

# LUNAPARK

## GAME INSTRUCTION



A business game for 2-4 players aged 7 and up. Game time over 20 minutes.

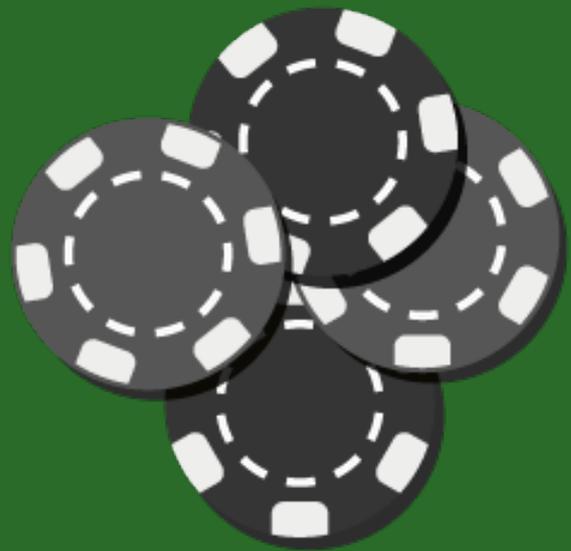
The winner is the player with the greatest wealth after the set time of the game.

The player's wealth is the sum of the savings and the value of the purchased attractions.

At the start of the game, the tokens in the Kiosk are divided equally between the players. The total amount of tokens in the game is fixed.

The players take turns rolling the dice and moving their pieces by the number of pips thrown.

The player pays for the ticket, standing on the field with the attraction.



After standing on the field with the attraction, the player can buy it and then charge for tickets from other players.

After standing on their own field, the player has the option of a one-time upgrade of the attraction in order to increase the ticket price by purchasing golden stars worth the 3/4 of the attraction price.

When standing on the "Chance" field, the player performs one of the randomly selected actions:

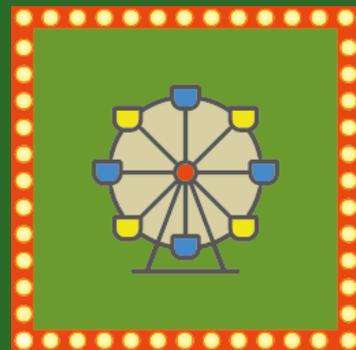
- pays tokens to the cash register of the Kiosk;
- gets tokens from the Kiosk cash register;
- waits one turn (no ticket charging);
- uses chill out and snack area;
- makes an additional dice roll.



If the player cannot afford to pay for the attraction ticket:

- may resell selected attractions to the Kiosk getting back tokens worth half price of the attractions.
- may leave the game and go bankrupt, as his wealth returns to the game pot.

The game ends after the set game time or when only 1 player is left in the game.



# GOOD LUCK!