



AVENTURA IN THE PARK



A family board game where you experience a fun day at an amusement park

DATOS CLAVE

- **Author:** Antonio Rodríguez (creative collaboration Sergio Rodríguez)
- **Players:** 1–6 | **Age:** 7+ | **Duration:** 30–60 min
- **Category:** Family / Light strategy
- **Status:** Complete prototype, tested and ready for publishing

THEME

Adventure in the Park invites players to **experience a full day as visitors to an amusement park or water park**, planning routes, managing energy and queues, and making decisions to maximize fun.

MAIN MECHANICS

- ✓ Route and movement planning
- ✓ Asymmetrical scoring per character
- ✓ Light resource management (Energy Chips and Queue Cones)
- ✓ Events and interaction cards
- ✓ Competitive, cooperative, and solo modes with the same core system



HOW TO PLAY (SUMMARY)

Players move around the park visiting attractions. Each character has clear preferences (extreme, family, shows, food, or water rides) that determine their score. Energy allows you to improve actions or adapt to unforeseen events, generating significant decisions on each turn.

In competitive mode, Queue Cones represent saturation on the attractions and allow for direct, thematic interaction between players without slowing down the game. The park isn't built: it's experienced.

WHAT MAKES IT ORIGINAL

It transforms the amusement park into a lived experience, not a construction game. Interesting decisions on each turn with very accessible rules. High replayability thanks to variable characters, routes, events, and modes. A carefully balanced blend of family fun and real strategy, without reaching the complexity of a full-fledged Eurogame.

COMPONENTS (CURRENT PROTOTYPE)

2 illustrated game boards (Amusement / Water Park), 16 asymmetrical characters, 136 cards, pawns, energy tokens, dice, turn marker, rulebook, and reference booklet. Optional companion app (not required to play).

TARGET AUDIENCE

Families with children aged 7 and up, mixed groups of adults and children, and casual gamers looking for realistic decisions without excessive complexity.

CONTACT AND MATERIALS

 **Website y demo video (3 min):**

<https://aventuraenelparque.com>

 **Author:** Antonio Rodríguez

 antonio.board.games@gmail.com

 Madrid, Spain

 Meet with us at [InterOcio 2026](#)

demo table confirmed.

