



RULEBOOK



**AT DAWN, THE TRUMPETS SOUND,
MAYOR TENPENNY'S SHOVEL BREAKS GROUND, AND THE RACE IS ON!
YOU HAVE FIVE MONTHS TO TRANSFORM THE HUMBLE TOWN OF FAIRVIEW
INTO THE HOME OF THE WORLD'S GREATEST THEME PARKS.**

**GATHER YOUR TEAM OF BANKERS, REALTORS, CONTRACTORS,
BUILDERS, AND ARBORISTS.**

**CONSTRUCT RIDES THROUGH THE STONE AGE, THE AMERICAN OLD WEST,
THE AGE OF FANTASY, THE COSMOS OF SPACE,
AND THE DEPTHS OF THE SEA.**

**INSPIRE THRILL, AWE, AND JOY IN YOUR GUESTS
TO EARN THEIR TICKETS, FOR WHOEVER ATTRACTS THE MOST VISITORS AT
THE END OF THE RACE WILL BE AWARDED FAIRVIEW'S GOLDEN KEY!**

OBJECTIVE

A game of Tenpenny Parks is played over **five rounds**, called months.

Each month, players take turns placing **workers** on the game board to take actions like removing trees, building concessions and attractions, and buying more property to make their growing theme parks as attractive to **Visiting People** (VP tokens) as possible.

At the end of each month, rewards are given to the player with the park that best exemplifies raw emotions (Thrill, Awe, and Joy).

After five months, the player with the most VP tokens wins!



COMPONENTS



1 Game Board



4 double-sided Property Boards



12 double-sided Expansion Boards



1 Carousel



1 Carousel Ring



back



40 Concession Tiles



4 Reference Cards
(1 per player color)



35 double-sided Attractions Tiles
x5 Souvenir • x6 Old West • x6 Sci-Fi • x6 Undersea • x6 Fantasy • x6 Prehistoric



14 Goal Cards



35 Attractions Cards
x5 Souvenir • x6 Old West • x6 Sci-Fi • x6 Undersea • x6 Fantasy • x6 Prehistoric



13 Workers
(3 per player color, 1 tan extra action)



12 Emotions Discs
(3 per player color)



50 Tree Markers



1 Month Marker



1 Shovel Token



70 VP (Visiting People) Tokens
(27 5-VP Tokens, 43 1-VP tokens)



56 Money Tokens
(16 \$3 Tokens, 40 \$1 Tokens)

CAROUSEL ASSEMBLY

Before your first game of Tenpenny Parks, assemble the carousel:



1. Fold sides into hexagon shape.



2. Fold top, align with posts, and push through slots.



3. Insert assembled carousel into carousel ring.

SETUP

Example of a 4-player game.

- 4 Divide and shuffle each of the six types of attraction cards (as indicated by their banner color and icon), then place each stack face-up on each attraction space around the central opening of the game board.



- 1 Place the game board within reach of all players.

- 2 Place the month marker on the 1 space of the game board.

Place the extra action worker on the designated place on the game board.

- 3 Place all attraction tiles and Visiting People tokens (VP tokens) within reach of all players.

- 8 Give the shovel token to the player who most recently rode a roller coaster.

- 9 Shuffle and deal three goal cards to each player. Each player chooses two and returns the remaining card to the box. Keep the chosen cards secret, as they will be revealed at the end of the game.





5 Place the carousel and carousel ring inside the round opening of the game board. Align the carousel ring so that +\$2 is oriented toward the stack of Souvenir attraction cards.



6 Form piles of supplies by placing the following components on the table near the outside corners of the game board:

- a. All money tokens near the Banker area.
- b. All expansion boards, shuffled, in two roughly equal piles near the Realtor area.
- c. All concession tiles shuffled and face-down near the Contractor area.
- d. All tree markers near the Arborist area.



b



d



D



c

7 Reveal concession tiles equal to two times the number of players.

Example: In a 4-player game, reveal eight tiles.

10 Starting with the player who has the shovel token and proceeding clockwise, each player performs the following:

- A.** Choose and take a **property board**. Place it with either side face-up in front of them, then place a tree marker from the supply on each of the indicated tree spaces.
Note: The front side of each board is identical, while the back has a unique arrangement of tree spaces and icons.
- B.** Choose a **player color** and take the matching reference card and three workers.
- C.** Place a matching **emotion disc** of their player color on the far-left space of each of the **emotion tracks** (on top of any discs already placed there).
- D.** Take \$7 worth of **money tokens**.

11 Return all other unused components to the game box.

GAMEPLAY

A game of Tenpenny Parks takes place over five months. Each month is divided into five steps.



1. INCOME STEP

Each player takes \$3 from the supply plus any income shown on any of their built concession tiles or attraction cards.



In the first month, players will only gain \$3, as no concessions nor attractions have been built.

NOTE: This step can be performed simultaneously.

2. ACTIONS STEP

Starting with the player who has the shovel token and proceeding clockwise, each player places one worker on an action space on the game board and immediately takes the associated action.

This continues until all players have placed all of their workers.

In some cases, players may be skipped if they no longer have workers to place while others do.



ACTION SPACES

NOTE: Action spaces can hold any number of any players' workers, except for the Builder spaces.

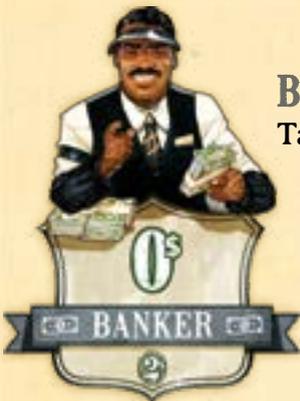
BUILDER

Pay the cost shown on the associated attraction card by returning money tokens to the supply **plus or minus the modifier shown** on the aligned carousel ring.

Next, find and place the matching attraction tile on the player's property following the placement rules. Advance on the indicated emotion track(s) if applicable.

After advancing, take the attraction card, flip it face down, and place it in front of you.

Only one worker can be placed on each Builder location each month.



BANKER

Take \$2 from the supply.



ARBORIST

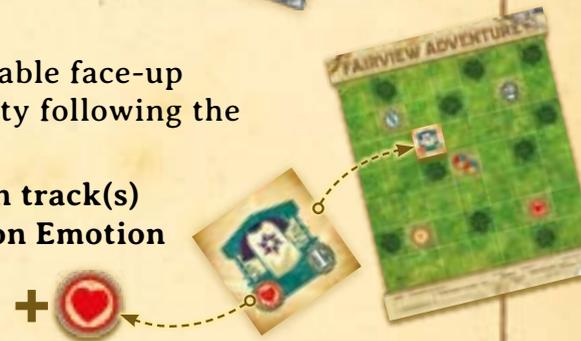
Remove up to two tree markers from the player's property and return them to the supply.



CONTRACTOR

Take one concession tile from the available face-up tiles and place it on the player's property following the placement rules below.

Then advance on the indicated emotion track(s) following the rules regarding Moving on Emotion Tracks.



REALTOR

Return \$3 to the supply and take one board from the top of either stack of expansion boards. Place it aligned to the far-right or far-left side of the player's existing property (either side facing up).

Place a tree marker from the supply onto each indicated tree space on the newly placed expansion board.

The expansion board is considered part of the player's property and players may add any number of expansion boards to their property.



TILE PLACEMENT RULES

Whenever a player places a new tile (**concession or attraction**) onto their property, the following rules must be followed:



NO OVERLAP

The newly placed tile must **not** overlap an existing tile or tree marker.



NO OVERHANG

The newly placed tile must **not** be placed so any part of it extends past the edges of the property.



NO ADJACENCY

The newly placed tile must **not** be placed so any of its sides touch another tile.



- Tiles may touch diagonally.
- Tiles may share a side with adjacent tree markers.
- Tiles may be rotated to any orientation before placement and may be placed with either side up.
- Once placed, tiles may not be moved.

When placing a new tile (concession or attraction) that covers a **single** or **double** emotion icon, **immediately advance** on the indicated emotion tracks. If it covers a \$2 or \$4 icon, take the indicated **money tokens** from the supply.

If it covers one or more **wild icons**, for each wild icon covered, advance one space on **any emotion track** of the player's choice.



MOVING ON EMOTION TRACKS

Concession tiles and attraction cards have emotion icons on them.

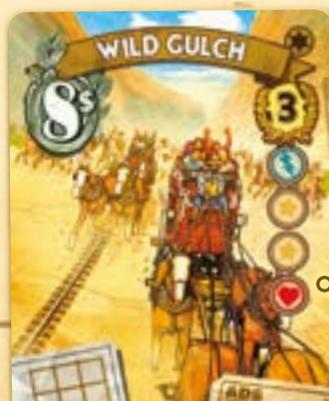
Each icon represents **one forward movement** along an emotion track.

Whenever a player earns an advancement on a track, move that player's emotion disc one space to the right on the appropriate track on the game board.

If a disc is moved from a space that contains other discs (either being moved forward or backward), do **not** change the order of the discs remaining on the space.

If a disc is moved into a space that already contains one or more other discs, place the moving disc **on top** of the other discs.

If a disc would be moved **past the end of the track**, instead move it **on top** of all other discs on the final space.



3. BONUSES STEP

Evaluate each of the emotion tracks on the game board in order from top to bottom starting with the **THRILL** track.

The player **farthest forward** along each track **chooses** which bonus to accept associated with the track.

If multiple players are in the same space farthest along a track, the player with their emotion disc **on top** is considered farthest along.



THRILL

The player farthest along the track may either:

- Move their disc backward one space and take the extra action worker for use during the next month's Actions step.
- Or take 1 VP token and return the extra action worker to its designated place on the game board.



AWE

The player farthest along the track may either:

- Move their disc backward one space and take the shovel token. They will rotate the carousel ring during the Cleanup step of the current month.
- Or take 1 VP token and give the shovel token to the player on their right.



JOY

The player farthest along the track may either:

- Move their disc backward one space and take \$3.
- Or take 1 VP token.



NOTE: In a 3- or 4-player game, in addition to the bonuses listed above, the player whose disc is second-farthest along each emotion track takes 1 VP token.

This is evaluated before emotion discs are moved this step.



4. ADVERTISING STEP

Each player decides if they would like to spend money tokens to advertise any or all of their attractions.

To advertise an attraction, the player **must** pay the advertising cost shown on the associated attraction card by returning money tokens to the supply.

They then take the indicated number of VP tokens.

This can be done once per attraction per month.



NOTE: This step can be performed simultaneously, but upon a player's request, advertising decisions should be made in player order, starting with the player with the shovel token.

5. CLEANUP STEP

In order, perform the following steps:

- 1. REFRESH THE CONCESSIONS:** Return any remaining face-up concession tiles to the box. Then reveal tokens equal to two times the number of players from the remaining face-down tiles.
- 2. RETURN ALL WORKERS:** Return all workers from action spaces to each player's area.
- 3. ROTATE THE CAROUSEL:** The player with the shovel token rotates the carousel ring, choosing a new position by turning it any number of spaces.
The position must change as a result of the rotation.
- 4. ADVANCE THE MONTH:** If the month marker is already on the fifth space, proceed to the game end. Otherwise, move it to the next space and begin the next month starting with the Income step.



GAME END

Once the **fifth month** is complete, players will tally their **final scores**.
Each player takes VP tokens for the following:



GOALS

Each player reveals their goal cards and takes **3 VP tokens** for each goal they have successfully satisfied.



ATTRACTIONS

Each player takes VP tokens equal to the **total VP** shown on all of their attraction cards.

EMOTIONS BONUSES

Each player takes **5 VP tokens** for each of their emotion discs that ended above the eighth space of the emotion tracks.



ATTRACTION COUNT BONUS

Each player takes **5 VP tokens** for having six or seven attraction cards, or **10 VP tokens** for having eight or more.

THE PLAYER WITH THE MOST TOTAL VISITING PEOPLE WINS!

In the case of a tie, the tied player with the most money wins. In case of a further tie, the tied player closest (clockwise) to the player with the shovel token wins.

CREDITS

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SOLO RULES



When playing Tenpenny Parks solo, the player competes against a virtual player named Becky. Becky takes simplified actions, builds attractions, and gains VP tokens as a human player would, but does not gain money tokens.

At the end of the game, if the player has accumulated more VP tokens than Becky, they win!

The game is played in the same way as a 2-player game, but setup and gameplay steps are slightly adjusted as described below:

SETUP

Give Becky three workers and the emotion discs of the same color. Becky does **not** start with, gain, or use a property board, any goal cards, or any money tokens.

The human player starts with the shovel token. Place Becky's emotion discs on top of the player's discs on the emotion tracks.

1. INCOME

Becky does not collect income.

2. ACTIONS

During the Actions step, the player and Becky alternate turns placing workers in the same way as in the multiplayer game, starting with whoever has the shovel token. When Becky takes an action, she places her worker according to these rules:

- **FIRST ACTION:** Becky places a worker on the Builder location whose associated attraction costs the **most** (including any modifier on the carousel ring).
- **SECOND ACTION:** Becky places a worker on the Builder location whose associated attraction costs the **least** (including any modifier on the carousel ring).
- **THIRD ACTION:** Becky places a worker on the Contractor location. Reveal a **random** face-down concession tile and advance Becky's emotion disc(s) on the emotion track(s) as indicated on the revealed concession tile (if applicable).

If the revealed concession tile shows income, Becky takes VP tokens equal to the income shown. Return the revealed concession tile to the game box.

When Becky selects the Builder action, she takes the attraction card and advances her emotion discs on the emotion tracks (if applicable).



When choosing a Builder location with attractions tied for most or least cost, Becky first chooses the

one that gives her the most movement on the emotion tracks.

If still tied, she chooses the one that gives her the most VP tokens at the end of the game. If still tied, the player chooses which attraction Becky takes.

NOTE: When Becky takes an attraction card, it's important to keep track of which attraction card she most recently collected for use during the Advertising step.

3. BONUSES

Whenever one of Becky's emotion discs is ahead of the player's disc on a track, Becky takes the 1 VP token bonus. As a result, her emotion discs do **not** move during this step. However, if Becky is ahead on the Awe track, she **also gains or keeps** the shovel token for the next month.



4. ADVERTISING

Becky always advertises her most recently gained attraction. She **does not** spend money tokens when doing this, but still gains the VP tokens for advertising.

5. CLEANUP

If Becky has the shovel token, she rotates the carousel ring exactly one space clockwise.



GAME END

When tallying scores, the player gains VP tokens in the same way as the multiplayer game. Becky does not score goal cards. She gains the VP tokens shown on all of her attractions, any emotion bonuses earned, and the attraction count bonus (which will always be 10 VP tokens).

At the end of the game, if you have scored more VP tokens than Becky, you win!

NOTE: For a more difficult game, swap Becky's first and second actions. This means that she will place her worker on the least expensive attraction for her first action, and she will place her worker on the most expensive attraction for her second action.