

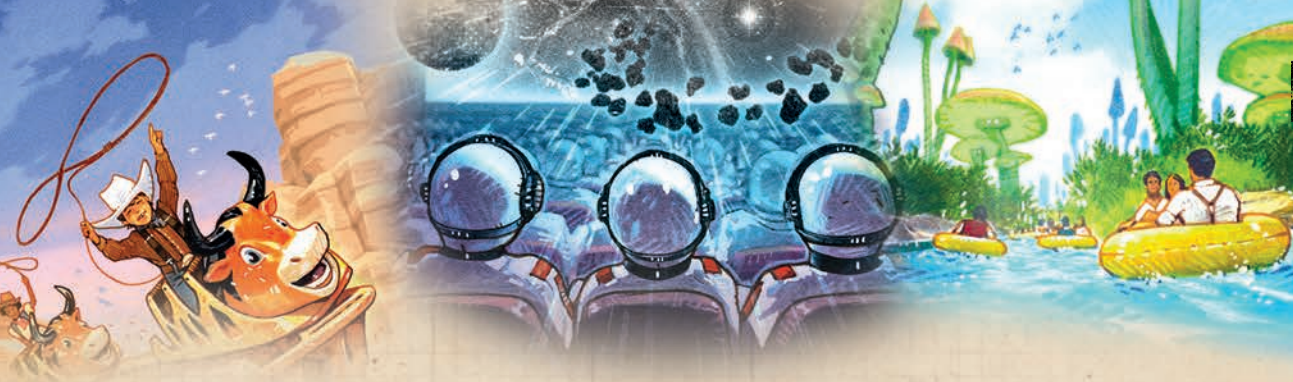


TENPENNY PARKS

INNOVATION



EXPANSION
RULEBOOK



MAYOR TENPENNY INVITES YOU TO HIS OFFICE,
WHERE HIS DESK IS PILED HIGH WITH PAPERWORK AND PORTFOLIOS.

"SIMPLE AMUSEMENTS MAY HAVE BEEN GOOD ENOUGH FOR LAST YEAR'S GUESTS,"
HE TELLS YOU, "BUT PARK PATRONS OF TODAY DEMAND NOVELTY AND INNOVATION!"

THE MAYOR GESTURES TO A CORKBOARD WHERE HE'S PINNED THE NAMES AND
HEADSHOTS OF THE WORLD'S MOST TALENTED ARTISTS, ENGINEERS, AND
ENTREPRENEURS. "I'VE FOUND YOU THE VERY BEST, EACH ONE LURED AWAY FROM A
DREARY DESK JOB TO DEVELOP THEIR DREAMS RIGHT HERE
IN FAIRVIEW!" TENPENNY SAYS WITH PRIDE.

"WITH THESE BRILLIANT SPECIALISTS IN YOUR EMPLOY, YOU'LL RESEARCH NEW
WAYS TO IMPROVE YOUR PARK AND BUILD WILD RIDES THE LIKES OF WHICH THIS
WORLD HAS NEVER SEEN!"

OBJECTIVE

The *Innovation* expansion adds new and exciting ways for players to
construct their parks!

Players invest in research and development to elevate their theme
parks. Gain access to a wider variety of attractions, hire specialists
to unlock powerful new abilities, and build landmarks and park
improvements to attract more patrons than the competition.

This expansion may be combined with the *Tenpenny
Parks* base game with or without any other expansions.





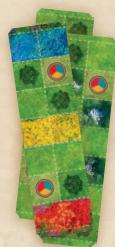
COMPONENTS



1 Innovation Board



4 double-sided
Property Boards



10 Landmark
Expansion Boards



15 double-sided Attraction Tiles



15 Attraction Cards



10 Specialist Cards



20 Tree Markers



8 Improvement Cards



4 Researchers
(1 per player color)



18 10-VP Tokens



4 Reference Cards
(1 per player color)

Innovation Expansion Icon



SETUP

Before setting up the base game, add the new elements from the *Innovation* expansion:

- Add the new attraction cards from this expansion to each stack, matching each card's type. Attractions that have two types are added to the stack with the type indicated by the top icon in the upper-right corner of the card.
- Add the new property boards to the supply of property boards.
- Replace the reference cards from the base game with the new reference cards included in this expansion.
- Add the 10-VP tokens to the supply of VP tokens.



After completing setup for the base game, follow these additional steps to set up the *Innovation* expansion:

- 1 Innovation Board.** Set the innovation board below the game board.
- 2 Researchers.** Place the matching researcher for each player color on the leftmost space of the innovation board. These special workers will remain on the innovation board throughout the game. Return the remaining researchers to the box.
- 3 Improvement Cards.** Shuffle the improvement cards and place them face up in a deck below the "Construct Improvement" space of the innovation board.
- 4 Specialist Cards.** Shuffle the specialist cards and place them face up in a deck below the "Hire Specialist" space of the innovation board.
- 5 Landmark Expansion Boards.** Shuffle the landmark expansion boards and place them face up in a stack below the "Develop Landmark" space of the innovation board.



NOTE: The improvement, specialist, and landmark stacks are face-up, but players may not look through these stacks.

GAMEPLAY

The *Innovation* expansion introduces a new action during the Actions step in which players advance their Researchers on the innovation board.



RESEARCHER

During the Actions step, players may either place a worker or advance their researcher one space on the innovation board.

A player must advance their researcher exactly once per month.

After advancing a researcher, resolve the corresponding researcher action.



RESEARCHER ACTIONS

1: Construct Improvement. Each improvement card awards VP at Game End.

Gain an improvement card from the top of the improvement deck based on how many other players have already taken this action. Place the card face up in the player's area.



- **The first player to take this action:** Choose from the top three cards of the deck, returning the other two cards to the game box.
- **The second player to take this action:** Choose from the top two cards of the deck, returning the other card to the game box.
- **The third and fourth players to take this action:** Gain the top card.

2: Hire Specialist. Each specialist card grants a unique ability or bonus.

Gain a specialist card from the top of the specialist deck based on how many other players have already taken this action. Place the card face up in the player's area.

- **The first player to take this action:** Choose from the top three cards of the deck, returning the other two cards to the game box.
- **The second player to take this action:** Choose from the top two cards of the deck, returning the other card to the game box.
- **The third and fourth players to take this action:** Gain the top card.

RESEARCHER ACTIONS (CONTINUED)

3: Develop Landmark. Each landmark expansion board has a set of unique rules listed on it.

Gain a landmark expansion board from the top of the stack of landmark expansion boards based on how many other players have already taken this action. Place the landmark expansion board aligned to the far-right or far-left side of the player's property. Place tree markers from the supply onto each indicated tree space.

- **The first player to take this action:** Choose from the top three landmark boards, returning the other two boards to the game box.
- **The second player to take this action:** Choose from the top two landmark boards, returning the other board to the game box.
- **The third and fourth players to take this action:** Gain the top board.

Landmark expansion boards are a special type of expansion board and are considered part of a player's property.

4: Increase Emotions. Advance the player's emotion discs on the emotion tracks based on how many other players have already taken this action.

- **The first player to take this action:** Advance all three of the player's emotion discs one space each.
- **The second player to take this action:** Choose two of the player's emotion discs to advance one space each.
- **The third and fourth players to take this action:** Choose one of the player's emotion discs to advance one space.

5. Specialize Park. The player may build the top face-up attraction card in any stack on the game board without paying the printed cost on the card and carousel modifier. The player may build the attraction even if there is a worker on the corresponding builder space. When placing the tile, follow the usual tile placement rules.





GAME END

During final scoring, each player gains VP tokens for the scoring condition described on their improvement card.

The player with the most total Visiting People wins!

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

ATTRACTIONS WITH TWO TYPES

During scoring at Game End, attractions that show two types (Fantasy, Old West, Prehistoric, Sci-Fi, Undersea, and Souvenir) are considered both types simultaneously.



NEW PROPERTY BOARDS

Century Cascade: When the player with this property board covers a bonus space containing a '?' icon, immediately gain VP or \$ from the supply equal to the current month.

Cosmic Heights: This property board provides extra wild emotion icons.

Hide and Seek: When the player with this property board covers a bonus space containing a '?' icon, immediately gain VP from the supply equal to the VP value on the attraction that covered it.

Lazy Sunday: This property board imposes a \$1 income penalty but has better bonus spaces.

Opportunity Bluff: When the player with this property board covers a bonus space containing a '/' icon, they choose to gain one reward and ignore the other.

Parallel Pines: This board features additional trees and stronger bonuses.

Treasure Cove: This property board provides an additional \$1 income.

Wooded Follies: The player with this property board cannot access some of the printed bonuses until first removing the trees that cover them.

SOLO RULES

When playing solo with the *Innovation* expansion, add a researcher in Becky's color to the leftmost space of the innovation board.

ACTION STEP

Becky advances her researcher as her first action each month. Whenever Becky advances before the player, she gains 1 VP.

When Becky advances her researcher to the **first, second, or third** space **before** the player does, **discard** the top card or board from the corresponding stack. Becky does not gain these cards or boards.

If Becky advances to the **fourth** space **after** the player, she advances the two discs on the emotion tracks that are furthest to the left. If there is a tie for furthest left, she advances on the topmost track of the tied discs.

When Becky advances her researcher to the final space, she gains the attraction with the highest cost and advances her emotion discs (as normal).

WILD EMOTION ICONS

When Becky gains an attraction with a wild emotion icon, advance her disc that is **furthest to the left** on the emotion tracks. If there is a tie for furthest left, she advances on the topmost of the tied tracks.

CREDITS

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For more information or support,
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