

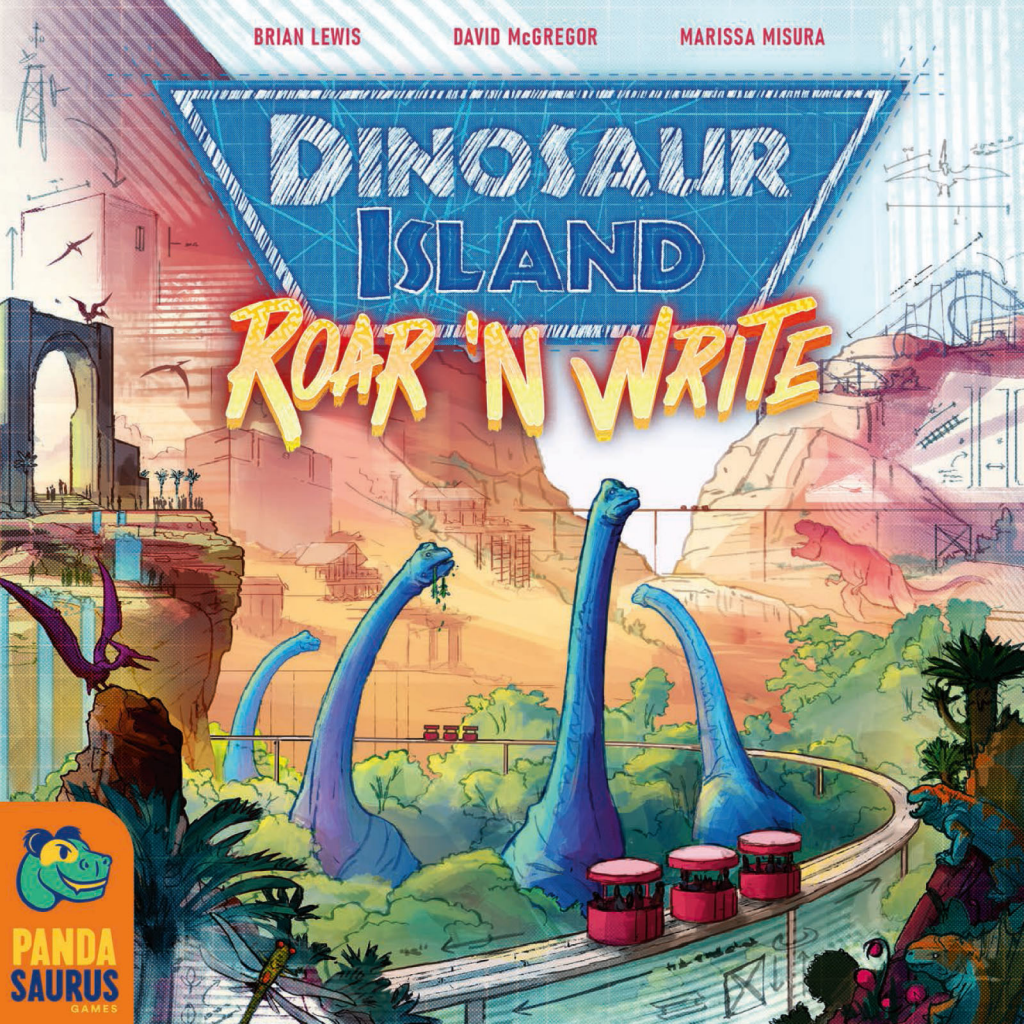
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# DINOSAUR ISLAND

## ROAR 'N WRITE



# COMPONENTS

- ▶ Game board
- ▶ 2 Park sheet pads
- ▶ Dice bag
- ▶ 20 Specialist cards
- ▶ 1 Season marker
- ▶ 20 Building cards
- ▶ 1 First Player Marker
- ▶ 10 Solo AI cards
- ▶ 10 dice

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# GAME BOARD SETUP



- ◆ Place the **game board** in the middle of the table.
  - A. If playing with **2 or 3 players**, use the side with the icon in the top left corner.
  - B. If playing with **4 players**, use the side with the icon in top left corner.
- ◆ Prepare the **Building** and **Specialist** cards:
  - A. If anyone hasn't played before, **remove** all Building and Specialist cards marked with an **Expert icon** .
  - B. Shuffle the **Building** deck. Draw **3 cards** and place them faceup in the and slots on the **left side** of the board. Return the rest to the box.
  - C. Shuffle the **Specialist** deck. Draw **3 cards** and place them faceup in the , , and slots on the **right side** of the board. Return the rest to the box.
- ◆ Place the **Season marker** on the first space of the **Season Track**.
- ◆ Put all **10 dice** in the dice bag.

# PARK SHEET SETUP

Each player does the following:

- 1 Take one of each Park sheet and a pen. Write a name for your park.
- 2 In your **DNA Storage area**, draw a circle in the **1st box** on each **basic DNA track** (🟡, 🟢, and 🔵).
- 3 In your **Building cards** area, fill in **Coin boxes** from the end of the 🟡, 🟢, and 🔵 tracks, until the number of **empty boxes** on each track matches the **cost** of the Building card in corresponding game board slot.
- 4 Do the same for the 🟡, 🟢, and 🔵 tracks in your **Specialists** area, so they match the costs of the corresponding **Specialist cards**.
- 5 The first player to come up with a punny dino joke takes the **first player marker**. (*If this turns out to be harder than expected, choose a first player randomly.*)
- 6 Going in **clockwise order** from the first player, each **other player** gains additional **starting DNA**. (*Note: If you have no 3rd or 4th player, ignore the related steps.*)
  - A. The 2nd player draws a circle in the 1st box on their 🟡 track.
  - B. The 3rd player draws circles in the 1st box on their 🟡 AND 🟢 tracks.
  - C. The 4th player draws circles in the 1st box on their 🟡, 🟢, AND 🔵 tracks.
- 7 You're now ready to play!

▲ Player 1    ▲ Player 2    ▲ Player 3    ▲ Player 4    ▲ Building costs    ▲ Specialist costs



# GAME OVERVIEW

In **Dinosaur Island: Rawr 'N Write**, your goal is to build the **best dang Dinosaur theme park** you can! You do this by collecting **DNA** to make **Dinosaurs**, hiring **Specialists** to use their unique abilities, and building **Attractions** and special **Buildings** to enhance your visitor experience.

However, Dinosaurs are **dangerous**, and if you don't put some effort into keeping your park **secure**, you might just "lose track" of some of your visitors...

All of your progress (*and missteps!*) will be marked on your **Park sheets**, where you draw the **layout** of your park, store and spend **resources**, and record your progress. At the end of the game, you each **score** your performance, and whoever has the highest score wins!

## SEASONS

The game is played over **3 Seasons**. At the end of the 3rd Season, players count up their total **Victory Points** and determine the winner.

Each **Season** is made up of the following phases:

1. **1ST ACTION PHASE:** Players draft 2 dice each and take turns placing them on the game board to take actions.
2. **2ND ACTION PHASE:** Players repeat the Action Phase, drafting another 2 dice each and placing them.
3. **RUN PARK PHASE:** All players open their parks to visitors and simultaneously run through the steps to gain income, use Specialists, and check that their park is secure.

# KEY CONCEPTS

## COLLECTING RESOURCES

Throughout the game, you will gain **resources** by drafting **dice**, taking **actions**, and earning **income** from running your park.

Each **resource** is represented by a distinct **icon**. Whenever you **earn** a resource, you **mark** it in the appropriate area on your **Park sheets** (as detailed in the following sections).

RESOURCE TYPES	
	<b>BASIC DNA</b>
	<b>ADVANCED DNA</b>
	<b>COINS</b>
	<b>SECURITY</b>
	<b>ROADS</b>
	<b>EXCITEMENT</b>



## DNA

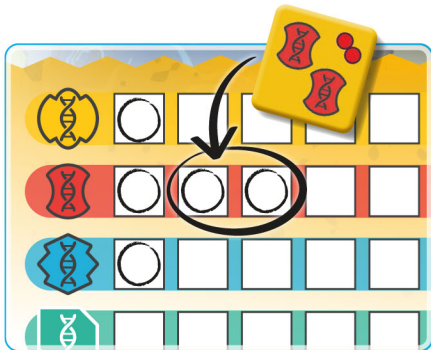
DNA is used to make **Dinosaurs**! It comes in 2 varieties:

**Basic DNA:** Common, needed to make **Herbivores** and **Small Carnivores** .

**Advanced DNA:** Rare, needed to make **Small Carnivores** and **Large Carnivores** .

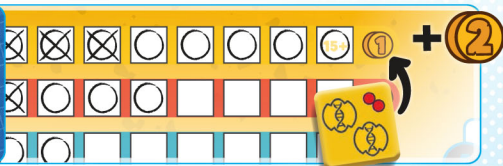
Whenever you gain DNA, draw a **circle** in 1 box on the corresponding **DNA track** in your **Storage** area. The icons and mean you may **choose** the type of basic or advanced DNA that you gain.

(For rules on spending DNA, see **Making Dinosaurs** on pg. 13.)



### TOO MUCH DNA?

If you completely **fill up** a DNA track, each **excess** DNA that you gain of that type is immediately **sold** for each (which you may spend as normal; see next page).



▲ If your track is full and you gain another 2 , you instead get to spend.

## ① COINS

Coins are used to hire **Specialists** and construct special **Buildings** in your park.

Whenever you gain Coins from dice, actions, or income, you get to spend them **immediately** by marking an equal number of **Coin boxes** on Specialist or Building tracks on your Park sheet. (You may split your Coins between different tracks.)

If you've crossed off **all boxes** on a Specialist or Building track, check off the circle next to it to show that you've completed that item. You immediately gain that item, along with its **instant bonus** (see **Specialists** on pg. 19 and **Building Cards** on page 20).

If you want to **save** your Coins for later, you can place them in your **Storage** area instead of spending them (see sidebar).



▲ When you gain ①, cross off 1 Coin box.



▲ Once you fill an item's track, you've completed the item.

**STARTUP COSTS**

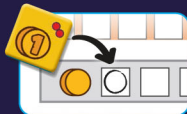
To **complete** an item, you **don't** need to cross off any boxes that were **filled in at setup** to reflect its cost.

▲ You only need to spend ② to complete Building card.

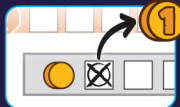


## STORING COINS & ROADS

Whenever you gain a Coin ① or a Road ♣, you can choose to place it in your **Storage area** instead of spending it. To do so, draw a **circle** in the next empty box on the appropriate Storage track. You may **cross off** a stored Coin or Road **at any time** to use it (as if you had just gained that resource).



▲ Storing a Coin



▲ Spending a stored Coin

However, once you've used a Storage slot, you **never** get it back - which means you can store a **maximum** of 5 Coins and 5 Roads over the course of the game. Once you run out of Storage space, you can't store new Coins or Roads!



▲ No room to store new Coins!

## BUYING OTHER RESOURCES


**Instead** of spending your Coins on Specialists or Buildings, you can use them to buy **any amount** of advanced DNA ⚗, Roads ♣, or Security ⚡, for ② each.

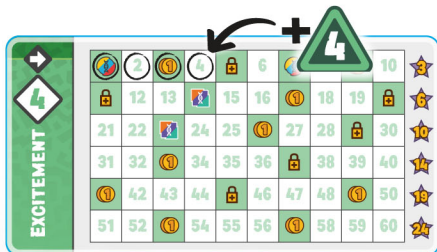
You do **not** need to mark Coins spent this way on your sheet (unless you are spending them from Storage). Simply mark the resources you purchased in the appropriate area.

At any time ② = ⚗ ⚡ ⚡ ⚡ ⚡

## 1 EXCITEMENT

Your **Excitement track** tells you how excited visitors are about your park. You can increase your Excitement by making **Dinosaurs** (see pg. 13), running your **Dino Tour** (see pg. 15), and taking other actions. The more Excitement you have, the more **resource income** you earn when you run your **park** at the end of each Season (see pg. 14).

Whenever you gain Excitement , draw **circles** in that many boxes on your **Excitement track**. If you circle any **resource icons**, **DO NOT** gain these **immediately!** These resources are **income** that you will gain every time you **run your park** (see pg. 16).



▲ If you gain , draw circles in the next 4 boxes on your Excitement track.

### TOO MUCH EXCITEMENT?


If you **completely fill up your Excitement track**, record any **excess** Excitement you gain in the “61+” box on the right. At the end of the game, each excess Excitement is worth !

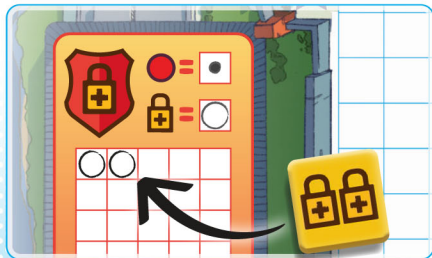


## SECURITY AND THREAT



**Security:** Used to protect your visitors from Dinosaurs and other dangers in your park.

When you gain 1 or more , draw **circles** in that many boxes on your **Security track**.

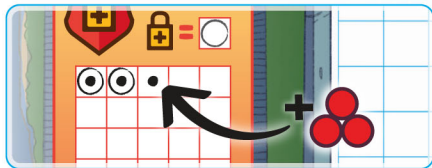


▲ If you gain  draw circles in 2 boxes on your Security track.





**Threat:** Represents danger to your park's visitors from Dinosaurs, lack of maintenance, and competitors' shenanigans.

Threat is **also** marked on your **Security track**. When you gain 1 or more , draw **dots** in that many boxes on your Security track.



▲ If you gain , draw dots in 3 boxes on your Security track.

Each **dot** (Threat ) on your track that has a **circle** (Security ) around it is **secured**, and will not cause you any problems. However, if you have any **unsecured Threat** at the end of the **Run Park Phase**, your visitors are in trouble! (see **Death Toll** on pg. 16.)

# YOUR PARK MAP

Your **Park Map** shows the layout of your park. Whenever you construct **Roads** or **Buildings**, you draw them on your map.

## BUILDINGS

During the game, you can construct the following kinds of **Buildings**:



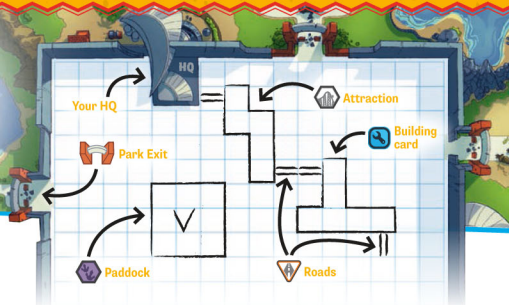
### Paddocks

Where Dinosaurs are kept (pg. 13)



### Attractions

Generate extra income when you run your park (pg. 14)



### Building cards

Purchased with Coins (C). Provide instant bonuses (D) and end-game VP (★) (pg. 19)



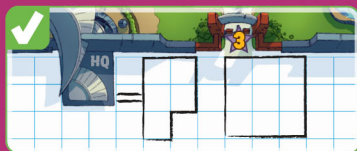
### Your HQ

Where you start **Dino Tours** (pg. 15). Already on your map at start of game.

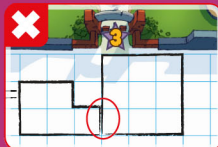
## PLACING BUILDINGS

Each Building has a specific **shape** (shown on your sheet or on Building cards). Whenever you make a new a Building, draw its shape somewhere on your **Park Map**, following these rules:

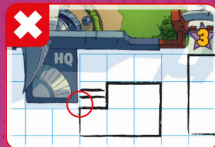
- ▶ You **MAY** place Buildings **anywhere** there is enough space. (Buildings do not need to be near your HQ or connected to a Road.)
- ▶ You **MAY** **rotate** or **mirror** a Building's shape when you place it.
- ▶ You **MAY NOT** place Buildings touching **other Buildings**, even at the **corners**. (This includes your HQ.)
- ▶ You **MAY** place Buildings touching the **walls** at the edge of the map and **Park Exits** (see next page).
- ▶ You **MAY** place Buildings next to or touching **Roads** and **destroyed areas** (but not on top of them).



▲ Buildings CAN be flipped or rotated, and touch walls.



▲ Buildings CAN'T touch each other...



▲ ...even at corners!



## ROADS

Roads are a **resource** you can earn from dice, actions, and bonuses. They are drawn on your **Park Map** and are used to **connect** Buildings to each other.

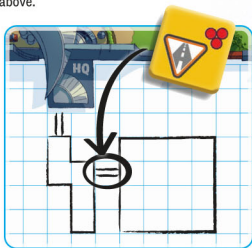
Each Road takes up **1 square** on your map, and connects **any 2 edges** of the square:

**LEGAL  
ROADS** ▶

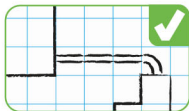


These can be rotated in any direction.

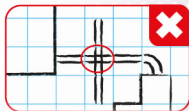
Any time you gain 1 or more Roads, you may **immediately** draw that many 1-square Roads in your park. You may draw each Road in **any square** in your park (*that is not occupied by a Building or other Road*), and in any of the configurations above.



Placing a Road next to another Road **extends** it, creating one **continuous Road** that is multiple squares long. However, each Road can only ever connect 2 edges of its square; you **cannot** make 3- or 4-way junctions, or “cross over” Roads you’ve already drawn.



▲ You **CAN** extend Roads...



▲ ...but you **CAN'T** cross over them.

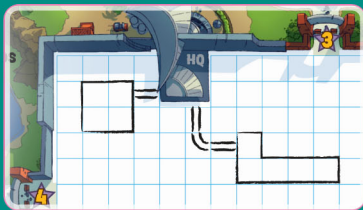
If you **don't** want to build a Road immediately, you can place it in your **Storage** area (see *previous page*).



## CONNECTING BUILDINGS

Connecting Buildings and Park Exits helps you establish **Dino Tour Routes** through your park. A more exciting Tour Route earns you **bonuses** when you run your park at the end of each Season (see *Dino Tour* on pg. 15).

Two Buildings are **connected** to each other if they have a **continuous Road** (of any length) between them.



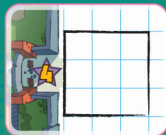
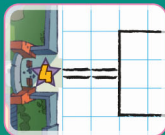
▲ Both these buildings are connected to your HQ.



## CONNECTING TO PARK EXITS

Park Exits are points on your Park Map where visitors can enter or leave the island.

A Park Exit is **connected** to a Building if there is a continuous Road between them, **or** if the Building is **directly adjacent** to the Exit.



▲ Both of these buildings are connected to the Park Exit.





## UNCONNECTED BUILDINGS

Can't reach a Building? **Don't worry!** Even Buildings that **aren't connected** to your Road network still give you **FULL resources** and **end-game VP** .

▲ Both Buildings score full VP .

You won't get to visit unconnected Buildings on your **Dino Tour** (see pg. 15), but otherwise they are fully functional!

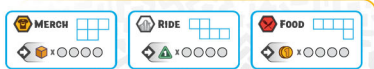



## ATTRACTIONS

Attractions are **Buildings** that give you additional **resource income** when you run your park at the end of each Season.

There are **3 types** of Attractions you can build: **Merch Booths** , **Rides** , and **Food Stands** . The **Attractions** area of your sheet shows you the **unique Building shape** of each Attraction and the **resource income** it gives you when you run your park (see pg. 14).

### ATTRACTION TYPES



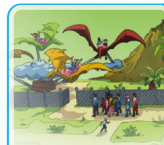
Whenever you gain an Attraction - either by drafting a **die**, taking the **Build action**, or acquiring certain **Specialists** and **Buildings** - you get to build that Attraction in your park **immediately**. A  icon means you can build an Attraction of **your choice**.

To build an Attraction, first draw its shape on your **Park Map**, obeying all rules for placing Buildings on pg. 7. Then **check off** one of the circles next to that Attraction in your **Attractions** area (this serves as a reminder of how many Attractions you've built each time you gain income; see pg. 14).

Note that you do **not** gain any resources immediately when you build an Attraction.



▲ When you gain a , draw a "Food" shape on your map and mark that you have 1 of that Attraction.



### MAX 4 OF EACH ATTRACTION

You can build **up to 4 Attractions** of each type in your park. If you already have 4 of a given type, or you have no legal space to place a new Attraction, you **can't** build that Attraction anymore (drafting a die with that Attraction has no effect).

▲ You can no longer build Rides!

# ACTION PHASE

Each Season, you will resolve 2 **Action Phases** in a row before running your park.

## ACTION PHASE STEPS

1. **DRAFT DICE**
  - A. **PREPARE DICE POOL**
  - B. **DRAFT DICE**
  - C. **GAIN RESOURCES**
  - D. **GAIN LEFTOVER DIE**
2. **TAKE ACTIONS**
3. **CLEANUP**



## 1 DRAFT DICE

### A. Prepare Dice Pool

To prepare the draft, first make sure **all 10 dice** are in the dice bag. The **first player** shakes the bag well to randomize the dice, then draws a **pool of random dice**. The number of dice in the pool is based on **player count**:



Once the first player has drawn, they **roll** all dice in the pool and place them **next to the game board**, where everyone can easily see them.

### B. Draft Dice

Starting with the **first player** and going **clockwise**, each player chooses **1 die** in the pool and places it near their sheet (*without changing its face*).

Once everyone has drafted their 1st die, the **last player** chooses a **2nd die**, followed by each other player in **counterclockwise** order.

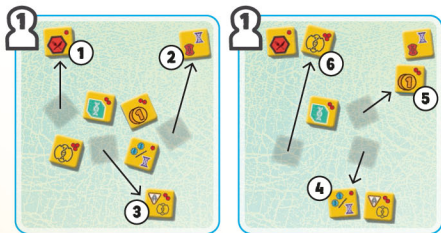
When the draft returns to the **first player**, there should be **2 dice** remaining in the pool. The **first player** chooses 1 die to take, then places the **leftover die** near the game board.

### WHAT YOU SEE IS WHAT YOU GET

Once the first player has rolled, **all die faces are set** until they are returned to the bag at the end of the Action Phase.



▲ An example dice pool in a 3-player game



▲ Players draft their 1st die clockwise.

▲ Players draft their 2nd die counterclockwise.

### C. Gain Resources

Once everyone has finished drafting, each player gains the **resources** on the dice they drafted. (*Ignore the Threat icon on your own dice.*)

- ▶ If you gain **DNA** (🧬) or **Security** (🔒), mark them on the appropriate tracks on your sheet.
- ▶ If you gain **Coins** (💰), spend them immediately by marking **Specialist** and/or **Building** tracks (or store them).
- ▶ If you gain **Attractions** (🎡) or **Roads** (🛣️), build them immediately in your park (or store your Roads).

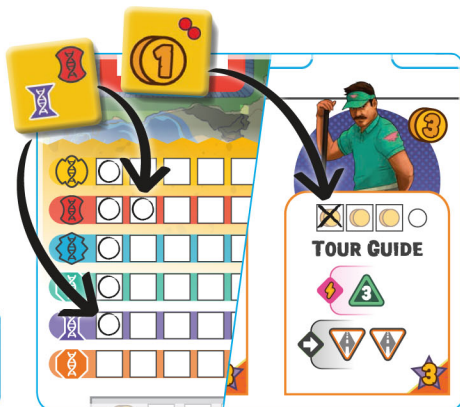
(see **Collecting Resources** on pg. 4 for more detail)



#### DICE WITH OPTIONS

If you drafted a die with a **slash**, you must **choose one option** on either side of the slash. In **all other cases**, you gain **all resources** on the die.

- ▶ This die gives 2 🧬 OR 1 🔒 (not both)



- ▶ Player 2 marks her new DNA and spends 1 💰 toward her Tour Guide.

### D. Gain Leftover Die

After gaining your own dice, **everyone** gains the **resources AND the Threat** on the leftover die.

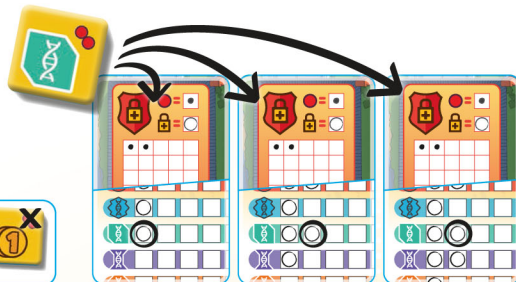
Mark the resources you gain as above, and mark the Threat on your **Security track** (see **Security and Threat** on pg. 6).

#### DON'T TAKE THREAT FROM YOUR OWN DIE!

Remember that during the draft, you **only** take **Threat** from the **leftover die**.



- ▶ Player 2 ignores the 2 🧬 on her own dice.

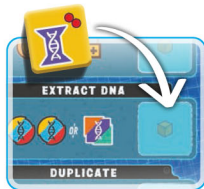
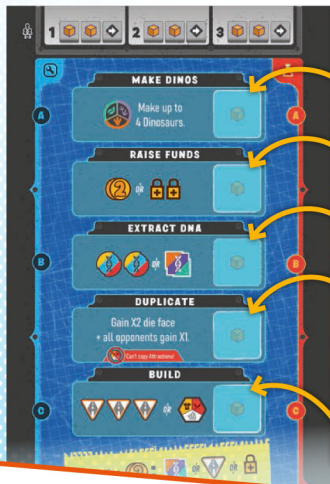


- ▶ All 3 players gain 2 🧬 and 1 🔒 from the leftover die.

## 2 TAKE ACTIONS

Starting with the **first player** and going in **clockwise** order, each player chooses **one** of their dice, places it on an **action space**, and immediately takes the associated action.

This continues **clockwise** until all players have taken **2 actions** (and placed **both** their dice).



▲ Place any die here to take the Extract DNA action

### AVAILABLE ACTIONS

**Make Dinosaurs:** Spend DNA to make up to 4 Dinosaurs (see next page).

**Raise Funds:** Gain 2 Coins (2) to spend immediately, or gain 2 Security (S).

**Extract DNA:** Gain any 2 basic DNA (D), or gain any 1 advanced DNA (A).

**Duplicate:** Gain 2 copies of the resources on the die you've placed here (as if you just drafted it). All other players gain 1 copy of the die face. You may not copy any Attractions (placing Attractions here has no effect).

**Build:** Build 3 Roads (R) or 1 Attraction (A) of your choice in your park.

## STACKING DICE

If there is a die occupying the space you want to use, you can place your die **on top of it** to take the action. However, you must gain the **Threat** (T) on the **occupying** die.



▲ Placing on this die gives you 2 Threat (T).

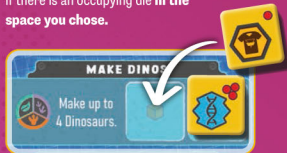
If you place on top of a **stack** of multiple dice on a space, you only take **Threat** (T) that is **visible** on the **top die** in the stack (you can ignore all dice that have been covered up).



▲ Placing on this stack will only give you 1 Threat (T).

## DOUBLE SPACES

In a 4-player game, some actions have **2 spaces**. You may place a die on **either** space to take the action. You only gain **Threat** (T) if there is an occupying die **in the space you chose**.



▲ You can place on this empty space to Make Dinosaurs without gaining extra Threat (T).

## 3 CLEANUP

After all players have taken **2 actions**, take the following cleanup steps:

- Return **all dice** from the board to the bag (including the *leftover die*).
- Pass the **first player** token to the next player in turn order.
- Move the **Season marker** one space forward on the track. If the next space has a **Die** (D) icon, resolve another **Action Phase**. If it has a **Run** (R) icon, resolve a **Run Park Phase**.



▲ Another Action Phase is next.

# MAKING DINOSAURS

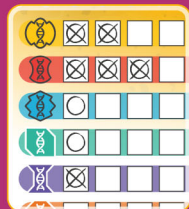
So you want to make Dinosaurs? Easy! Just take the **Make Dinosaurs** action and follow these steps:

## 1. Mark new Dinosaurs

Decide which Dinosaurs you want to make (and make sure you have the correct DNA to make them). You can make up to **4 Dinosaurs of any species** (they do not all have to be the same species). For each **individual** Dino you make, make **1 check mark** next to that species on your sheet.



▲ Rex decides to make **2 Brachiosaurs** and **1 Pteranodon**.



▲ Each **Brachiosaurs** costs Rex **1 DNA** and the **Pteranodon** costs **1 DNA**.

## 2. Mark spent DNA

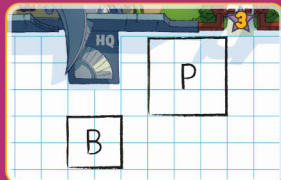
Cross off all DNA you are spending to make your Dinosaurs.

The DNA cost for each Dino is shown under its **species** on your sheet.

## 3. Build new Paddocks

Draw a **Paddock** in your park for each species you are making for the **first time**. (Follow all rules for placing Buildings on pg. 7.)

The **size** of each Paddock depends on the **type** of Dinosaur (see right). Mark each Paddock with the **highlighted letter** for its species.



▲ Rex draws a **2x2 Paddock** for his **Brachiosaurs** and a **3x3 Paddock** for his **Pteranodon**.

## PADDOCK SIZES



Brachiosaurs Paddock



Sm. Carnivore Paddock



Lg. Carnivore Paddock

## 4. Increase Threat

Gain **Threat** from each **individual** Dino you made. The Threat each Dino gives is shown under its **species** on your sheet.



▲ The **Pteranodon** gives Rex **1 Threat** (the **Brachiosaurs** give none).

## 5. Gain Excitement

Gain **Excitement** from each **individual** Dino you made. The Excitement each Dino gives is shown under its **species** on your sheet.



▲ Each **Brachiosaurs** gives Rex **6 Excitement** and the **Pteranodon** gives **2 Excitement**.

## MAX 4 DINOS PER SPECIES

You can make a max of **4 individual Dinosaurs** of each species throughout the game. Once you've checked off all **4 circles** next to a species, you can't make more Dinosaurs of that species.



## ONE PADDOCK PER SPECIES

You **only** build a Paddock for a species the **first time** you make Dinosaurs of that species. If you make more individuals of that species, they are **added** to the existing Paddock. (**Exception:** You may build a new Paddock for a species if the first was destroyed; see pg. 17.)

# RUN PARK PHASE

During the Run Park Phase, all players simultaneously run their parks, activating each step in order down their righthand Park sheet.

You must **fully** resolve each step before moving on to the next one, but you do **not** need to wait for other players to finish a step before moving on.

## RUN PARK STEPS

- ➔ 1. ATTRACTIONS
- ➔ 2. SPECIALISTS
- ➔ 3. DINO TOUR
- ➔ 4. EXCITEMENT
- ➔ 5. DEATH TOLL

### "RUN" EFFECTS

A ➔ icon indicates an effect that resolves **every time you run your park**, such as resource income or Specialist abilities.



## 1 ➔ ATTRACTIONS

Gain **resource income** from each **Attraction** 🎡 in your park, in any order. Each type of Attraction provides a different **resource**:



**Merch Booth:** For each 🎡 in your park, take 1 **random die** 🎲 from the bag, roll it, and gain the resources you roll (as if you had drafted the die). Do **not** gain any Threat 🚫.



**Ride:** For each 🎡 in your park, gain 🟩 on your Excitement track.



**Food Stand:** For each 🎡 in your park, gain 🟡 to spend immediately (or place in Storage).

If you build a **new Attraction** during this step (for example by rolling an Attraction on a Merch die), you gain its income **immediately**.

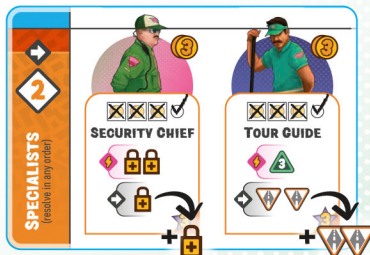


▲ Sora gains 🟩 and 🟡 from running her Attractions.

## 2 ➔ SPECIALISTS

Once you've run your Attractions, you may use the **Run Park ability** 🎡 on each **Specialist** 🧑 you've hired, in any order. This includes **both** the "always available" Specialists on your sheet and those on Specialist cards.

If you hire a **new Specialist** during this step (using Coins 🟡 gained from previously hired Specialists), you may use their ➔ ability **immediately**. You may always choose **not** to use a Specialist's ➔ ability.



▲ Sora runs her Specialists next, gaining 1 🟡 and drawing 2 🟢 on her map.

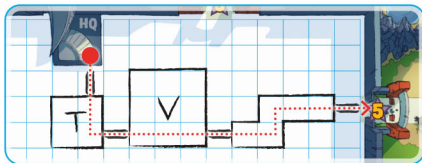
## 3 DINO TOUR

After you use your Specialists, you run a **Dino Tour** to generate extra **Excitement** 🌿 and earn **VP** ⭐.

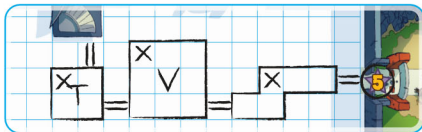
Start by planning a **tour route** that follows these rules:

- ▶ Your tour **MUST** start at your HQ.
- ▶ Your tour **MAY** end at any **Building** or at any **Park Exit** that is not circled.
- ▶ You tour **MAY ONLY** travel through connecting **Roads and Buildings** (of any type). It may not travel through empty squares on your map.
- ▶ Your tour **MAY NEVER** **backtrack** (travel through the same Building or Road more than once on a single tour) or **cross over** itself.

To mark your route on your map, do **not** actually draw it! Instead, draw a **small X** in a corner of each **Building** on your tour that does not already have an X in it from a previous Run Park Phase (see sidebar). If your tour **ends** at a **Park Exit** 🚪, draw a **circle** around it.



▲ Sora plans her tour through 2 Paddocks and 1 Ride on the way to a ⭐ Exit.



▲ She marks the 3 Buildings and circles the ⭐ Exit.

Once you've ended your tour, gain 🌿 for each **Building** that you marked with an **X** (of any type).

If you circled a **Park Exit** 🚪, you score its **VP** ⭐ at the end of the game (see **Final Scoring** on pg. 18).

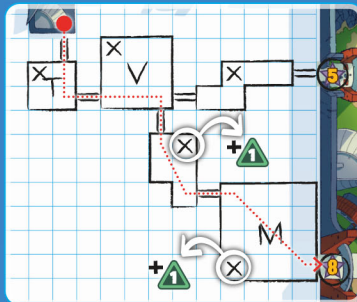


▲ Sora's tour earns 3 🌿 and ⭐.



## REVISITING BUILDINGS

Once a Building has been **marked with an X** on a Dino Tour, you can still send future tours through it, but you will **not** gain **Excitement** from it when you do.



▲ When Sora runs her park again in Season 2, she visits 2 Buildings she marked on her first tour, as well as 2 new Buildings. She marks the 2 NEW Buildings only, then gains a total of 2 🌿.



## CIRCLING PARK EXITS

When sending a tour to a Park Exit, bear in mind the following rules:

- ▶ You must **END** your tour at a Park Exit to circle it. (You **can't** circle an Exit and then continue your tour.)
- ▶ You can circle only **1 Exit** on **each** tour (a max of 3 per game).
- ▶ You can **never** circle a single Exit **more than once**.



## 4 EXCITEMENT

Once your Dino Tour is complete, you gain resource income from your **Excitement track**. Gain 1 resource for every circled resource icon (🔒 / 🪙 / 🧬 / 🧑) on your track. Coins you gain can be **spent immediately** (or stored).



▲ Sora has a total of 13 Excitement. Her income is 2 🪙, 2 🧬, and 2 🧑.

If you gain **new Excitement** during this step (for example from the **instant bonus** 🧑 on a **Specialist** 🧑 or **Building** 🏠), you **immediately** gain resources from any **additional icons** you circle.

### BUILDING UP EXCITEMENT

Each time you run your park, you earn **every** circled resource on your Excitement track – not just resources you circled that Season!

## TIMING OF INCOME AND EFFECTS

It's possible to increase your income or gain new abilities **during** the Run Park Phase (for example by building a new **Attraction** 🎡 or completing a **Specialist** 🧑). However, if you've **already completed** the step where you would gain the income or use the ability, you have to **wait** until the **next time** you run your park to use it.

For example, if you spend Coins (🪙) gained during your **Excitement** step to complete a new Specialist, you **don't** get to use the Specialist's ability until the next time you run your park (because you've **already ended** the Specialists step). However, if you use Coins (🪙) gained from **Attractions** or **other Specialists** to purchase the same Specialist, you **do** get to use their ability (because this happens **before** the end of the Specialists step).

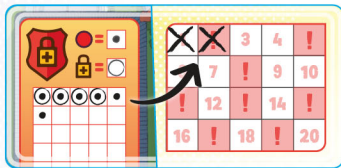


▲ Sora uses the 🧬 she gained from Excitement to complete the Paramedic 🧑. She gains his 🧑 bonus, but she can't use his 🧑 effect until the next Run Park Phase.

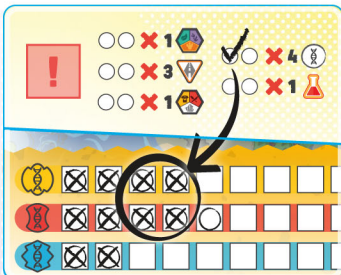
## 5 DEATH TOLL

Once you've gained Excitement income, you must count your **Death Toll** and potentially suffer **Disasters** in your park! For each unsecured **Threat** 🚨 on your **Security track** (see pg. 6), mark 1 box on your **Death track** 🚨.

For each **Disaster** 🚨 box you mark on your Death track, you must check off and resolve a **Disaster** of your choice from the table on the right (see next page).



▲ Sora has 6 🚨 but only 4 🧑, so she suffers 2 🚨.



▲ Sora must resolve 1 🚨. She chooses to lose 4 stored DNA.

### TOO MANY DEATHS?

If you **completely fill up** your Death track, record excess Deaths you take in the "21+" box on the right. You won't suffer any more **Disasters**, but it will cost you **extra VP!**







# DISASTERS

When you suffer a Disaster, you must choose one that you are able to **fully** resolve, if possible (*for example, you must have at least 4 stored DNA to choose "lose 4 stored DNA"*).

Once you've checked off a given Disaster twice, you **can't** choose it again.



**Destroy Paddock:** Destroy any 1 Paddock in your park and scribble over its Dino check marks in your Dinosaurs area.



**Destroy 3 Roads:** Destroy any 3 Roads in your park or in Storage.



**Destroy Attraction:** Destroy any 1 Attraction in your park and scribble over its check mark in your Attractions area.



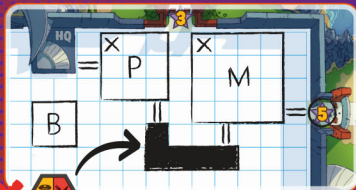
**Lose 4 Stored DNA:** Cross off any 4 stored DNA.



**Lose Specialist:** Cross out any hired Specialist.

When a Building or Road in your park is **destroyed**, the rubble remains in your park and prevents you from building there again.

When you destroy any Building or Road, **fill in** all the spaces it occupied (*do not erase it!*) The filled in area is considered a **destroyed area**.



▲ After suffering a Disaster, Rex destroys a Food Stand.

## DESTROYED AREAS

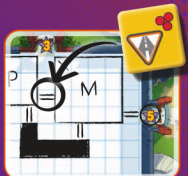
Note the following rules for destroyed areas:

- ▶ You **MAY NOT** build **new** Buildings or Roads in destroyed areas (*but you may build adjacent to them, including at the corners; see pg. 7*).
- ▶ You **MAY NOT** run your **Dino Tour** through destroyed areas (*but you do not lose Excitement ▲ gained on previous tours*).

## DISCONNECTED PARK EXITS

In order to score a **circled Park Exit** (🔍), there must be a **legal tour route** from your HQ to that Exit **at the end of the game**.

If a circled Exit is **disconnected** because a Building or Road was destroyed, and you are unable to **reconnect** it before the end of the game, it is worth **0 VP** (see *Final Scoring* on pg. 18).



▲ Rex needs to reconnect his Exit if in order to score it.



## LOSING DINOS

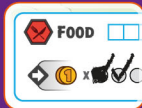
If a Paddock (🐾) is destroyed, you **lose all Dinosaurs** in that Paddock. You do not lose the **Threat** (🔥) or **Excitement** (▲) you gained when making them, but you do not score their **end-game VP** (👤).

If a species' Paddock has been destroyed, you can still make Dinosaurs of that species. The next time you do, build a **new Paddock** for them. However, note that the Dinosaurs you lost count towards your **limit of 4** of that species.

▲ If you lose 2 Brachiosaurs (🦖), you can only make 2 more.

## LOSING ATTRACTIONS

If an Attraction (🎡) is destroyed, you **no longer** gain income from it. Destroyed Attractions still count towards your **limit of 4** of each type.



## LOSING SPECIALISTS

If you lose a Specialist (👤), you do not lose the **instant bonus** (💎) you gained when you hired them, but you can no longer use their **Run Park ability** (👉), and do not score their **end-game VP** (👤). Specialists you have lost **can't** be re-hired.



## RUN PARK CLEANUP

After all players have finished running their parks, take the following cleanup steps:

1. Return all **dice** to the bag.
2. Move the **Season marker** one space forward on the track, and begin a new **Action Phase**. If you are at the **end of the track**, the game is over; proceed to Final Scoring.



## FINAL SCORING

At the end of the **3rd Season**, each player fills in the **Final Scoring area** of their sheet and totals up their **Victory Points** for the game.

The player with the highest **total VP** is the winner! If there is a tie, the player who made the **most individual Dinosaurs** wins. If there is still a tie, the victory is shared!



At the end of the game, Rex counts up his VP.

	Score <b>2</b> per individual <b>Herbivore</b> in your park.	6	Rex has 6
	Score <b>3</b> per individual <b>Small Carnivore</b> in your park.	15	Rex has 6
	Score <b>5</b> per individual <b>Large Carnivore</b> in your park.	10	Rex has 2
	Score <b>3</b> per <b>Specialist</b> you've hired (including Specialists on your sheet and on cards).	9	Rex has 3
	Score all <b>Building cards</b> you completed. (You can write individual Building scores next to their Coin tracks.)	10	Rex has built 1, which scores 2 per
	Score all <b>Park Exits</b> you circled. Circled Exits that can't be reached from your HQ by a legal tour route are worth 0.	13	Rex has circled his 5 and 8 Exits
	Score the at the end of the <b>bottom-most row</b> on your <b>Excitement</b> track where you've drawn at least 1 circle.	10	Rex has 26
	Score <b>1</b> per Excitement in excess of 60.	0	Rex has under 60
	Score <b>1</b> per 2 stored <b>DNA</b> (any type), rounded down.	2	Rex has 3 and 2 left
	Lose <b>1</b> per <b>Death</b> recorded on your Death track.	-4	Rex has 4
	Lose <b>2</b> per <b>Death</b> in excess of 20.	-0	Rex has under 20
Rex's total is...		71	



# SPECIALISTS

When you fill a Specialist's **Coin track**, check off the circle next to it to show you've **hired** them. You **immediately** receive their **instant bonus**.

During the Specialists step of the **Run Park Phase**, you can use the **Run Park ability** of every Specialist you've hired.

## PARK SHEET SPECIALISTS

<b>SECURITY CHIEF</b>	Gain 2.	Gain 1.
<b>TOUR GUIDE</b>	Gain 1.	Build 2 in your park (or <i>Storage</i> ).
<b>JR. SCIENTIST</b>	Gain 2.	Spend DNA to make up to 2 <b>Dinosaurs</b> of any type. Follow all rules for making Dinosaurs on pg. 13.

## SPECIALIST CARDS

<b>DNA MIXOLOGIST</b>	Use this Specialist's ability immediately.	Add 1 free <b>Dinosaur</b> to any <b>Paddock</b> you have already built in your park. This does not cost DNA, but increases <b>Excitement</b> and <b>Threat</b> as normal.
<b>HERBIVORE RESEARCHER</b>	Gain 2.	Gain 1 per <b>Herbivore Paddock</b> in your park.
<b>JACK OF ALL TRADES</b>	Choose 2, 2, or 2.	Choose 1, 1, or 1.
<b>LO. CARNIVORE HANDLER</b>	Gain 1 and 1.	Gain 1 per <b>Lg. Carnivore Paddock</b> in your park.
<b>MASOOT</b>	Gain 1.	Gain 1 per <b>Merch Booth</b> in your park.
<b>MASTER CHEF</b>	Gain 1.	Gain 1 per <b>Food Stand</b> in your park.
<b>RIDE OPERATOR</b>	Gain 1.	Gain 1 per <b>Ride</b> in your park.
<b>SENIOR SCIENTIST</b>	Gain 2 and 2.	Spend DNA to make up to 4 <b>Dinosaurs</b> of any type. Follow all rules for making Dinosaurs on pg. 13.

<b>SM. CARNIVORE TRAINER</b>	Gain 1.	Gain 1 per <b>Sm. Carnivore Paddock</b> in your park.
<b>SOCIAL MEDIA MANAGER</b>	Gain 1.	Gain 1 for every 5 <b>Threat</b> on your <b>Security track</b> (rounded down).
<b>ARCHITECT</b>	Build 2.	You may destroy 1 <b>Attraction</b> of any type in your park to gain 1 on every <b>Building card track</b> . Follow all rules for destroying <b>Attractions</b> on pg. 17.
<b>CHAOS THEORIST</b>	Gain 1.	Draw 1 random die from the bag, roll it, and gain the resources on it. All other players gain the resources AND the <b>Threat</b> on the die (at the start of their Specialists step).
<b>CLOWNING EXPERT</b>	Copy the bonus of another Specialist you've hired.	Copy the ability of another Specialist you've hired.
<b>INSIDER</b>	Choose 2 or 2.	You gain 1. All other players gain 1 (at the start of their Specialists step).
<b>LAWYER</b>	-	As long as you have the <b>Lawyer</b> , the first 10 you mark on your <b>Death Toll Track</b> do not cause <b>Disasters</b> in your park. During your Specialists step, gain 1 for every 2 on your <b>Death Toll Track</b> (rounded down).
<b>MAD SCIENTIST</b>	Use this Specialist's ability immediately.	Make up to 4 <b>Compies</b> ( <i>Compsognathus</i> ). Each <b>Compy</b> you make costs 1 <b>basic DNA</b> of any type and produces 1 and 1. The first time you make <b>Compies</b> , draw a <b>3x3 Paddock</b> for abilities and scoring. You may make an <b>unlimited number</b> of <b>Compies</b> . Do not mark <b>Compies</b> you've made. <b>Compies</b> are worth 1 and do not count as individual <b>Dinos</b> during scoring (including for <b>Building cards</b> ). <b>Compies</b> can only be made by the <b>Mad Scientist</b> .
<b>PARAMEDIC</b>	Gain 1.	Draw 2 random dice from the bag and roll them. Gain 1 for each <b>Threat</b> showing on the die that has more 1. (Do not gain the resources on the die.)
<b>PR GUY</b>	Gain 1.	Gain 1 for every <b>Paddock</b> in your park.
<b>RENT-A-COP</b>	Build 2.	Gain 1 for each other Specialist you've hired.
<b>UNION BOSS</b>	Build 1 of your choice.	Gain 1 for every 2 <b>Attractions</b> in your park (rounded down).



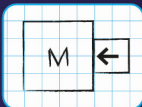
# BUILDING CARDS

When you fill a Building card's **Coin track**, check off the circle next to it to show you've built it, then **draw it in your park**, obeying the rules for **placing Buildings** on pg. 7. You **immediately** receive its **instant bonus** 🎁.

At the end of the game, each Building card you've completed scores **VP** 🌟 according to its **scoring bonus**.

## Attached Buildings

Some Building cards (like the *Goat Pen*) must be **attached** to another Building. This means you place them **touching** the Building, in the location shown on the card (but may be rotated or mirrored).

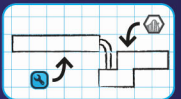


▲ The Goat Pen must be attached to a 🐐.

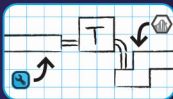
- ▶ You **MAY ONLY** place an Attachment adjacent to one **other Building** of the indicated type.
- ▶ During a **Dino Tour**, visiting a Building with an Attachment gives you 🌿 (1 for the Building and 1 for the Attachment).

## Scoring Connected Buildings

For scoring purposes, Buildings are **only** considered **connected** 🔗 if there is an **uninterrupted Road** between them (see pg. 8). If the path from A to B passes through **another Building**, then A and B are **not** connected.



▲ The Break Room is **connected** 🔗 to the Ride.



▲ The Break Room is **NOT connected** 🔗 to the Ride.

### NO MORE ROOM?





















































If you complete a Building card but you have **no legal space** to put it, you gain its 🎁 **bonus**, but you do **not** score it at the end of the game.

## BUILDING CARDS





<b>CARNIVORE COLOSSEUM</b>	Gain 2 🎁.	Score 🌟 per individual <b>Large Carnivore</b> 🐉 in your park.
<b>CASINO</b>	Build 1 🎰.	Score 🌟 per circled <b>Coin</b> 🌳 icon on your <b>Excitement</b> 🎡 track.
<b>DELUXE BREAK ROOM</b>	Build 1 🏠.	Score 🌟 per <b>Attraction</b> 🎡 of any type that is <b>connected</b> 🔗 to this Building.
<b>HOT SPRING MUD SPA</b>	Build 1 🛁.	Score 🌟 per <b>set of 3 different Attractions</b> (🎡 + 🎡 + 🎡) in your park.
<b>PREHISTORIC GARDEN</b>	Gain 3 🌿.	Score 🌟 per individual <b>Herbivore</b> 🐘 in your park.
<b>PTERIVAKI GRILL</b>	Gain 🍖.	Score 🌟 per individual <b>Small Carnivore</b> 🐉 in your park.
<b>PTEROSAUR AVIARY</b>	Gain 🦕 and 2 🐉.	Score 🌟.
<b>SECURITY HUB</b>	Gain 3 🗝️.	Score 🌟 per 2 🗝️ on your <b>Security track</b> (rounded down).
<b>T-REX JET SKI PARK</b>	Gain 🦕 and 3 🐉.	Score 🌟.
<b>WELCOME CENTER</b>	Gain 🦕, 1 🗝️, and 1 🎰.	Score 🌟 per 2 <b>Paddock</b> 🐎 of any type in your park.
🎰 <b>CAMP COMPY</b>	Spend up to 6 🎰 of any type(s). For each you spend, gain 🌿.	Score 🌟 per <b>set of 3 different basic DNA</b> (🧬 + 🧬 + 🧬) you've collected throughout the game. Count both <b>spent AND leftover DNA</b> .
🧑🏻 <b>OLONE ZONE</b>	Use any 1 Specialist's 🎁 ability immediately. You may choose a Specialist you have not hired.	Score 🌟 per <b>Specialist</b> 🧑🏻 you've hired.
🧬 <b>DNA ARCHIVE</b>	Spend up to 3 🧬 of any type(s). For each you spend, gain 🧬.	Score 🌟 per <b>advanced DNA</b> 🧬 you've collected throughout the game. Count both <b>spent AND leftover DNA</b> .

## BUILDING CARDS




 <b>FIRST AID HUT</b>	Gain 2  .	Score  AND  +  if you have 5 or fewer  ; AND  +  if you have no  .
 <b>GOAT PEN</b>	Must be attached to a single <b>Lg. Carnivore Paddock</b>  . Gain  per individual <b>Large Carnivore</b>  in the attached Paddock.	Score  .
 <b>MAIN GATE</b>	Must be attached to a <b>Park Exit</b> (in the location shown, but may be flipped or rotated). Gain 2  .	Score  AND  +  if this Building is connected  to 2 (or more) <b>Paddocks</b>  of any type; AND  +  if this Building is connected  to 2 (or more) <b>Attractions</b>  of any type.
 <b>MONORAIL STATION</b>	Gain 3  .	At the end of the game, plan a new <b>route</b> from your HQ to the Monorail Station. Score  per <b>Building (Paddock)</b>  , <b>Attraction</b>  , and <b>Building card</b>  ; this route passes through, including the Monorail Station itself. (Buildings visited on previous tours are counted.)
 <b>PETTING ZOO</b>	Choose 2  or  .	Score  AND  +  if you do not have the highest <b>Threat</b>  ; AND  +  if at least 2 other players have more <b>Threat</b>  than you. (In a 2-player game, this Building scores a max of  .)
 <b>TRICERATOPS RING TOSS</b>	Must be attached to a single <b>Herbivore Paddock</b>  . Gain  per individual <b>Herbivore</b>  in the attached Paddock.	Score  .
 <b>VELOCIRAPTOR CULINARY EXPERIENCE</b>	Must be attached to a single <b>Sm. Carnivore Paddock</b>  . Gain  per individual <b>Small Carnivore</b>  in the attached Paddock.	Score  .

## FREQUENTLY OVERLOOKED RULES









## Action Phase

- ▶ **Drafting** is done in "snake" order, but **actions** are done in clockwise order. (pg. 10)
- ▶ During the draft, you gain the **Threat**  AND **resources** from the leftover die. (pg. 10)
- ▶ When you place on a **dice stack**, you only gain the **Threat**  on the **top die** in the stack. (pg. 12)
- ▶ If you place a die with a **slash** on the **Duplicate** space, you may choose **either** option, **each time** you duplicate the die. (pg. 12)
- ▶ You may **never** duplicate **Attractions** (you *may* place a die with an **Attraction** on the **Duplicate** space, but it has **no effect**). You may place a die that has an **Attraction** and a **slash** in order to duplicate the **other resource**. (pg. 12)









## Run Park Phase

- ▶ Your Dino Tour can pass through Buildings you have marked with an X on previous tours, but you **don't** earn Excitement  for them. (pg. 15)
- ▶ Your Dino Tour **cannot** pass through **destroyed areas**. (pg. 17)
- ▶ In order to circle a **Park Exit**, your Dino Tour **must end** there. (pg. 15)
- ▶ If you build a new **Attraction**  or **Specialist**  during the associated step of the Run Park Phase, you can use the new item's **effect** immediately. If you circle a **new icon** on your Excitement track **during** the Excitement step, you gain the **resource** immediately. (pg. 16)

## Resources

- ▶ You can spend Coins  **immediately** when you earn them, no matter what phase of the game you are in. If you fill a Specialist's or Building's Coin track, you gain its **bonus immediately** (before you do **anything else**). (pg. 5)
- ▶ Coins  or Roads  in **Storage** can be spent at **any time**. (pg. 5)
- ▶ If a **DNA track is full**, any additional DNA of that type you gain is converted into **Coins** . (pg. 4)
- ▶ At any time, you can spend  to gain 1 , 1 , or 1 . You may do this any number of times. (pg. 5)

## Park Map

- ▶ You can **only have 1 Paddock**  for each **species**. When you make Dinosaurs of a species you **already** have a Paddock for, **don't** draw a new Paddock. If a **Paddock**  for a species has been **destroyed**, you can build a **new one** the next time you make that species. (pg. 13 and pg. 17)
- ▶ Attractions , Paddocks , and Building cards  are all considered **Buildings**. Roads  and Park Exits  are **not**. (pg. 7)
- ▶ You only score **circled Park Exits**  that you have a **legal tour route** to at the end of the game. (pg. 17 and pg. 18)

## GAME VARIANTS

Once you're comfortable with the standard game, try these variants for more competitive and challenging play!

### DICE BLOCKING

For a more **competitive** game, players can choose to use **die blocking**. In this variant, you may **only** place on an **occupied action space** if your die has **MORE Threat** than the occupying die.



▲ This die **CAN'T** be placed here, because it has **less**.



▲ This die **CAN** be placed here, because it has **more**.

With die blocking, anticipating your opponents' moves becomes more of a priority. It also increases the value of **high-Threat dice** in the draft, since they can both **block opponents** and **prevent being blocked** yourself.



#### UNUSABLE SPACES

Since there are **no die faces with more than 3**, placing a die with **3** on an space guarantees that **no one can use that space** for the rest of the current Action Phase.

▲ Dice **CAN'T** be placed here.



### SPECIALIST & BUILDING DRAFT

More experienced players can choose to **draft** Specialist and Building cards **individually**, instead of drawing a set of public cards at setup. (*Note: To play this variant, you must include all Expert Specialist and Building cards.*)

#### SETUP CHANGES

Do **not** place any Specialist or Building cards next to the game board. Instead do the following:

1. Each player draws 4 **Specialist** cards and 4 **Building** cards.
2. Simultaneously, all players choose 1 card from their hand and place it **facedown** in front of them. Then all players pass their remaining cards **clockwise** to the next player. Players continue drafting cards this way until each player has 8 cards facedown in front of them.
3. Each player **reveals** their cards, then **discards** cards of their choice until they have 3 **Specialists** and 3 **Buildings**. Each player places their chosen **Buildings** in a **faceup column** down the left side of their player sheet (corresponding to their 3 *Building tracks*) and their **Specialists** on the **right side**.
4. Each player marks the **costs** of the cards they drafted on the corresponding **Coin tracks** (as in *Park Sheet Setup steps 1c and 1d*; see pg. 3).

#### DRAFT RESTRICTIONS

You **MUST** draft at **least 3** of each card type (*Specialists and Buildings*), and **MAY NOT** draft **more than 5** of one type. (*For example, if you have 5 Specialists in front of you, you may only draft Buildings.*)

### GAMEPLAY CHANGES

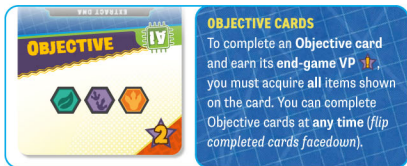
During the game, you may **only** buy the cards you **drafted** next to your sheet. (*You are not required to buy any of your cards.*)

## SOLO MODE

In this game mode, you can play against a **simulated opponent** and see how high you score!

### SETUP CHANGES

1. Remove the **Petting Zoo** from the Building deck and the **Insider** and **Chaos Theorist** from the Specialist deck.
2. Set up the game normally, using the **2-player side** of the game board and treating yourself as the **first player**. Set up only **1 Park sheet**.
3. Shuffle the **10 Solo cards**. Draw 5 and rotate them so you can read the **Objective** side.
4. Choose **3 Objective cards** to keep, and shuffle the others back into the deck. Place your chosen Objective cards near your Park Sheet, and the rest of the **Solo deck** near the game board.



▲ To complete this Objective, you need to build 1 Paddock of each type.

### GAMEPLAY CHANGES

The game follows the same structure as the standard game, except that during each **Action Phase**, before you draft dice, you draw a **Solo card** with instructions on how your AI "opponent" drafts and places their dice.

You also have **Objective cards** that you can score for additional points.

#### The Action Phase

At the start of each Action Phase, draw **6 dice** to create the dice pool. Roll the dice and arrange them in a **row**, in a random order.

Then, **before** taking any dice, reveal the top card of the **Solo deck** and **rotate** it so the **AI instructions** are readable. **Immediately** resolve **both** instructions on the card.

#### AI Instructions

Each AI instruction tells you to place a **specific die** from the row on an **action space**. The instruction selects a die based on its **numbered position** in the row (counting from left to right).



▲ This tells you to place the 2nd die in the row on the Duplicate action.

#### AI "ACTIONS"

The AI **does not** fill out a Park sheet, and **does not** actually use any action spaces – it just makes it more **difficult** for you to use them!

#### Dice Draft & Actions

Once the AI has chosen and placed its 2 dice, there should be **4 dice** left in the pool to for you to draft from. Choose **2 dice** for yourself and gain the resources shown on them.

From the **2 leftover dice**, choose 1 die to gain **resources** from, and gain the **Threat** on the **other** die. Then return **both dice** to the bag.

Next, place your drafted dice on any **2 action spaces** to take actions. If you place a die on either of the spaces occupied by an **AI die**, you must take the Threat on it (as in the standard game).



▲ After drafting her dice, Sora chooses to gain **6** and **1**.

### FINAL SCORING

At the end of the game, count up your final score as normal. Then add the **VP** on all **Objectives** you completed to your total.



0-49	Let's try this again.
50-69	Not bad.
70-79	You're getting the hang of this.
80-89	Promoted to supervisor.
90-99	Management material!
100-109	You're ready for your own franchise!
110-119	Franchisee of the year!
119-129	PARK of the year!
130+	Lifetime achievement award!



**BASIC DNA**



**ATTRACTION**



**BASIC DNA  
OF ANY TYPE**



**ATTRACTION  
OF ANY TYPE**



**ADVANCED DNA**



**DINOSAUR**



**ADVANCED DNA  
OF ANY TYPE**



**DINOSAUR  
OF ANY TYPE**



**COIN**



**PADDOCK**



**ROAD**



**PADDOCK  
OF ANY TYPE**



**EXCITEMENT**



**SPECIALIST**



**SECURITY**



**BUILDING CARD**



**VICTORY POINT**



**PARK EXIT**



**THREAT**



**DEATH**



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**SPECIAL THANKS:** Sara Perry, Nicole Cutler, Danni Loe, Christian Torres, David and Susan Misura, Daniel, Niko, Rebecca, and Alana Misura, Lisa and Brent Bachelder, Tom Jones, Lauren Quigley, Jeff White, Tracy McGregor, Chad McGregor, Joe Langston, Kyle Finley, Jon Gilmour, Ian Moss, Natalie Little, Team Panda, Ben Pinchback, Matt Riddle, Roger Lewis, Josh Storckman, Stephanie Metcalfe, Toronto Board Game Design Crew, all our amazing playtesters