

Alan's

# ADVENTURELAND

## Rulebook



**RIO**  
**GRANDE**  
**GAMES**

# Alan's ADVENTURELAND

Alan D. Ernstein  
for 3 or 4 players

## Overview

In Adventureland players are a part of the design team for a new amusement park. There are four themed neighborhoods within the facility, and each player is responsible for constructing the attractions in one of those neighborhoods: Animal Kingdom, Tour America, Sky World, and Foreign Lands. Each turn represents the passage of one week.

During the game, players draw Ride cards representing different types of attractions. These cards have two uses. The first is as “pre-approval” from the Finance Office in order to expedite the construction of specific types of attractions each turn. The second use is as the actual financing to construct the attraction represented on the card.

At the end of each month the Review Board meets, evaluates the progress of each neighborhood, and awards bonuses for meeting a set of predetermined preferences. These preferences relate to how attractions in a park are arranged. Points (★) are awarded to the players who meet the Review Board's preferences.

At the end of the game, the owners of the facility come in and award ★ to the finished themed neighborhoods. These ★ are awarded based on four criteria: 1. Excitement Level (size of the rides); 2. Parking Lot View (curb appeal to visitors upon arrival); 3. Main Entrance View (attractiveness to patrons waiting in line for their tickets); and 4. Theme sets (number of matched types of attractions in a neighborhood).

The player who earns the most ★ will win the design contract for the owners' next project.



# Equipment

1. **4 two-sided player mats:** One side is the general side (for Bonus Card Variant play), the other has a theme on it (for Layout Bonus Variant play). Each player selects one mat. The mats represent the basic layout of a themed neighborhood each of which has a different layout pattern. For the Layout Bonus variant, players use the side of the mat with themed name (i.e., Animal Kingdom, Tour America, Sky World, or Foreign Lands).
2. **78 Ride cards:** There are five different types of attractions each having a unique background: (1) Stage Show (two different attractions with three cards each); (2) Food Stop (four different attractions with three cards each); (3) Water Ride (four different attractions with four cards each); (4) Thrill Ride (four different attractions with five cards each); and (5) Family Ride (six different attractions with four cards each).
3. **78 Ride wooden tiles:** The Ride tiles represent the constructed attractions, and there are the same number of tiles as there are Ride cards.
4. **156 Ride stickers** Before the first play, carefully apply the stickers to the wooden tiles. The stickers are printed in pairs. From each pair, apply one sticker to the front and one sticker to the back of the same tile.
5. **5 Theme cards:** There is one card for each Attraction type.
6. **16 Bonus Layout cards:** Used in “Bonus Card Variant” version of the game.
7. **4 Scoring tokens**
8. **1 Scoring track.**
9. **1 Start marker.**
10. **1 First Player marker.**
11. **5 100 chits and 5 200 chits.**




# Play



The game is played in a series of phases with a Bonus Round after each turn.

1. **Deal Ride cards:** The dealer places two cards for each player, face up, in the center of the table.
2. **Draw—Round 1:** Beginning with the first player and continuing clockwise around the table, each player draws one card from the table and adds it to his hand.
3. **Draw—Round 2:** Beginning with the last player and continuing counter-clockwise, each player draws one card from the table and adds it to his hand.
4. **Play Approved Rides:** Beginning with the first player and continuing clockwise around the table, each player must place one card, face up, in an empty space between two players. These face up cards will indicate the type of attraction the adjacent players may build without penalty. Only one card may be placed in each space between players. A card may not be placed into an empty space that gives an adjacent player the same type of card on both sides of the player unless no other placement option is available. No penalty is imposed on a player forced to place a matching card type. However, during Phase 5 below, if a player has the same type of card on both sides, that player will be able to build any type of attraction without penalty.



Player 1 plays a Water Ride card between Players 3 & 4. Players 3 & 4 can now build a Water Ride on their Build Phase for no penalty.

5. **Build an Attraction:** Beginning with the first player, and continuing clockwise around the table, each player must play one Ride card from his hand to the top of his discard pile.
  - a. If the played card matches the type of one of the cards on either side of the player, no penalty is imposed. If the player is between two cards of the same type any card type may be played without penalty. If a player cannot or does not wish to play a card that matches the cards on either side of him, there is a penalty to play a different type of card. A card that does not match any type of Ride card on the table costs 2 . A card that matches a Ride card elsewhere on the

any type of Ride card on the table costs 2 . A card that matches a Ride card elsewhere on the table costs 3 . It is acceptable to pay the penalty to play a card, even if the player has a card that could be played for free. Players must play a card each turn.

- b. After playing a card, the player then places an Attraction tile matching the card just played onto his mat. If the attraction played matches the name of an attraction that player has previously built, the tile is placed on top of the existing tile as an improvement; the number shown on the improvement should be of the next higher Excitement level listed on the Ride. An Attraction may not be improved more times than there are numbers on the Ride card, even though there are additional cards available for each Attraction.



- 6. **Reset:** The dealer picks up the Ride cards from between players, shuffles them, and places them face down at the bottom of the deck. The current first player then passes the First Player marker to the left to start the next turn resuming with Phase 1 above. If the First Player marker is passed to the player holding the Start marker, go to the Bonus Round instead of starting a new turn.

## Bonus Round

After each player has been the first player once, there is a Bonus Round as follows:

1. Each player plays any one card from his hand and adds its Attraction tile to his mat. There are no penalties for this play.
2. Each player scores the Layout Bonus listed on the player mat for covering the correct set of colored squares of his mat.
3. Each player also scores the Excitement level of all his attractions (i.e., the number on the top of each stack of Attraction tiles).
4. In a three-player game, if one, two, or three Bonus Rounds have been completed, the first player passes both the Start marker and the First Player marker to the player on his left and begins a new turn commencing with Phase 1 above. If the fourth Bonus Round has been completed, proceed to Final Scoring. In a four-player game, if one or two Bonus Rounds have been completed, the first player passes both the Start marker and the First Player marker to the player on his left and begins a new turn commencing with Phase 1 above. If the third Bonus Round has been completed, go to Final Scoring.



# Play

The game is played in a series of phases with a Bonus Round following each turn.

1. **Deal Ride cards:** The dealer places two cards for each player, face up, in the center of the table.
2. **Draw—Round 1:** Beginning with the first player and continuing clockwise around the table, each player draws one Ride card from the table and adds it to his hand.
3. **Draw—Round 2:** Beginning with the last player and continuing counter-clockwise, each player draws one Ride card from the table and adds it to his hand.
4. **Play Approved Ride cards:** Beginning with the first player and continuing clockwise around the table, each player must place one card, face up, in an empty space between two players. These face up cards will indicate the type of attraction the adjacent players may build without penalty. Only one card may be placed in each space between players. A card may not be placed into an empty space that gives an adjacent player the same type of card on both sides of the player unless no other placement option is available. No penalty is imposed on a player forced to place a matching card type. However, during Phase 5 below, if a player has the same type of card on both sides, that player will be able to build any type of attraction without penalty.



Player 1 plays a Water Ride card between Players 3 & 4. Players 3 & 4 can now build a Water Ride on their Build Phase for no penalty.

5. **Build an Attraction:** Beginning with the first player, and continuing clockwise around the table, each player must play one Ride card from his hand to the top of his discard pile.
  - a. If the played card matches the type of one of the cards on either side of the player, no penalty is imposed. If the player is between two cards of the same type any card type may be played without penalty. If a player cannot or does not wish to play a card that matches the cards on either side of him, there is a penalty to play a different type of card. A card that does not match

# Final Scoring

Players score their themed neighborhoods as follows:

- 1. Parking Lot View:** Players score each row according to the values listed on the top of the grid. This is done separately for each level of improvement. Example: if a player has five Attractions across the second row of his mat and four of those rides have been improved once (to a height of two) and two of them have been improved twice (to a height of three) the score is 11 🌟 for the first level of five Attraction tiles, 6 🌟 for the second level of four Attraction tiles, and 1 🌟 for the third level of two Attraction tiles.
- 2. Main Entrance View:** Players score each column in the same way that the rows were scored above.
- 3. Theme Sets:** Players score each type of Attraction using the Theme cards for the value of the ride types. Total the number of tiles of each ride type and assess that value based on the Theme card of the same type.



Row level 1 (red) has 5 attractions = 11 points  
Level 2 (green) has 4 level 2 attractions = 6 points  
Level 3 (purple) has 2 level 3 attractions = 1 point



Parking lot view scoring.

**The Player with the highest score wins the game.**



# ADVENTURELAND

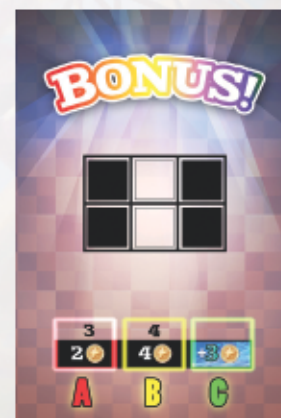
## Setup

### Bonus Card Variant

- Sort the Attraction tiles into sets according to the Attraction name and place them in the center of the table. It is easiest to stack the tiles with the larger number facing up with the greatest value tiles on the bottom.
- Set the Scoring Track in a convenient location and place each player's Basic Scoring token on the **10** space of the track.
- Each player chooses a Player mat and uses the generic side of the mat (without colored squares in the grid).
- Decide who will deal. The dealer takes both the Start marker and the First Player marker.
- The dealer shuffles the Bonus card deck and deals each player cards, face down, as follows: in a 3-player game, five cards are dealt; in a 4-player game, four cards are dealt.
- The dealer shuffles the Ride deck and deals each player six cards, face down.
- Each player places pre-constructed attractions as follows:
  - Players look at their cards; NOTE: In the unlikely situation where a player has drawn six cards of the same attraction type, he shuffles the cards back into the deck and draws six new cards.
  - Beginning with the first player, each player places one Ride card next to his mat, face up, and takes the matching Attraction tile from the pool. This tile may be placed on any space of the mat with the initial Excitement level value of the attraction (i.e., the first number noted on the Ride card) showing.
  - If there are four players, repeat step b above. The second card may not be an attraction of the same type as the one previously played.
  - Players keep the cards played next to their mat as personal discard piles.



**USE THIS SIDE OF THE PLAYER BOARDS!**



**A= Bonus for completing 3 of the 4 pattern**  
**B= Bonus for completing all 4 of the pattern**  
**C= Additional Bonus if all are this ride type**  
**Pattern can be at any rotation.**



# ADVENTURELAND

## Setup

### Layout Bonus Variant

1. Sort the Attraction tiles into sets according to the Attraction name and place them in the center of the table. It is easiest to stack the tiles with the larger number facing up with the greatest value tiles on the bottom.
2. Set the Scoring Track in a convenient location and place each player's Basic Scoring token on the **10** space of the Score track.
3. Each player chooses a themed neighborhood and associated Player mat: use the side of the mat with the themed name (i.e., Animal Kingdom, Tour America, Sky World, or Foreign Lands).
4. Decide who will deal. The dealer takes the Start marker and the First Player marker.
5. The dealer shuffles the Ride card deck and deals each player six cards, face down.
6. Each player places pre-constructed attractions as follows:
  - a. Players look at their cards; NOTE: In the unlikely situation where a player has drawn six cards of the same ride type, he shuffles the cards back into the deck and draws six new cards
  - b. Beginning with the first player, each player places one Ride card next to his mat, face up, and takes the matching Attraction tile from the pool. This tile may be placed on any space of the mat with the initial Excitement level value of the attraction (i.e., the first number noted on the Ride card) showing.
  - c. If there are four players, repeat step b above. The second card may not be an attraction of the same type as the one previously played.
  - d. Players keep the cards played next to their mat as personal discard piles.



**USE THIS SIDE OF THE PLAYER BOARDS!**



# Final Scoring

Players score their themed neighborhoods as follows:

- Parking Lot View:** Players score each row according to the values listed on the top of the grid. This is done separately for each level of improvement. Example: if a player has five Attractions across the second row of his mat and four of those rides have been improved once (to a height of two) and two of them have been improved twice (to a height of three) the score is 11 🌟 for the first level of five Attraction tiles, 6 🌟 for the second level of four Attraction tiles, and 1 🌟 for the third level of two Attraction tiles.



Row level 1 (red) has 5 attractions = 11 points  
 Level 2 (green) has 4 level 2 attractions = 6 points  
 Level 3 (purple) has 2 level 3 attractions = 1 point

- Main Entrance View:** Players score each column in the same way that the rows were scored above.
- Theme Sets:** Players score each type of Attraction using the Theme cards for the value of the ride types. Total the number of tiles of each ride type and assess that value based on the Theme card of the same type.



Parking lot view scoring.

The Player with the highest score wins the game.

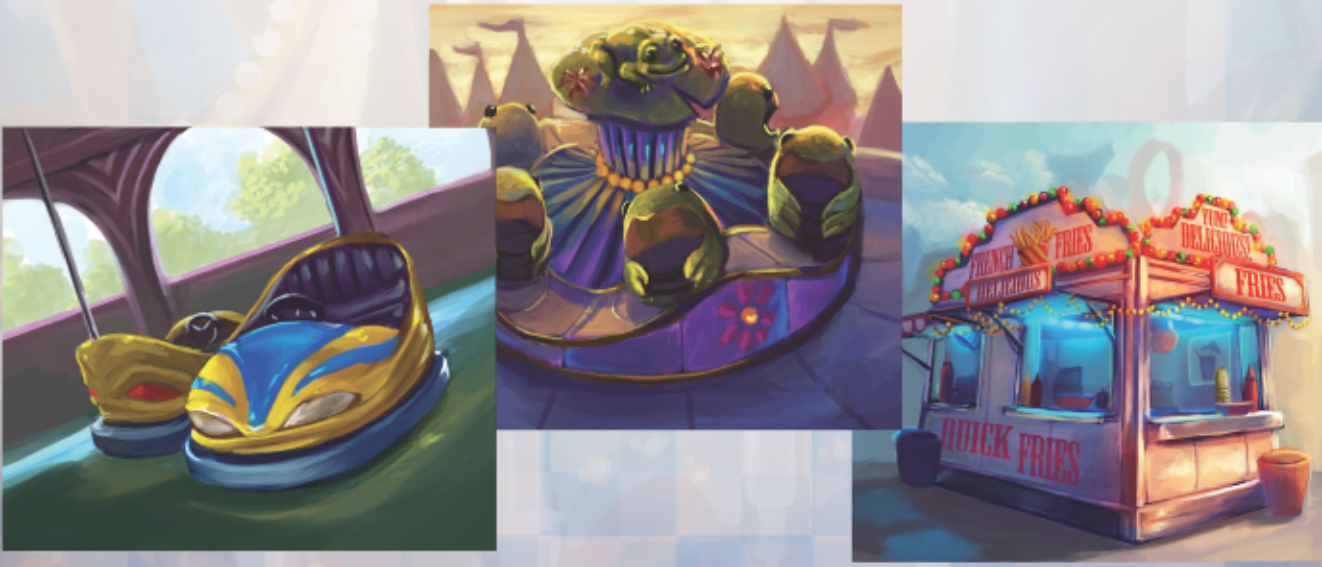


table costs 3 🌟. It is acceptable to pay the penalty to play a card, even if the player has a card that could be played for free. Players must play a card each turn.

- b. After playing a card, the player then places a Ride tile matching the card just played onto his mat. If the attraction played matches the name of an attraction that player has previously built, the tile is placed on top of the existing tile as an improvement; the number shown on the improvement should be of the next highest Excitement level listed on the Ride. An Attraction may not be improved more times than there are numbers on the Ride card, even though there are additional cards available for each Attraction.



6. **Reset:** The dealer picks up the Ride cards from between players, shuffles them, and places them face down at the bottom of the deck. The current first player then passes the First Player marker to the left to start the next turn resuming with Phase 1 above. If the First Player marker is passed to the player holding the Start marker, go to the Bonus Round instead of starting a new turn.

## Bonus Round

After each player has been the First Player, there is a Bonus Round as follows:

- Each player plays any one card from his hand and adds its Attraction tile to his mat. There are no penalties for this play.
- Each player now places one Bonus card on top of his discard pile.
  - A player scores the 🌟 on the card if he has arranged one type of Attraction to match the layout on the card. If a player's layout matches any three of the four spaces of the pattern on the card, he will score the smaller number of 🌟. If a player's layout is an exact four space match with the pattern on the card, he will score the larger number.
  - If the player has a three or four space match that also matches the Attraction type (color) of the card, that player will receive the additional color bonus.
  - The card may be rotated so that the layout fits.
  - Players may score the same set of Attractions scored in a previous Bonus Round.
- Each player also scores the Excitement level of all his attractions (i.e., the number on the top of each stack of Attraction tiles).
- In a three-player game, if one, two, or three Bonus Rounds have been completed, the first player passes both the Start marker and the First Player marker to the player on his left and begins a new turn commencing with Phase 1 above. If the fourth Bonus Round has been completed, proceed to Final Scoring. In a four-player game, if one or two Bonus Rounds have been completed, the first player passes both the Start marker and the First Player marker to the player on his left and begins a new turn commencing with Phase 1 above. If the third Bonus Round has been completed, go to Final Scoring.

# Credits

Game designed by: Alan D. Ernstein

Thanks from designer: Thank you to the many playtesters over the many iterations of this game. A special thanks goes to Cyndi, Kristen, Nick, and Robert at NSU for getting the system started as Castles; Jeff, Keith, Mary, Rob, and the rest of the Savage Maryland group; Elaine, Ken, Kurt, Marion, Ron, and Tim of the clique at the Gathering; the assortment of players at NWIBGA who know the game as City Planner; and Morgan for the amusement park theme that made the system work best.

Illustration, graphic design & layout: Alayna Lemmer

Thanks from the artist: Thank you to Justin for the cover render, Matt for the feedback on everything, Charlie, Ollie and Jake for being the best helpers.

