

SCREAM PARK

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COMPONENTS

- ★ 120 Scene cards
- ★ 20 Genre cards
- ★ 10 Theme cards
- ★ 10 VIP cards
- ★ 5 Reference cards
- ★ 5 VIP tokens
- ★ 5 Scoring tokens
- ★ 20 Staff tokens
- ★ 1 Canvas mat
- ★ 1 Rulesheet

SET-UP

1. Place the canvas mat in the middle of the table for all to reach. Shuffle and place the scene cards face-down on their space, and the genre cards (double-sided) face-up on their space. Place all the white Staff tokens on the mat as well, then give two to each player as their personal supply.
2. Shuffle the Theme cards, then deal two to each player. Each player chooses one to place face-up on the left hand side the space in front of them. Return unused Theme cards to the box.
3. Each player takes a large VIP token, a matching Scoring star token and a reference card. The VIP is placed above their Theme card, while the star is placed on the 'o' of the scoring track on the canvas mat.
4. Shuffle and place a random VIP card face-up above for each round (day) on the canvas mat. Return unused VIP cards to the box.

IT'S HAUNT SEASON!

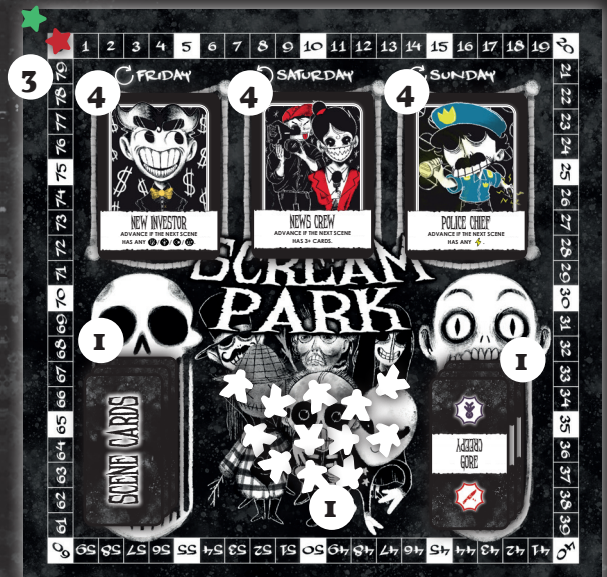
It's time to be spooky, and your haunted house attraction is looking to make a big scare this year. You are each trying to impress your boss and all the VIPs planning to come through. The catch? You have to all work out who is reusing which sets, costumes, and special effects from last year to see who will make the best (and most frightening) haunt.

OVERVIEW

Scream Park is played competitively over three rounds/days, where points are scored at the end of each one, as well as the end of the game.

Each player is dealt eight cards as a starting hand to look over. Each player will simultaneously choose two cards and pass the rest to the left or right (depending on the day). Cards are used to take actions. After using both cards, each player will pass the other cards and choose two more cards from their new hand. After the last hand of two cards, the round/day ends. Players should wait to look at each hand at the same time.

Some points are scored at the end of each round/day, while others are scored after completing and scoring the third and final round (Sunday). The player with the highest score has the best haunt, and is the winner!



Playing solo?

Set up as normal, but deal hands of 8, 6, 4, and 2 cards to look at each round. Draw 3 cards at the end of each round to rack up opposing ⚡ symbols. 80 or more points is a win!

ROUNDS & TURNS

To start a round, deal eight scene cards from the deck to each player to make private hands.

On a turn, each player selects two cards to use that turn to take actions (Place, Add, Discard). Both cards can be used for the same or different actions.

When finished, the remaining cards are passed to the next player to the left/right/left, depending on the day (see arrows on the mat above the VIPs).



PLACE A SCENE

A scene card can be added to the right of your existing theme/scene cards to add a new 'scene' to your haunted house. There is no limit to the size of your attraction, but there are two placement restrictions:

First, the point value on the scene **must be the same or larger** than the previous scene.

Second, if the scene requires staff , **return a staff to the supply to place it**, or you cannot place it.

SCENE POINTS

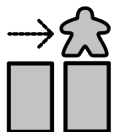
Scene cards have a point value at the top , along with a series of genre cost diamonds . These show the genre symbols  needed to **complete** the scene. The bottoms of scene cards have these symbols, and it is okay for a scene to have any genre symbols, including ones that do not match.

Scenes are scored at the very end of the game, and **only if they are complete**. Incomplete scenes do not score points! Mark complete scenes by shifting them slightly up or down.



ABILITIES

Scenes marked with the special effect symbol  have additional effects that apply immediately:



VIP CAN ALWAYS ADVANCE TO THIS SCENE.



IGNORE ONE COST ON THIS SCENE.



COPIES A ROUND SCENIC SYMBOL IN THIS SCENE (NOT GENRE!)



GAIN ONE STAFF WHEN PLACED.

ADD TO A SCENE

A scene card can also be added to any existing scene by sliding it underneath so that only the bottom half is visible and in effect. The top half (including points) are then ignored. If the bottom of the scene requires staff , return a staff token  to the supply, or you cannot place it. You can add to any scene any number of times.



DISCARDING

A scene card can also be discarded to gain two staff  in your personal supply.

Both cards can be discarded on a given turn to add one genre card. These are added to scenes like other cards are, but you get to choose the genre symbol  you want, going through the deck as needed.

STAFF

Besides needing staff to place certain cards, **you may return a staff  to the supply on the mat to place a scene anywhere in your attraction**, such as before or between other scenes. This allows placing lower-value scenes correctly later on.

If you run out of staff tokens, use a substitute.

SCORING

END OF ROUND/DAY

After all cards are placed, players score their theme card and their VIP. Track points on the game mat.

Theme: Gain points for each scene that has each of the listed genre symbols , up to two points per scene. **Genre diamonds do not count.**

VIP: Move your VIP token from left to right, 'entering' each scene that fulfills the current day's VIP rules (see card). The VIP also enters a scene no matter what if it has the VIP special ability. The VIP cannot 'jump' ahead to a later scene. Each scene the VIP has entered earns 2 points. Reset the VIP to the theme card at the start of each round.

END OF GAME

After scoring the third round, score the following:

Scenes: Gain points  on completed scenes.

Special Effects: Gain 3 points if you have the most  overall. Tied players all receive the points.

Staffing: Gain 1 point for each staff  in a scene.

Scenic: Gain 6 points for each complete set of four different scenic symbols among all your scenes.

The player with the most points wins. Ties are settled by who has more unused staff  in their supply, followed by most scenes, then most cards.