Imagineers

PROTOTYPE

Overview

Welcome Imagineers, to your very own fun-filled AMUSEMENT PARK! If you want to succeed, you'll need to build new Attractions, upgrade your Roller Coasters, and enlist the aid of the park's staff, in order to draw in the big crowds! (and the big bucks!)

Earn money and make your guests happy by building attractions they want to ride. The higher the happiness of your guests, the more fame you will gain in return! But while money and happiness are wonderful things, in the end it is FAME that truly determines who is the greatest of all Imagineers!

Contents

1 Park Board
(double-sided – Day and Night)

4 Path Tiles

1 First Player Token

4 Double-sided Roller Coaster Boards

40 Dounble-Sided Ownership Markers (10 in each player color)

4 Roller Coaster Entrance Tiles

42 Park Tiles (double sided – Attractions or Roller Coasters)

Family

Thrill Seekers

Water Park

Roller Coaster

24 Guest Meeples

Family   Thrill Seekers   Water Rider

1 Reviewer Meeple
(Reviewer for Solo Play)

12 Movement Cafrds

12 Event Cards
(including 1 special "Last Round" card)

SHOOT OUT   KNIGHT QUEST
Hauntsville   Gearloose

4 Happiness Discs

4 Money Trackers

4 Fame Trackers

1 Mess Token
(orange cone)

1-4 players   45 min   Age 12+

Complexity

MAPLE GAMES

Game Setup

1 Place the **Park board** in the center of the Table. You can choose to use either the A or B side. Cover the indicated Attractions with Path tiles depending on the number of players.

> **1A** 1-4 Player Game - Cover these spaces.
> **1B** 1-4 Player Game - Cover these spaces.

2 Each player chooses a themed **Roller Coaster Board** and matching **Roller Coaster Entrance Tile**, as well as **10 Ownership trackers** and a **Fame tracker** of the matching color. Each player also takes a **Money** tracker and a happiness tracker.

3 Turn your Roller Coaster board to match the number of players (1-4 players).

4 Place your **Money tracker** on the "**4**" space on your Money track and place your **Happiness tracker** on the "**3**" space on your Happiness track of your Roller Coaster board.

5 Place all **24 Guest meeples** onto the board. Draw and place 2 random meeples onto each path space that shows the starting (★ ★) icons. You can mix guests in a bag or the box top to randomize.

6 Shuffle the **Movement cards** and create a facedown Movement deck based on the number of players (see table below). Extra Movement cards are returned to the box.

7 Set aside the "Last Round" Event card. Shuffle all other **Event cards** and create an facedown Event deck based on the number of players (see table below). Shuffle two of these cards with the "Last Round" card and place them on the bottom of the deck. Extra Event cards are returned to the box. (*see Deck Setup below*)

8 Split the **42 Park tiles** into 2 equal stacks, shuffle each stack and create one stack with the tiles showing the Attractions side up and another stack showing the Coaster Upgrades side up.

9 Each player gives their **Fame tracker** to the Player who last visited an Amusement Park. That player mixes all the Fame trackers in their hand and randomly stacks them on top of each other on the "**0**" space on the Park board. The player with their **Fame tracker on the TOP** of the stack takes the First Player token and will begin the game as the **First Player**, and play will proceed in a clockwise direction.

> Stacked Fame trackers also determine the starting player.

10 In reverse player order (starting with the last player and going counter-clockwise), players choose one of the preprinted red Attraction spaces on the Park board and place their **Roller Coaster Entrance tile** on it, marking it with one of their Ownership markers. The remaining Ownership markers are placed near each player's Roller Coaster board for later use.

11 In player order, each player takes **2 tiles** (1 from the Attractions stack and 1 from the Coaster Upgrades stack). This forms the player's starting hand of tiles.

Deck Setup

Number of Players	Number of Cards in the Movement Deck	Number of Cards in the Event Deck
2	10	9 + Last Round
3	9	8 + Last Round
4	8	7 + Last Round

3 Player Game Setup
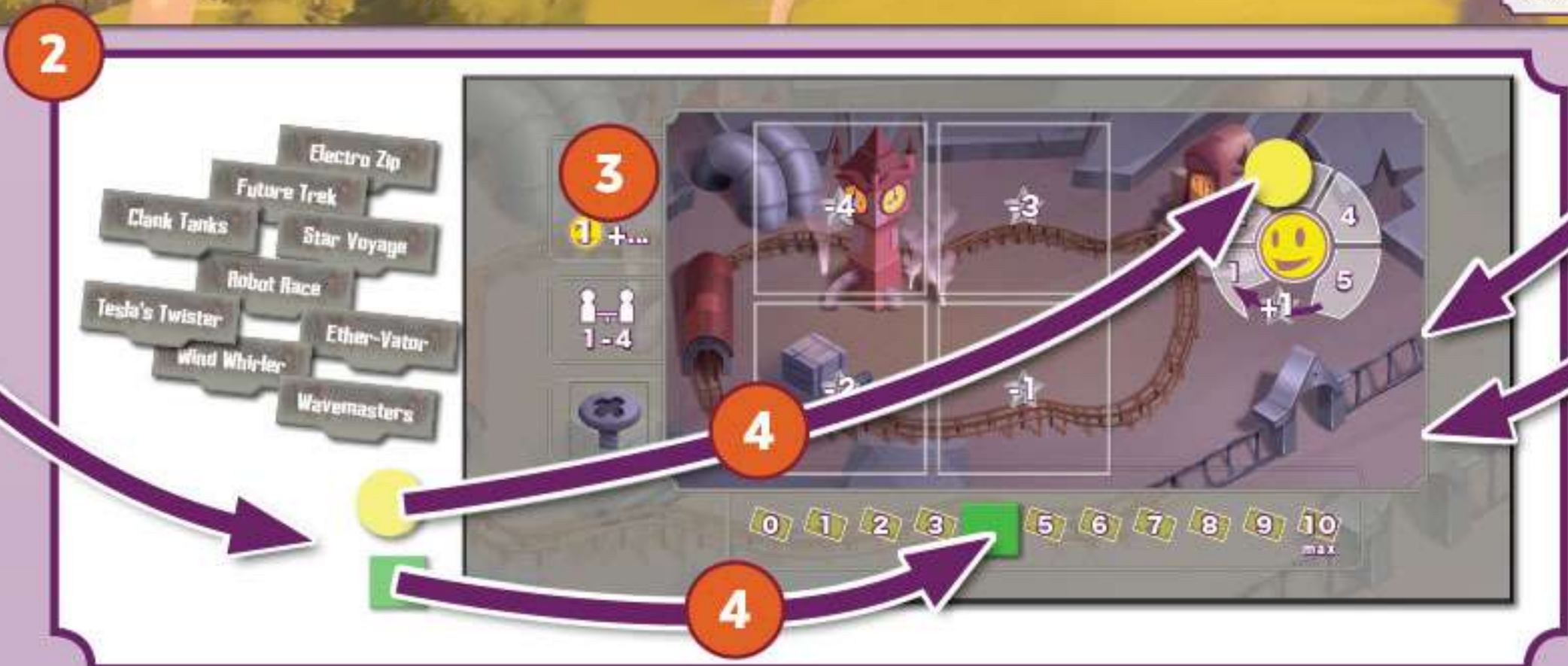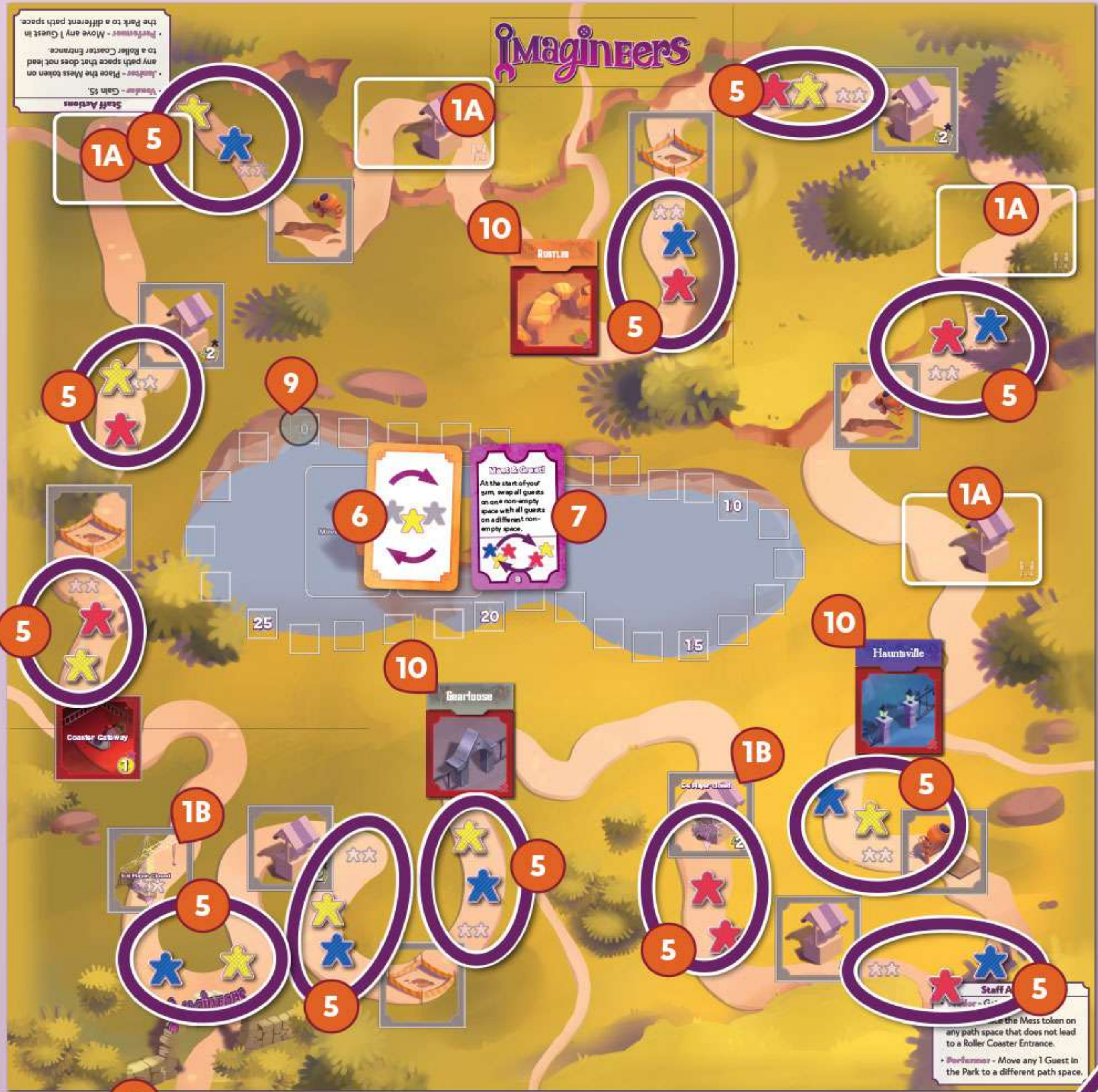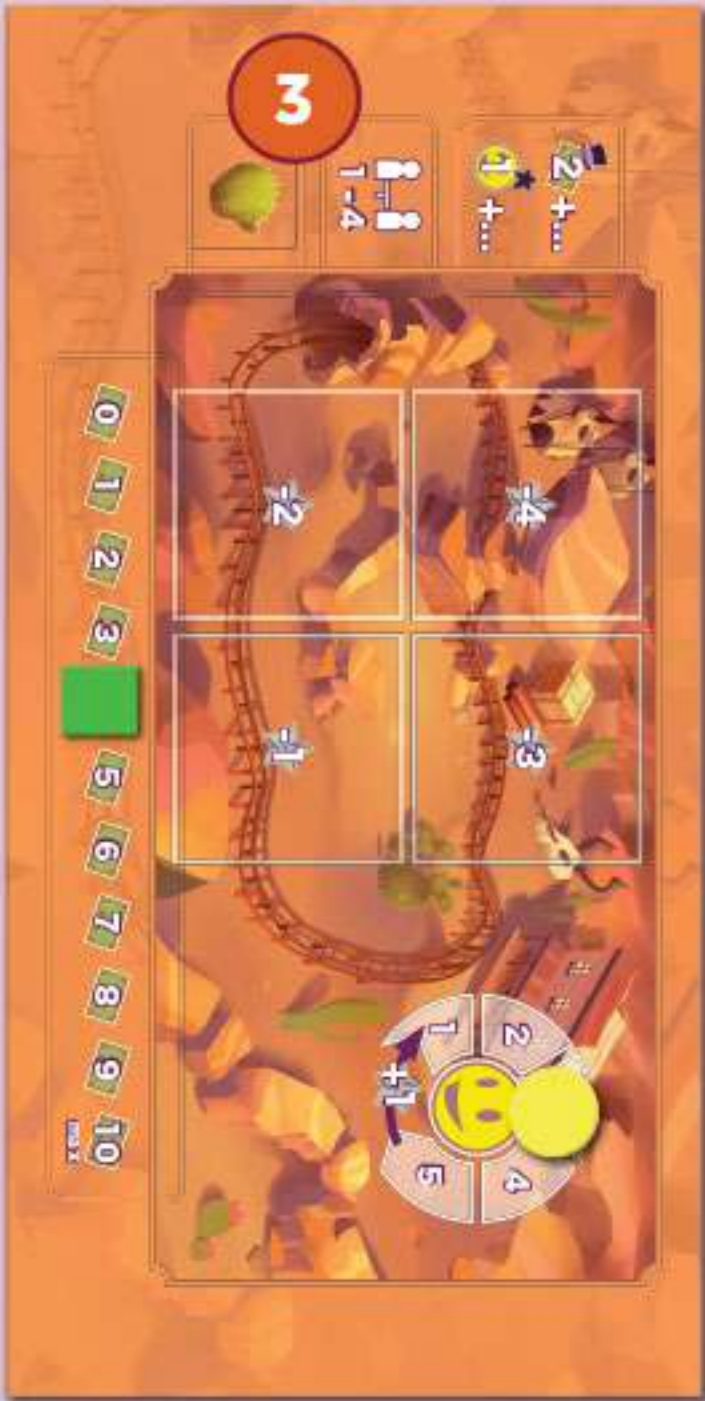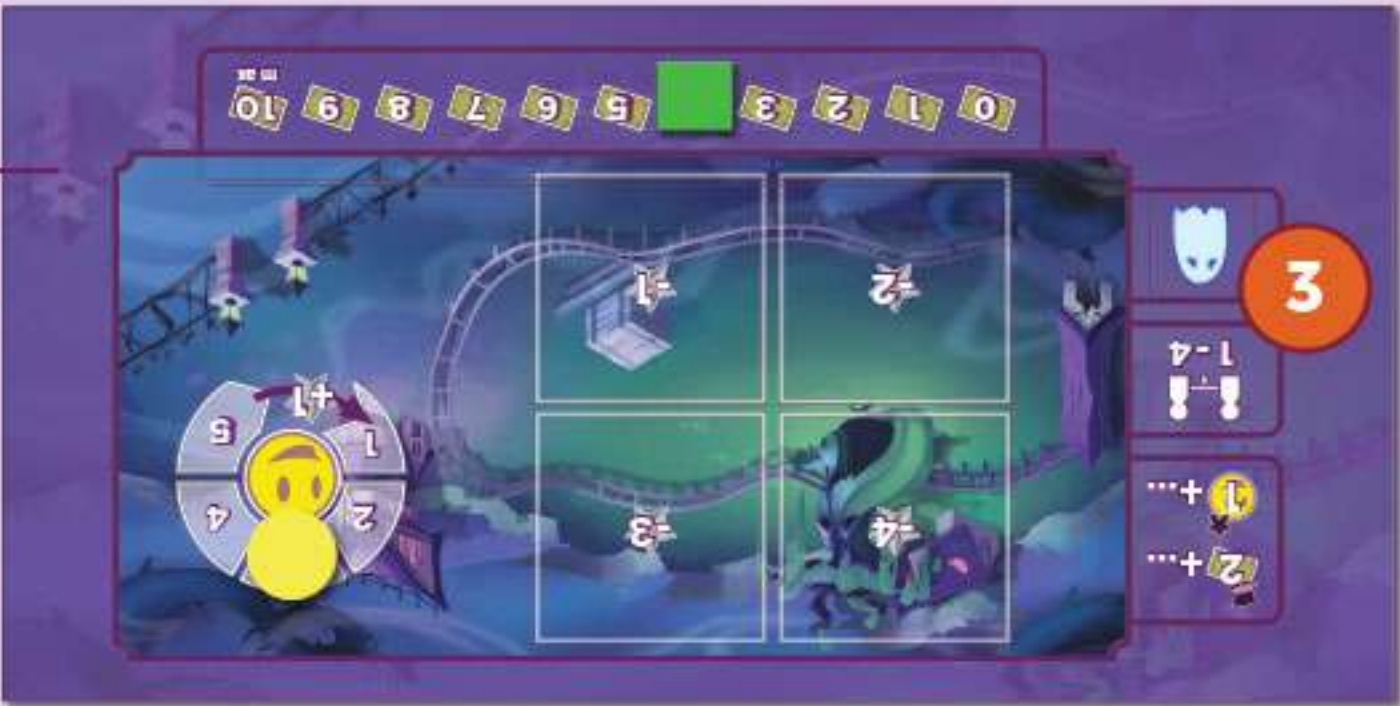
Game Play

The game is played over a series of rounds, ending at the completion of the round where the Last Round/End of Season card is revealed. At the beginning of each round, the first player reveal **1 Movement** card and **1 Event** card from their respective decks.

These two cards are in effect until the end of the round. The Movement card tells which Guests may move that round, while the Event card changes the rules of the game for that round.

On a player's turn, they must perform the following 3 Steps:

1. Play One Park Tile

2. Move Guests

3. Take One New Tile

Once these 3 Steps are completed, play passes to the next player in a clockwise direction.

1. Play One Park Tile

Each Park tile is double sided: One side features an Attraction that can be built in the Park, while the opposite side features a Roller Coaster track that may be built to upgrade a player's Roller Coaster board. A player may play a tile from their hand to do 1 of the 3 following options:

A. Build an Attraction

B. Upgrade Your Roller Coaster

C. Perform a Staff Action

A. Build an Attraction: Place a Park tile (Attraction side up) on any empty space in the Park and then pay its cost (shown in the upper left corner of the tile) by moving your Money tracker on your Roller Coaster board accordingly. Mark your new Attraction with one of your Ownership markers.

Water   Thrill   Family

Attractions come in 3 types with unique colors and backgrounds:

If there are no empty spaces in the park to build an attraction, then you may pay the cost of one of your opponent's Attractions to deconstruct it and remove it from the board and replace it with one of your own attractions by paying its cost.

An Example of an Attraction tile is shown below:

① **Contruction Cost**

② **Ownership Token -** Orange player's Attraction.

③ **Point Value** - Fame points for endgame scoring only
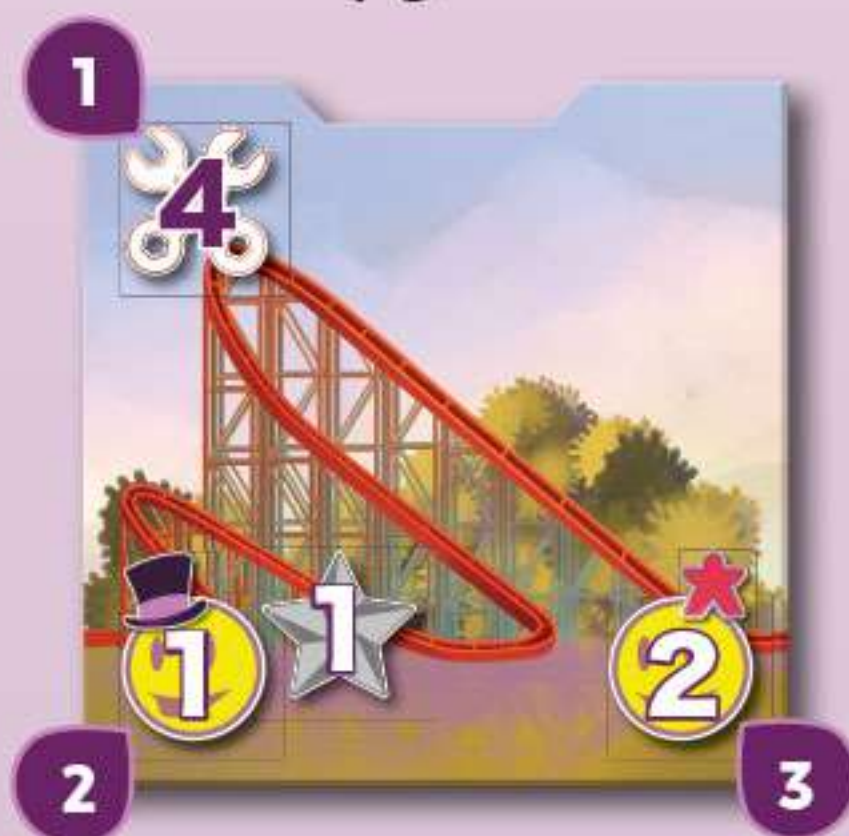
④ **Cash earned by owner -** The Orange Player earns $1 if blue guest comes to ride their Attraction.

⑤ **Blue (Water) Attraction -** A player may only score this Attraction with a Blue Guest.

⑥ **Happiness Score -** The player riding this Attraction receives 1 Happiness.

B. Upgrade Your Roller Coaster: Place a Park tile (Coaster Upgrades face up) on an empty space on your Roller Coaster board and then pay its cost (shown in the upper left corner of the tile) by moving your Money tracker on your board accordingly. You may replace existing Coaster Upgrades tiles on your board at no cost.

An Example of a Coaster Upgrade tile is shown below:

❶ Contruction Cost

❷ Rewards earned by owner - The Orange Player earns 1 Happiness and 1 Fame if a red Guest rides their Roller Coaster featuring this upgraded track.

❸ Happiness Score - A player riding this Roller Coaster receives 2 Happiness if it features this Coaster Upgrade.

❹ Base Reward For Owner- The owner always earns $2 when a red Guest lands on their Roller Coaster Entrance tile, in addition to any additional rewards provided by upgrades ❷.

❺ Base Reward For Player - The current player always earns 1 Happiness when they move a red Guest to a Roller Coaster Entrance tile, in addition to any additional rewards provided by upgrades ❸.

IMPORTANT: *In Imagineers, Attractions are rides on the Park board, and not your Roller Coaster. Any Event that affects Attractions does not affect Roller Coasters.*

C. Perform a Staff Action: Discard either tile from hand (returning it to the game box) and choose 1 of the 3 following Staff Actions:

- **Vendor -** Gain $5. Money maxes out at $10, so players may not move past the $10 mark on their Roller Coaster board.

- **Janitor -** Place the Mess token on any path space that does not lead to a Roller Coaster Entrance. Immediately move all Guests from the affected space clockwise, dropping 1 Guest at a time on the next path spaces with 3 or fewer Guests, until all the Guests from the Mess space have moved. Guests moved this way do not enter Attractions and score no Money, Fame or Happiness. The Mess token gets removed at the beginning of each new round (when the new movement and event cards are revealed).

Note: During movement, Guests will skip over the path space that has the Mess token.

- **Performer -** Move any 1 Guest in the Park to a different path space. The Guest may not move onto a path space that has 4 Guests or the Mess token.

2. Move Guests

To move Guests, pick a path space on the board that satisfies the Movement card requirement for this round. (Example: if the Movement card requires a red Guest, the player must choose a path space with a red Guest on it.)

Pick up all the Guests from the chosen path space and, going clockwise, drop off one Guest at a time on the next Attraction spaces on the board until all Guests have been moved. Attractions with path spaces leading to them containing 4 Guests are considered crowded, and must be skipped over. You must also skip over any Attraction with a path space containing the Mess token. Continue placing at the next non-crowded, non-messy Attraction space.

Next, going space by space, check to see if the placed Guest matches the color of the Attraction they are on. If the Guest does not match, just slide it from the Attraction tile to the path space leading to the next Attraction. If the Guest does match, it scores. The top hat icon (🎩) shows how much Money the OWNER of the Attraction receives. The meeple icon (♟) shows how much Happiness you (the ACTIVE PLAYER) receive for riding on the Attraction. If you move a Guest to an Attraction you own, you earn both the Money and the Happiness!

Movement Example

❶ The Blue player enters the blue Attraction.

❷ The OWNER scores $1 and the PLAYER scores 1 Happiness.

❸ The Player moves blue guest onto the next empty Path space.

After scoring a Guest, slide them off the Attraction tile onto the path space leading to the next Attraction (but remember to skip over any path space that has 4 Guests or the Mess token).

If a Guest is moved onto a pre-printed Shop, or a red Guest is moved onto a pre-printed red Attraction, then the active player gains the Money / Happiness shown next to the meeple icon printed on the board. (Nobody owns these spaces).

Roller Coasters can only be ridden by red Guests (unless specified differently on an Event card). If a red Guest is moved onto any Roller Coaster Entrance Tile, the OWNER of that Roller Coaster receives all Money, Happiness and Fame shown below all the top hat icons on their board. The player who moved the Guest to the Entrance gets all the Happiness icons below the meeple icons on the owner's Roller Coaster board. If the red Guest was moved by the owner of that Roller Coaster, they get all the Money, Happiness and Fame shown on their own board.

Note: *Guest meeples that land on an Attraction that does not match their color don't score anything and simply exit onto the next available path space.*

Scoring Example

Ken moves a group of 2 Guests, a red and a blue. There is a yellow and a red Attraction ahead. Ken drops the blue Guest onto the yellow Attraction and the red Guest onto the red Attraction. The blue Guest doesn't score for anyone and simply slides down to the next path. Because the red Guest landed on an Attraction owned by Chris, Chris now makes $1 for "attracting" Ken's Guest, and Ken gets 5 Happiness in return.
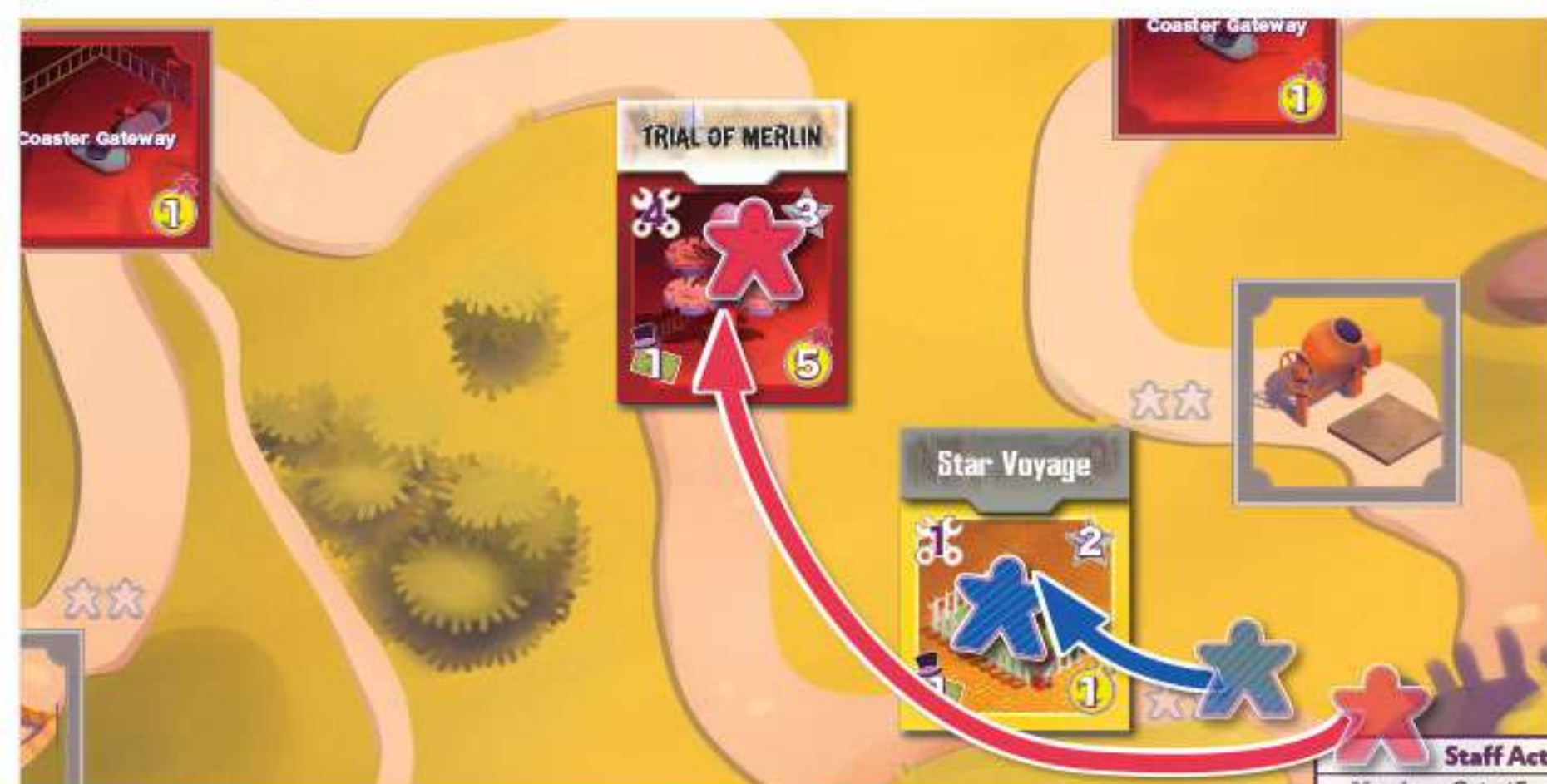
3. Take One New Tile

Pick 1 tile from either of the 2 Park stacks near the board. You are not allowed to flip tiles over to see what is on the other side before making your choice. After drawing a tile, you will have a hand of 2 tiles again.

Tip: *The combined Construction Cost of both sides always equals 7.*

Scoring Money, Happiness, and Fame

Money is tracked on each player's Roller Coaster board. Players get a maximum of $10. Money gained beyond that is lost.

0	1	2	3	4	5	6	7	8	9	10 max

Happiness is tracked around the wheel on each player's Roller Coaster board. Once a player passes the "5" Happiness mark on the wheel, the tracker wraps around to "1" and the player receives 1 Fame point on the Fame track in the middle of the Park board.

Fame is scored immediately on the Fame track on the Park board when Guests ride Roller Coasters OR when a player's Happiness track wraps around to the "0" location (see above).

Ending the Round

Once each player has had their turn to **Play One Park Tile**, **Move Guests** and **Take 1 New Tile**, then the current round is over. Pass the First Player token to the player that is furthest back on the Fame track. In case of a tie, the player with their token on BOTTOM of the furthest back stack gets to be the First Player next round.

The next round begins by revealing 1 new Movement card and 1 new Event card.

If the new Event card revealed is the "Last Round" Event, this will be the final round of the game.

If the Mess token is on the board, remove it until the Janitor Staff action is taken again.

Game End and Scoring

The game ends after the "Last Round" card has been revealed and all players have take their final turn. (All players take an equal number of turns each game).

To calculate your final score, add the Fame value from each of your Attractions in the park (Do NOT add the fame points on your Coaster Upgrade tiles) to your current amount of Fame from the track in the center of the Park board, then subtract any negative Fame points still showing on your Roller Coaster board.

The player with the highest total Fame is the winner, earning the title of Head Imagineer!

In case of a tie, the player with the most *Money + Happiness* left over wins the tie. If a tie still persists, the victory is shared.

Final Scoring Example

27 + 11 - 3 = 35

Quick Reference

On a player's turn, they must perform the following 3 Steps:

1. Play One Park Tile

A. Build an Attraction

B. Upgrade Your Roller Coaster

C. Perform a Staff Action (discard tile from hand)

- **Vendor** - Gain $5

- **Janitor** - Place Mess token onto any path space (cannot lead to a Roller Coaster entrance). Drop off Guests one at a time along the path.

- **Performer** - Move any Guest in the Park to a different path space.

2. Move Guests

Pick a path space on the board that satisfies the Movement card requirement for this round.

Move Guests one at a time to Attractions.

If the Guest color matches the border of the Attraction:

- OWNER of the Attraction receives (🎩) awards.

- ACTIVE PLAYER receives (♟) awards.

- Guest exits Attraction and follows the path and waits in line for the next Attraction.

If the Guest color DOES NOT match the border of the Attraction:

- Guest exits Attraction and follows the path and waits in line for the next Attraction.

The maximum number of Guests on any Path is 4. If a Guest exiting the Attraction would be a 5th Guest, or if the Mess token is present, they instead move to the next open path.

3. Take 1 New Tile

About the Artist

Apolline Etiénne - a prolific French artist living in Scotland. Before working on Imagineers, she was the lead artist on games such as Wreck Raiders and Borders of Kanta. Apolline studied at Ecole Superieure des Arts de St-Luc in Brussels, graduating 2009 with a degree in animation. In her free time Apolline is an avid gamer, enjoying Role Playing Games with her friends. (www.artstation.com/ApollinEetienne)

Credits

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