

# Waterfall Park

You have been hired to develop for the most amazing amusement park ever created!  
You are ready to install your sets, but is there enough room for your ambitions?

Develop your installations by exchanging locations, attractions, or money...  
Everything is negotiable to build your dream!



Watch  
the rules video!

## Overview and goal

A game of *Waterfall Park* plays over 4 rounds, during which you'll negotiate locations and attractions. The bigger your attractions and the sooner you build them, the more money you'll earn.

After 4 rounds, the player with the most coins wins the game.



### Colorblind friendly symbols

To accommodate every type of colorblindness,  
each base color in the game uses a different symbol.

★ Pink ● Yellow ■ Blue ▼ Green ✕ Red

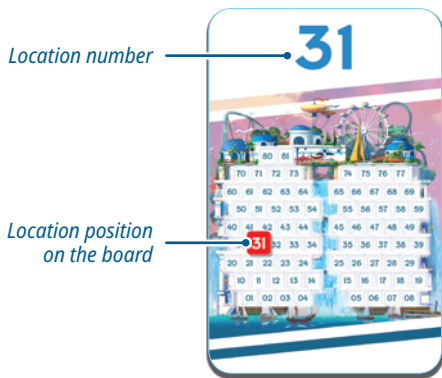
### Contents

1 board • 78 Location cards • 72 Attraction tiles  
1 Player aid tile • 120 bases (24 per color)  
1 Round marker • 100 coins • 1 rulebook

# Setup

1 Place the **board** in the center of the table.

2 Shuffle the **Location cards** and make a facedown deck near the board.  
 These cards each correspond to one of the 78 spaces on the board. They represent locations where you can construct your attractions.



3 Shuffle the **Attraction tiles** and place them facedown near the board.

There are 9 different attractions. On each tile, a number (3, 4, or 5) shows the maximum size of the attraction.  
 Each attraction is available in sufficient quantity to construct 2 attractions in the maximum size.  
 For example, there are 6 Gift Shops, 8 Ghost Trains, and 10 Theaters in the game.







6



5



4

5

4 Each player chooses a color and takes the corresponding **bases**.

5 Place the **coin reserve** near the board. Each player takes **5 coins** (of value 1). Keep your coins **facdown** throughout the game.

6 Place the **Round marker** on the Round 1 space. With 4 or 5 players, place the corresponding **Player aid tile** on the board. The player aid shows the number of cards and tiles you'll receive each round.

Round marker

1 2 3 4 — Round

7-2 7-2 8-2 8-2 — Location cards to deal

6 6 5 5 — Location cards to discard

3 — Number of players

Attraction tiles to deal

3

# Gameplay overview

A game plays over **4 rounds**, each with **4 phases**:

- ① *Preparation*
- ② *Exchange*
- ③ *Construction*
- ④ *Income*

There are no turns; during each phase, everyone plays **at the same time**.

## ① Preparation

### Location cards

Depending on the current round, deal each player as many facedown Location cards as shown on the player aid (see example below).

Secretly look at your cards. Discard **2** and put them in the Location card deck. Keep the other cards in hand.

 *You cannot talk to each other while you choose your cards.*

Once everyone is ready, reveal your chosen cards and place **one of your bases** on each of the corresponding spaces on the board. You are now the **owner of these locations**. Return used cards to the box.

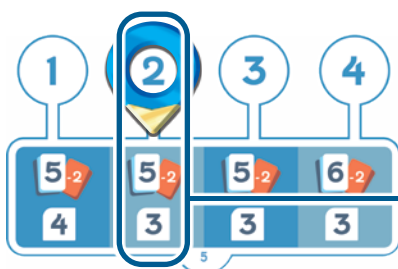
If you have no more bases, you can remove one of yours from an empty location (with no tile on top) and place it directly on a new location.

 *Bases must always be placed in the same orientation on the board, with the symbol in the top-left corner and the arrow pointing up.*



### Attraction tiles

Depending on the current round, deal each player as many facedown Attraction tiles as shown on the player aid (see example below).



*For example, with 5 players, during Round 2, each player receives 5 cards and discards 2, then each player receives 3 tiles.*



 *Depending on the number of players, some Location cards and Attraction tiles will not be used during the game.*



## ② Exchange

**Simultaneously** reveal your Attraction tiles.

You can now **negotiate** with any other player(s). Be creative, but follow these rules:

- You can exchange your locations, attractions, and coins, in any quantity or combination.
- You can intervene in any negotiation at any time.
- You must respect agreements that can be completed immediately, but promises concerning future situations may be broken.

**!** *You can never remove or move an Attraction tile from the board. Once constructed (see page 6), attractions will remain on their spaces until the end of the game. However, the owner of an attraction may change throughout the game. In this case, simply swap the base on that space.*

Exchanges continue until everyone is ready for the next phase.

**i** *Examples of possible exchanges:*

**BEFORE**

Blue exchanges 1 location  
**for**  
2 locations with Yellow.

Red exchanges 1 location  
**for**  
1 location with Blue.

Yellow exchanges 1 constructed attraction  
**for**  
6 coins with Red.

**AFTER**

Red player

Yellow player

### ③ Construction

During this phase, you can place your Attraction tiles on the board. You can place **as many as you want**, including none at all. Keep your unconstructed tiles faceup in front of you for the next rounds.

Always follow these rules:

- You can only place your Attraction tiles on empty locations **that you own** (with a base in your color).
- You can **expand your attractions** by adding **identical** tiles to **adjacent** locations that you own.
- You each have your **own attractions**. Identical adjacent tiles that are owned by different players are considered separate attractions.
- An **attraction is complete** when there are as many identical adjacent tiles as its maximum size (3, 4, or 5).

#### i Examples of possible constructions:



Yellow constructs  
1 Gift Shop of size 3 (complete).

Blue constructs  
1 Circus of size 2 (incomplete).

Red constructs 2 adjacent Ice Cream Stands:  
1 of size 3 (complete) and 1 of size 2 (incomplete).



## ④ Income

During this final phase, **all your constructed attractions** earn income. Your unconstructed tiles and empty locations do not earn anything.

For each of your attractions, receive coins **according to their size** (number of identical adjacent tiles). An attraction is complete once it reaches its maximum size (number written on the tile).

Consult the tables in the top-left of the board to determine your income.

Incomplete attraction



Complete attraction



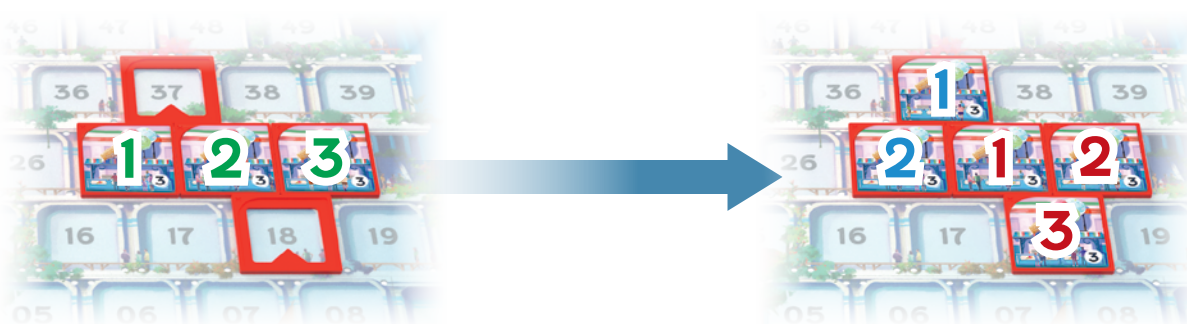
### **i** Examples of possible income:



Blue receives 3 coins for their Circus of size 2 (incomplete).

Yellow receives 6 coins for their Gift Shop of size 3 (complete).

To determine the size of your attractions, always choose the distribution of tiles that benefits you the most. The shape of an attraction is never permanent and can vary from one round to another.



In Round 2, Red has a complete Ice Cream Stand of size 3 that earns them 6 coins.

During the next round, Red has added 2 more Ice Cream Stand tiles and chooses to reshape their Ice Cream Stands to have 1 complete and 1 incomplete of size 2. They therefore receive 9 coins (6+3).

**Announce your earnings** for the round and place your coins in front of you facedown.

Finally, move the Round marker one space forward and **shuffle the Location card deck**.

You are now ready to begin a new round.

# End of the game

The game ends after the 4<sup>th</sup> round.

Reveal your coins and add up their values. The richest player wins the game.

In case of tie, the player with the most Attraction tiles on the board wins.

If there is still a tie, tied players share the victory.



## CREDITS

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