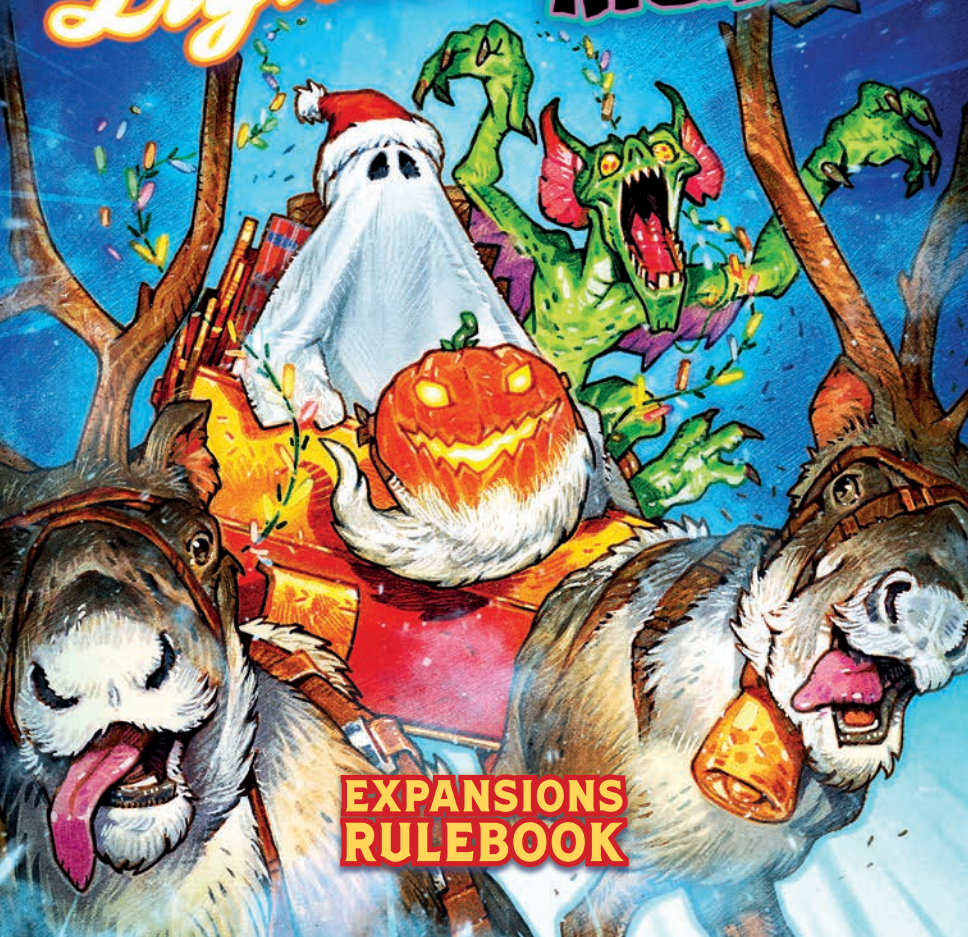


TENPENNY PARKS

Winter Lights & SPOOKY NIGHTS



**EXPANSIONS
RULEBOOK**

Winter Lights

IN THE COLD, DARK WINTER, STRINGS OF COLORFUL LIGHTS ADORN THE EAVES AND ROOFTOPS OF EVERY HOME IN FAIRVIEW. DECORATED TREES LINE THE BOULEVARD. MAYOR TENPENNY, BUNDLED UP IN SCARF AND JACKET, ADDRESSES YOU FROM A PODIUM IN FRONT OF FAIRVIEW'S TALLEST PINE.

"IN THIS SEASON OF SHORTENING DAYS AND EVER LONGER NIGHTS, WE ALL NEED THE WARMTH OF OUR WINTER LIGHTS TO CARRY US THROUGH." THE MAYOR THROWS A SWITCH AND THE TREE BEHIND HIM SPARKLES TO LIFE, ITS LIGHTS REVEALING BOUGHS ORNAMENTED WITH GLASS BALLS AND VELVET RIBBONS. "THIS IS THE SEASON FOR BRIGHTENING ONE ANOTHER'S LIVES WITH HOLIDAY CHEER!"



Objective

The *Winter Lights* expansion adds new festive attractions and special tree markers to *Tenpenny Parks*! When players build attractions next to Christmas tree markers, they advance on the holiday board, earning extra bonuses and gifting rewards to other players.

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



Winter Components



1 Holiday Board



4 Cheer Markers
(1 per player color)



25 Christmas Tree
Markers



6 double-sided Attraction Tiles



6 Attraction Cards

Winter Lights Expansion Icon





Winter Setup

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

- 1 Holiday Board.** Set the holiday board above the game board and place a matching cheer marker for each player color on the far-left space of the holiday board. Return the remaining markers to the box.



- 2 Christmas Tree Markers.** Replace any **two** tree markers on each player's property board with Christmas tree markers. Return the replaced tree markers to the supply, and create a supply of Christmas tree markers with the remaining Christmas tree markers.



- 3 Winter Lights Attractions.** Remove one random card from each stack of attraction cards. Then add the new attraction cards from this expansion to each stack, matching its type. Reshuffle the cards and return them to the game board.



Note: If playing with both the *Winter Lights* and *Spooky Nights* expansions, remove **two** random attraction cards from each stack before adding the *Winter Lights* and *Spooky Nights* attraction cards to each stack.





Winter Gameplay

When playing with the *Winter Lights* expansion, some actions have additional rules to consider.

ARBORIST

Once placed, Christmas tree markers **can never** be removed from a player's property.

BUILDER

After placing an attraction tile using the Builder action, advance the player's cheer marker one space on the holiday board for:



- Each cheer icon on the built attraction card.
- Each Christmas tree marker adjacent to the placed tile.

Note: To be adjacent, a space with a Christmas tree marker must share a side with the placed tile.

When advancing on the holiday board, gain each reward reached or passed on the track this turn:



Advance one space on an emotion track of the player's choice.



Choose an emotion track. The player seated to the right advances one space on the chosen track.



Gain the dollar amount shown from the supply.



Gain the VP shown from the supply.

REALTOR

When placing tree markers on an expansion board added to their property, the player **may** substitute one Christmas tree marker in place of one tree marker (as long as there are Christmas tree markers remaining in the supply).

If a newly placed Christmas tree marker on the expansion board is adjacent to an existing attraction tile, advance the player's cheer marker on the holiday board one space.

Note: Concession tiles placed adjacent to Christmas tree markers do not advance the cheer marker.



BONUSES STEP

Before evaluating the emotion tracks on the game board, evaluate the cheer track. The player farthest forward along the cheer track takes 1 VP. Unlike the base game, if multiple players are in the same farthest space along the track, each player on that space takes 1 VP.

SOLO RULES

SETUP: When playing solo with the *Winter Lights* expansion, add a cheer marker to the holiday board in Becky's color.

ACTIONS: During the Actions step, Becky advances one space on the holiday board **every time** she takes her second action. Also, whenever Becky gains an attraction with cheer icons, she advances on the holiday board one space for each cheer icon on that card. When advancing on the holiday board, Becky gains any reward reached or passed on the track that turn:



Becky advances her leftmost disc on the emotion track one space. If there is a tie, she advances her topmost disc of the tied tracks.



Becky advances the player's disc on the emotion track where she has the leftmost disc. If tied, she advances the disc of the bottommost of the tied tracks.



Becky does NOT gain money tokens.



Becky gains the VP shown from the supply.

When choosing a Builder location with attractions tied for most or least cost, Becky first chooses the one that gives her the most cheer. If still tied, she chooses using the rules from the base game.

SPOOKY NIGHTS

A CRISP BREEZE CARRIES THE SMELL OF WOOD SMOKE THROUGH THE BUSTLING TOWN OF FAIRVIEW, WHERE A BRIGHTLY COLORED CANOPY OF MAPLES AND OAKS SIGNALS THE APPROACH OF THE ANNUAL SPOOKY NIGHTS SPECTACULAR.

COSTUMED GHOSTS AND GHOULIES FLOCK TO THE FAIRGROUNDS, AS MAYOR TENPENNY'S TEAM UNVEILS ITS PLAN FOR ALL NEW—AND EXTRA GHASTLY—ATTRACTIONS.

THE MAYOR HIMSELF, DRESSED IN A CAPE AND SPORTING A PAIR OF WAX FANGS, ADDRESSES YOU. "LET'S GIVE OUR VISITORS THE THRILL OF THEIR LIVES!"



OBJECTIVE

The *Spooky Nights* expansion adds new terrifying attractions, creepy concessions, and ghost markers to *Tenpenny Parks*! Players haunt their attractions by placing ghost markers on them to gain bonus rewards during the Advertising step.

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



SPOOKY COMPONENTS



16 Dark Concession Tiles



22 Ghost Markers



6 double-sided Attraction Tiles



6 Attraction Cards

Spooky Nights Expansion Icon





SPOOKY SETUP

Complete the setup for the base game, but do not reveal concession tiles. Then follow these additional steps to set up the *Spooky Nights* expansion:

- 1 Dark Concession Tiles.** Shuffle the dark concession tiles face down and place them near the supply of regular concession tiles.

Reveal two dark concession tiles. Then reveal regular concession tiles until there are tiles revealed equal to two times the number of players.

Example: In a 3-player game, reveal two dark concession tiles and four concession tiles.

- 2 Ghost Markers.** Place all ghost markers upright so that the rewards are hidden near the game board to create a supply. Players may not look at the rewards printed on the bottom of the ghost markers while they are in the supply or on the game board.

- 3 Spooky Nights Attractions.** Remove one random card from each stack of attraction cards. Then add the new attraction cards from this expansion to each stack, matching its type. Reshuffle the cards and return them to the game board.

Note: If playing with both *Winter Lights* and *Spooky Nights*, remove **two** random attraction cards from each stack before adding the *Winter Lights* and *Spooky Nights* attraction cards to each stack.

- 4 Carousel.** Place one ghost marker on the attraction card adjacent to the +\$1 modifier on the carousel ring.





SPOOKY GAMEPLAY

When playing with the *Spooky Nights* expansion, some steps have additional rules to consider.

ACTION

After placing an attraction tile or a concession tile, if the tile has ghost icons, take one ghost marker for each ghost icon from the supply.

If there are ghost markers on an attraction card when built, also take those ghost markers.



Then, reveal the rewards on the bottom of the ghost markers taken this way.

NOTE: Players do not receive these rewards at this time.



ADVERTISING

When using the *Spooky Nights* expansion, unlike the base game, players complete the Advertising step in turn order.

Before advertising their attractions, each player may assign all ghost markers they have gained to haunt their attraction cards:

- Ghost markers may be placed on attraction cards, moved from one attraction card to a different one, or placed in front of the player to be used later.
- Each attraction card may be haunted by only one ghost marker at a time.
- Ghost markers are not spent, and are kept until the end of the game.

After advertising a haunted attraction, the player gains the reward printed on the bottom of the ghost marker:



Advance one space on the depicted emotion track.



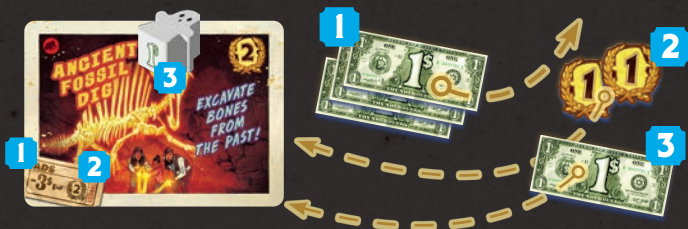
Gain 1VP.



Gain 1 dollar from the supply.



Remove one tree marker from the player's property.



*Example: Murphy advertises his Ancient Fossil Dig by paying \$3 **1**. In addition to receiving 2 VP **2**, he also gains the \$1 reward printed on the bottom of the ghost marker assigned to the attraction **3**.*

NOTE: Attractions without an advertising cost may not be haunted.

NOTE: A player's attractions may be advertised in any order. In this way, a player may gain a reward from a ghost marker before deciding to advertise another attraction.

CLEANUP

As during setup, when refreshing the concessions, reveal two dark concession tiles, then reveal regular concession tiles until there are tiles revealed equal to two times the number of players.

Place one ghost marker on the attraction card adjacent to the +\$1 modifier on the carousel ring. An attraction card may have multiple ghost markers on it.

SOLO RULES

When playing with the *Spooky Nights* expansion, Becky earns ghost markers but does not place them on her attraction cards. Becky never reveals or gains dark concessions. When Becky takes a ghost marker, set it near the attraction cards she has collected this turn.

After Becky's third action, return any dark concession tiles remaining near the contractor space to the box. Becky then gains one ghost marker from the supply.

When choosing a Builder location with attractions tied for most or least cost, Becky first chooses the attraction that gives her the most ghost markers. If still tied, she chooses using the rules from the base game.

Note: If playing with both *Winter Lights* and *Spooky Nights*, Becky will prioritize cheer icons first, and then ghost markers when choosing a building location.

When advertising, Becky advertises before the player if she has the shovel token, otherwise she advertises after.

During the Advertising step, Becky gains VP and emotion rewards from ghost markers gained this round, but does not gain money tokens or remove tree markers.

CREDITS

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