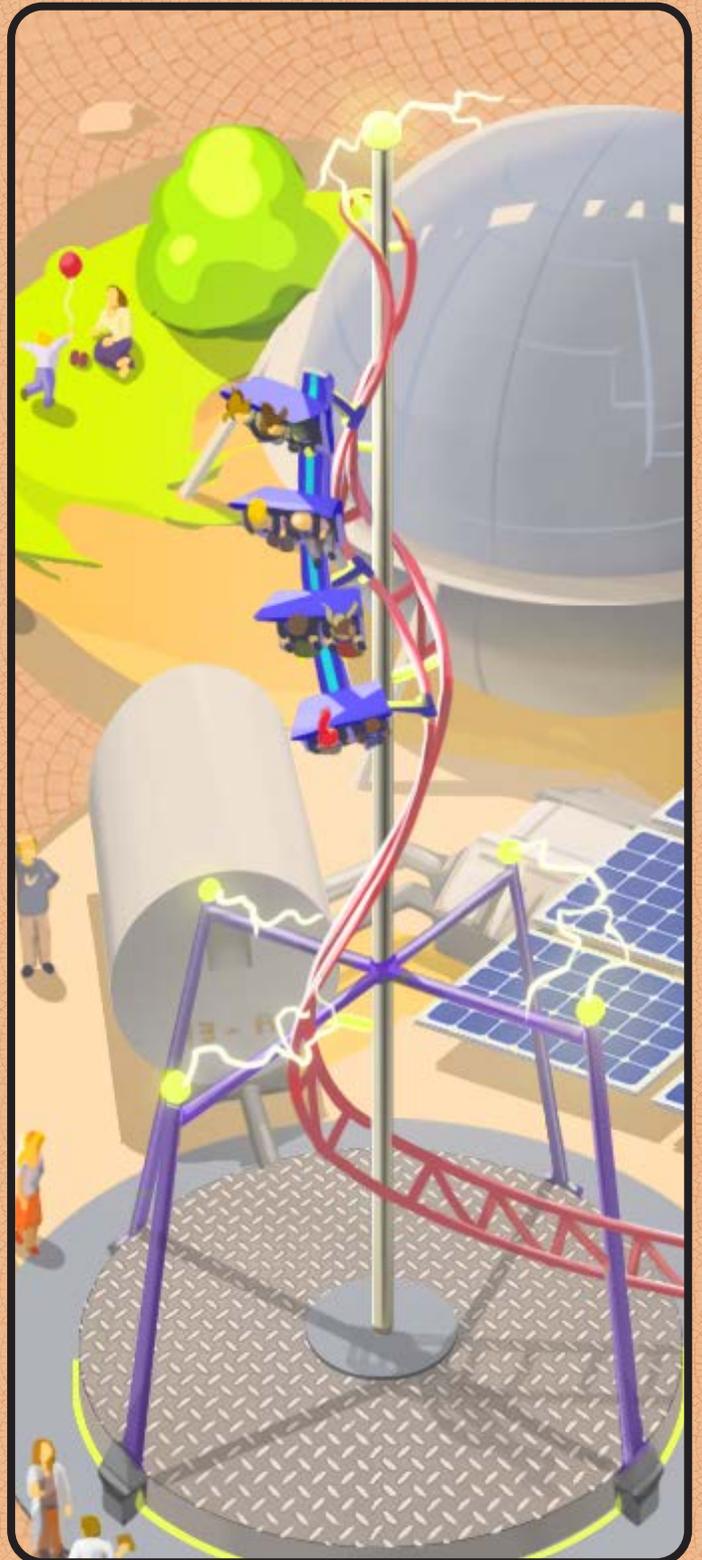
SCORING

Once there are 9* or more incidents, the current round becomes the final round. Continue playing as normal, and end the round with adding vomit (🦠) as normal.

You may still turn in major policies until after the last round of vomit is added (🦠).

The player with the most money wins the game, with ties broken in favor of the player with the most open rides remaining. If there is still a tie, the winner is whoever has the most patrons on their rides. If there is still a tie, the victory is shared.

**When playing with 4 players, or seeking a longer game, players are encouraged to increase the incident limit up to 13.*



INSERT & STANDS

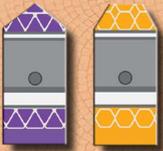


Once all components are in the park entrance tray, place the ticket and park sign on top before the lid.

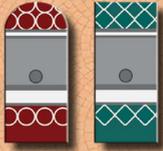
34 MEEPLES



8 OF EACH



8 OF EACH



16

APPENDIX

Adjacent: Up, down, left, or right.

Become/Replace: Return the other component to the supply.

Danger Color: This icon refers to two types of danger collectively, identified by their similar shape. If placing danger using this icon, you choose the danger type as you see fit. If counting danger by color, count both types in total.

Moving Danger: Some cards move danger. If multiple rides can be moved to, the owner of the card with the effect causing the movement chooses where each danger token moves. If tokens must move towards something multiple rides away, the owner of the card with the effect chooses the shortest path.

Danger that moves onto closed rides is returned to the supply. (e.g. Wasp-Filled Golf Carts, Magnet Suit Raffle).

Help, My Friends Are Arguing About The Rules: If a rules argument lasts more than one minute, all non-arguing players get 1  per minute spent arguing.

Immune: Certain components are removed rather than placed on that ride. (e.g. Maggot Manor, Nightmare Kid's Boat Adventure).

Reroll: You may choose which die to reroll. Reroll one die at a time.

Remove/Return: Return to the supply.

/Slash/: When there is a /slash/, the ability affects or refers to all of those icons.

Broken Tornado Warning System: All other components on each ride remain on those rides.

Complimentary Lard: When choosing a ride for the second step of this improvement, you may choose any ride in the park with the listed type of danger, not necessarily the one(s) you just targeted.

Electrician Internship Program: See 'Complimentary Lard'.

Garbage Dump Partnership: See 'Complimentary Lard'.

Glass Bottle Toss: Danger that touches two rides stays on the ride of your choice.

Danger that lands outside the row is removed.

Hindenburg Balloon Cart: See 'Complimentary Lard'.

No Bueno Boulevard: The player who plays this also gets one of those improvements. Discard extra cards.

Rotten Apple Throw: You may do this from a seated position. Danger that doesn't land on a ride is removed.

Surprise Sinkhole: See 'Complimentary Lard'.

Wasp-Filled Golf Carts: See 'Complimentary Lard'.

Fool Launcher: This only applies to exiting , not moving. You choose which rides  exit to.

Gray Rides: Rides with no associated danger type do not have danger placed on them when they open, nor do they

gain danger upon failed rolls.

Ticket To Terror: This ride must be placed adjacent to another open or closed ride. This ride may be placed on top of a closed ride.

CREDITS

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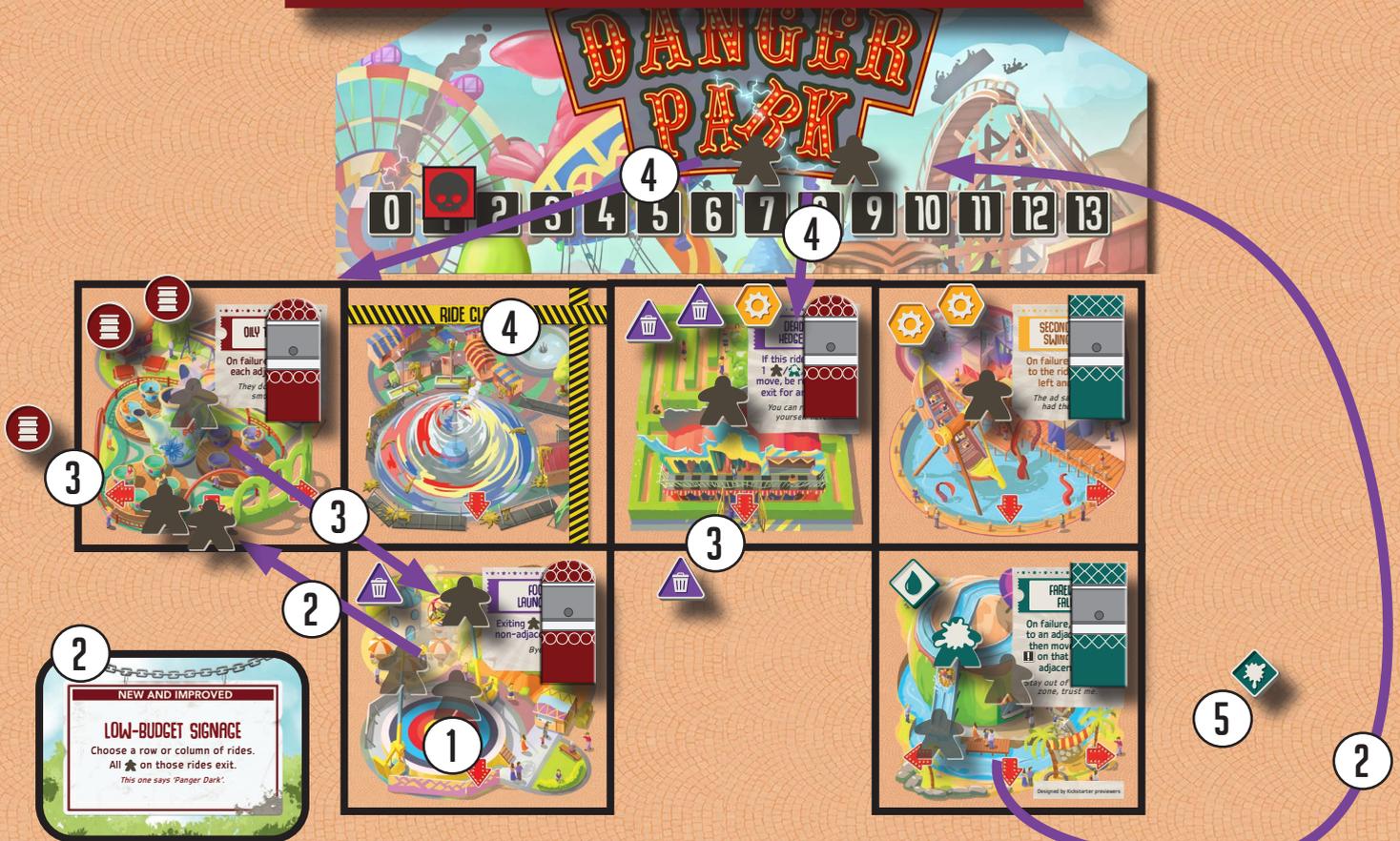
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EXAMPLE TURN



1. The **red player** selects the Fool Launcher and places it beneath a previously closed ride, hoping to catch any patrons that move there. She adds her ticket booth, a matching danger token (⚠️), and 2 single patrons (👤).
2. The **red player** then uses the improvement card that was below the Fool Launcher: Low-Budget Signage. She chooses the second row to have all patrons exit. This doesn't include the sick patron (🤢) on **blue player's** Farewell Falls, but the other two single patrons (👤) have nowhere to go, and therefore move to the park entrance. The **red player** has planned for this, since the Fool Launcher moves exiting single patrons (👤) to a non-adjacent ride instead, and moves them both to her own Oily Teacups.
3. The **red player** then rolls for her rides. She starts with the Dead-End Hedge Maze, since only having one single/sick patron (👤/🤢) there means the patron is trapped. She rolls a 2, which is a failure, and adds a danger (⚠️), but the patron remains due to the ability. She does not roll for the Fool

- Launcher, because it has no patrons, but still tips the ticket booth to show she has 'rolled' for it. She finally rolls for the Oily Teacups. Because there are three patrons, she rolls three dice, and she gets a 2, 6, and 6. With two danger, that means one failed. A patron exits to the only available space, which is a closed ride, and thus the patron ends up on the already-rolled Fool Launcher. She adds a danger (⚠️) for failing at all, and skips the ability (there are no adjacent rides for it to affect). She is then done rolling, picking her ticket booths back up.
4. She has 1 single patron on the Fool Launcher and Dead-End Hedge Maze, and 2 single patrons on the Oily Teacups, netting her a total of \$4 (💰). She then moves the two patrons on the park entrance and distributes them 'evenly' onto open rides in the top row—she prioritizes her own two rides, leaving none for **blue player**.
 5. Since it is the end of the round, the first player marker passes hands, and each sick patron (🤢) vomits. The one patron on Farewell Falls creates 1 vomit danger (🤮). Sucks to be you, blue!