DINOGENICS™



Park Operations Manual

Introduction

Table of Contents

Introduction	2
Key Concepts	3
Setup	4
Overview of Play	5
Gaining Visitors	6
Assigning Workers	7
Park Structures	8
Dinosaur Creation	9
Proper Habitats	10
Rampages and Damage	11
Manipulation / Breaking News	12
End Game Scoring	13
The Corporations	14
Single Player Scenarios	15-25
Facilities Reference	26
Dinosaur Reference	27
Quick Reference	28

In 2056, a breakthrough in genetic reconstitution allowed a research institute in a small South American country to recreate once extinct lifeforms from preserved genetic material. In hopes of attracting new benefactors through name recognition, the institute rebranded itself as DinoGenics IOM.

A new venue for greed was born as industry leaders from around the world flocked to the nation in hopes of building the first successful dinosaur park. Spurred on by the sudden influx of wealthy investors, the once impoverished nation seemed to change overnight. New infrastructure projects and vacation homes quickly filled the landscape.

Unfortunately, the early days of the DinoGenics collaboration proved unfruitful. Tourists did not want true to life dinosaurs; they wanted the great beasts and monsters that had wowed cinemas and popular culture for generations. With the promise of ever increasing revenue, DinoGenics gave into demands and engineered the dinosaurs the world wanted.



DinoGenics IOM World Headquarters

GAME COMPONENTS **1-5 PLAYERS, 90 MINUTES**

54 Dinosaur Meeples (6x of each normal species) (12x mutant species)



25 Workers (5x each faction)



10 Faction Tokens (2x each faction)



10 Tracking Cubes (2x each faction)



20 Goat Meeples



30 Visitor Meeples



2 Rampage Dice



90 Fences



10 Scandal Tokens
10 Blocking Tokens



48 Credit Tokens



72 DNA Cards



42 Manipulation Cards



21 Breaking News Cards



1 Mainland Game Board



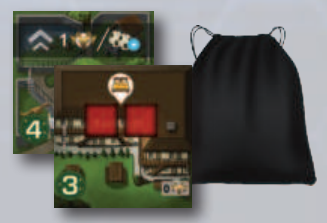
5 Personal Island Boards



1 Visitor Board + Overlays A & B



48 Facility Tiles
1 Facility Bag



5 Corrupted T-Rex
Reference Cards & 5 Tokens



Key Concepts

DinoGenics is a worker placement game where players take on the role of multibillion-dollar corporations competing to build the most successful dinosaur park. Each player owns a private island and takes turns deploying workers to areas of the mainland where they collect resources to enhance their individual parks. At the end of seven rounds (Seasons), the park with the most victory points is deemed the winner and acquires enough market shares to buy out their competitors.

Seven Seasons

The game is played out over seven Seasons. Each one starts with the **Open Season**, where players place workers and improve their parks, and ends with an **Upkeep Phase** where dinosaurs are fed and victory points are scored.

Your Personal Dinosaur Park

Each player has a personal park island board where they will place dinosaurs, fences, and park facilities. A player may only place **one dinosaur meeple or one facility tile** in each square of the island board. Dinosaurs will inhabit the **Park side** (green), while facilities may be built on the Park side or **Commercial Sector** (gray). Each facility specifies which side it must be built on.



At the bottom of the board is the park's **Dinosaur Value**. This tracks the current victory point value of all the dinosaurs in a player's park, and should be adjusted up or down any time a dinosaur is added or removed. These points are scored during every Upkeep Phase and the track helps you remember so you don't have to add up the value of your dinosaurs each time.

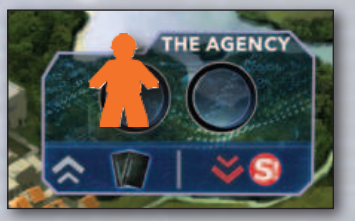
The Visitor Board and Reputation Tracks

Dinosaurs have different reputation values. The park with the most desirable dinosaurs will have the best reputation. This is tracked on the **Visitor Board** for all players. Each player's **Reputation Track** shows their total reputation from dinosaurs and facilities in their park and should also be adjusted up or down as needed during the game. The Visitor Board also tracks player turn order which is adjusted each Season based on reputation.

Each Open Season a number of tourists will want to visit a player's dinosaur park. Being higher on the **Reputation Track** allows a player to attract the largest number of visitors (★) as well as send out workers before other players. Players gain one credit (1) for each visitor their park houses at the start of the Season. Surviving visitors will award victory points during the season's Upkeep Phase.



Workers



As the owner of a dinosaur park, players have complete control over where their workers are placed each Season. During each turn, players must place one worker on an unoccupied **Action Space** (circle) of the **Mainland Game Board** to collect or spend resources. Each player will have all of their workers returned to them at the end of each Season.

Mainland Game Board

In addition to Action spaces, the Mainland Game Board holds the **DNA Market** where DNA may be bought and sold, and the **Newsroom**, where the current and upcoming **Breaking News** event is displayed. In seasons 2–7, a Breaking News event will become active, granting a boon or throwing a monkey-wrench into your careful plans.



Gaining Victory Points

Players gain victory points (🏆) at the end of *every* Season based on the value of the dinosaurs and live visitors their parks contain, as well as certain facilities. It is therefore important not to fall behind of the competition in bringing new dinosaurs and facilities to your park!



Scandal Tokens

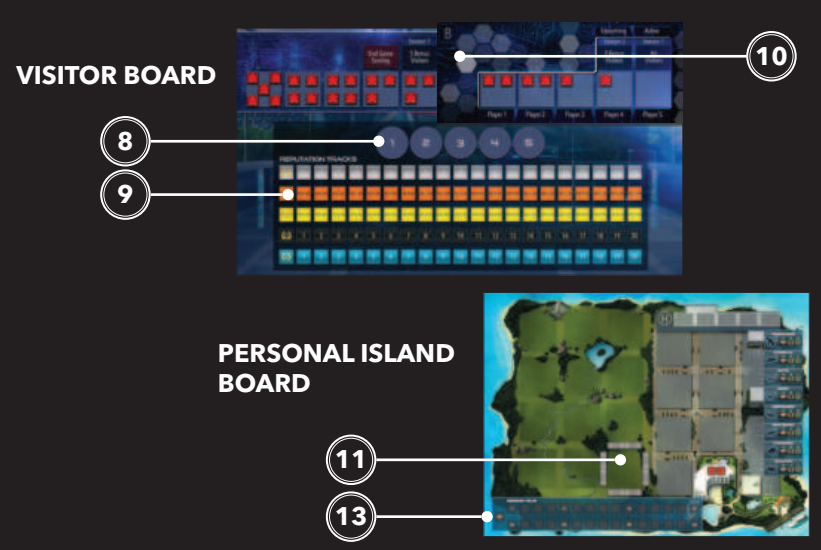
Visitor Fatalities and other actions will gain you a Scandal. At the end of the game, each Scandal token a player has will lower their final score by six victory points. Certain Breaking News events as well as the Agency board action allow players to discard Scandal tokens.



Setup

Before each player assumes the role of a multibillion-dollar dinosaur park corporation, endeavoring to recreate extinct lifeforms using questionable genetic DNA manipulation... you will need to do some pre-game setup.

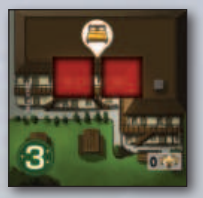




Main Board Setup

1. Place the **Mainland Game Board** in the center of the table.

2. Separate out the **8 Basic hotel** tiles and place them on the first column of the **City Center**. All remaining tiles are kept in the DinoGenics facility tile bag.



Basic Hotel

3. Shuffle the **DNA, Manipulation,** and **Breaking News** cards separately and place them on their designated spots of the Mainland Game Board.

4. Draw one DNA card face up to each space of the **DNA Market** on the Mainland Game Board and then draw four additional DNA cards face up to the **Boneyard**.



Boneyard

5. Draw the top Breaking News card to the upcoming slot of the **Newsroom**. This first card will take effect at the start of Season 2.

6. Each player must choose a faction color and place a **Faction Token** on the outer VP track of the Mainland Game Board.

7. Place **Blocking Tokens** to cover Action Spaces depending on player count. These are marked on the board as well:

- 4-5 Players: All board Action Spaces are uncovered.
- 3 Players: Place a Blocking Token on one Action Space of the **Farm, DinoGenics,** and the **City Center**.
- 2 Players: Place a Blocking Token on one Action Space of the **Farm, DinoGenics, Agency, Uplink, Site A,** and two on the **City Center**.

Note: Be sure to remove the Corrupted T-Rex Breaking News card and the five matching DNA reference cards for your first games. See pg 12.

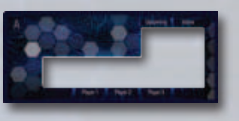
Visitor Board Setup

8. A **Faction Token** for each player marks player order on the **Visitor Board**. Choose one person to be the first player at random, and then go around the table placing tokens to form the starting order.



9. Place a **Tracking Cube** for each player on the **Reputation Tracks** at 0.

10. Place the appropriate **Visitor Overlay** so that Season 1 is underneath the Active header section (see chart below or detail on pg 6).



Player Setup

11. Give each player a **Personal Island Board** and 4 fences to form a **Starting Pen**.

12. Deal each player three dinosaur DNA cards and one Manipulation card. **Players have a hand limit of 10 DNA cards**, and should discard down to 10 any time they exceed the limit. Manipulation cards are unlimited.



13. Each player's other **Tracking Cube** is placed on the 0 space of the **Dinosaur Value** track at the bottom left of their player board.

14. Each player gets **workers** and **credits** as shown below. All players get the same number of starting workers based on the player count of the game. Starting credits varies based on turn order.

Hand out workers to each player as indicated:

Total Players	Starting Workers	Use Visitor Overlay
2-3	4	A
4-5	3	B

Each player will gain one additional worker at the start of Season 4.

Starting Credits

Player 1	3 Credits
Players 2 and 3	4 Credits
Players 4 and 5	5 Credits

Overview of Play

DinoGenics is played out over seven Seasons, each composed of two phases: the Open Season, followed by the Upkeep Phase. The Open Season is concerned with collecting resources and building. The Upkeep Phase is when players must check that the needs of their dinosaurs are met and then score victory points.

Open Season

During the Open Season each player attracts paying visitors to their park based on their reputation level. Then players take turns placing one worker at a time to an Action Space on the Mainland Game Board to gain resources, park facilities, and create dinosaurs.

Important: Skip directly to Step 6 in Season 1.
*The first season of the game represents a "pre-Season" preparation phase in which **NO VISITORS** are gained via steps 1–4. Players should focus on gaining dinosaurs and facilities to attract future visitors.*

1. **Determine player order based on reputation (pg 6).**
   Highest reputation will become first player, and so on. Ties are broken by number of undamaged facilities and credits, in that order.

2. **Assign visitors based on player order (pg 6).**
   First player gets the visitors shown in the furthest left column.

3. **Assign bonus visitors (pg 6).**
   The first player may take up to **2 visitors**, and then starting with player two, each player may claim **1 visitor** at a time in player order until no more bonus visitors or hotel spaces remain.

4. **Each player receives 1 credit for each visitor in their park (pg 6).**

5. **Resolve the next Breaking News card, and draw a new upcoming one.**
   Discard the active Breaking News card and push the upcoming card into the active position. It is now resolved and may have an immediate effect, or a special effect for the current round. Finally, draw a new Breaking News card into the upcoming space.

6. **Draw one random tile to each of the 2nd/3rd/4th facility stacks in the City Center.**
   Draw a new facility tile from the bag to place on top of the 2nd, 3rd, and 4th facility stacks in the City Center. If a stack ever empties during play, immediately draw a tile for it.

7. **In player order, place one worker per turn until none remain (pg 7).**
   On each player's turn they must place a worker on an unoccupied Action Space on the mainland, or in rare cases, on an active Breaking News card. Some Action Spaces incur a cost to use. If a player doesn't have the required resource, they may not assign a worker to the space.

8. **Continue to the Upkeep Phase.**

> "Five months ago, most of the world would have struggled to find our country on a map. Now, we get daily requests for interviews and school children send us drawings of their favorite dinosaurs. We have captured the heart of the world and we will hold it for as long as we keep them happy and entertained."
>
> —Mateo Ortiz, Director of DinoGenics IOM
>
> RECORDING: IV: VIA 2002:A5E:8D12:: WITH SMTP ID M18MR117117: X-RECEIVED:38IOJ.69.1554140947587

Upkeep Phase

During the Upkeep Phase each park owner must attempt to feed any carnivores in their park. Failure to feed carnivores or properly pen dinosaurs will result in the potential destruction of park structures and visitor death. After the feeding stage, victory points (VPs) are gained for the park's dinosaurs and surviving visitors.

1. **Feed all carnivores (must feed carnivores as much as possible).**
   Feed carnivores by returning the required number of goats to the general supply. Each carnivore **must** be fed even if a player does not have enough goats to satisfy them completely. You may choose which dinosaurs to feed when you don't have enough goats. Any carnivore that isn't fed fully will rampage in the next step.

   After feeding carnivores, each mutant **may optionally** be fed 2 goats once per Season to add a new mutant to your park. Add a new mutant for each that you choose to feed. This is done in turn order in case mutant supply would run out. Increase the park's dinosaur value immediately. The newly placed mutants can't be fed until the following Season.



Feeding Example: Richard has a T-Rex which requires 2 goats, and two Pterodactyls which require 1 goat each. Unfortunately, he only has 3 goats total. He decides to feed his two Pterodactyls, leaving only a single goat for his T-Rex. He returns all 3 goats to the supply, and then rolls a Rampage Check for his T-Rex (which rolls 2 dice due to its Destructive trait).

2. **Check for rampage, and roll if necessary (pg 11).**
   Unfed carnivores, or dinosaurs in improper habitats, require a Rampage Check, which will likely damage a facility or remove a fence and may result in Visitor Fatalities (see pg 11).

3. **Gain 3 VPs for every two visitors leaving the park alive.**
   All players score 3 victory points for every two visitors (round down) remaining in their park. All visitors are then returned to the general supply.

4. **Gain Victory Points from dinosaurs and facilities.**
   All players score the Dinosaur Value on their player boards.
   Some facilities also grant VPs during Upkeep (see pg. 26).

5. **Gain resources from dinosaurs and facilities.**
   All players with Stegosaurus gain 1 credit for each.
   Some facilities also grant resources during Upkeep (see pg. 26).

6. **Return workers from the Mainland board to each owner's park.**

7. **Advance the Visitor Overlay one column to the left (pg 6).**

8. **Continue to the next Open Season** *or End Game Scoring (pg 13).*

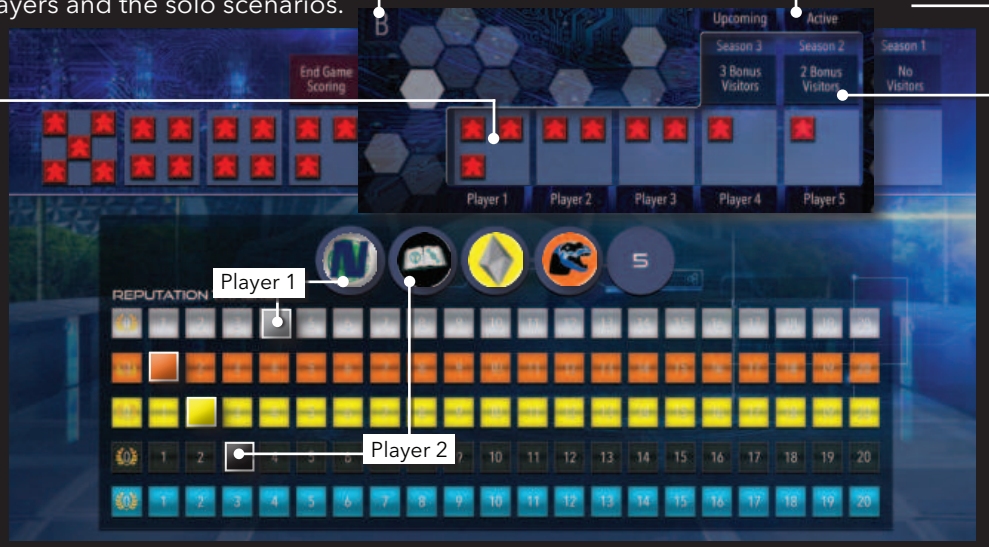
Gaining Visitors

The Visitor Board tracks reputation, player order, and the number of visitors that a park will receive each Open Season of the game. At the beginning of the game, each player's tracking cube should be placed on the zero space of their Reputation Track. Place the Visitor Overlay so that Season 1 is underneath the Active header section. At the end of each Season, you will move the Visitor Overlay one column to the left.

Visitor Overlay A/B
Use Overlay B for 4/5 players.
Use Overlay A for 2/3 players and the solo scenarios.

Visitor Distribution
The icons in each column represent visitors that will be assigned to a park.
In this Season 2 example, Player 1 will receive up to three visitors. Players 2 and 3 will receive up to two visitors, and Player 4 may only receive one.

Current Season (Active)
Bonus visitor pool.



At the beginning of each Open Season you will perform the following:

1. Determine player order based on reputation
Check the reputation level of each park and rearrange the Faction Tokens in order from highest reputation to lowest. Ties are broken in favor of the player with the most *undamaged* facilities, and then the most credits. If still tied, their relative order doesn't change—the player who was earlier in player order in the previous round wins the tie.

2. Assign visitors based on player order
Each player takes up to the number of visitors shown in their column of the Visitor Overlay. One visitor meeple is claimed for each visitor icon. The player must have room in their hotels (see right column) but must take as many as is possible. Any excess visitors remain in the general supply.



3. Assign bonus visitors
After normal visitors are claimed, players assign bonus visitors (if space is available) to their parks based on the bonus shown in the active Season column.

Provided they have enough visitor capacity, the first player may claim up to **two visitors** from the bonus pool. After that, each player takes turns, in player order, claiming **one visitor** from the bonus pool until none remain or all player hotel spaces are filled. Any visitors that can't be assigned remain in the supply.

4. Each player receives 1 credit per visitor.
After all visitors are claimed and placed, receive one credit for each visitor in your park.

Visitor Benefits
At the start of the Open Season, each visitor that visits your park pays 1 credit. During Upkeep, each pair of visitors that leave your park alive grant 3 victory points.

Visitor Capacity
Visitors may only be assigned to unoccupied visitor spaces (empty red squares). At the start of the game, all parks start with enough capacity to hold two visitors. This is granted by the **Visitor Center**, which is a **hotel** built into the bottom right of the player board. If you do not have unoccupied hotel spaces, you may not claim additional visitors. In order to increase your visitor capacity, you will need to build additional hotels.



Hotels
Two types of hotels can be built at the City Center (pg.7):

Basic Hotels hold two visitors and are available to purchase at the start of the game.

Medium Hotels hold three visitors but only appear in each season's draw of three random facilities.



Assigning Workers

Playing workers to the mainland is the main method by which players will improve their parks. On each player's turn they must place a worker on an unoccupied Action Space on the mainland, or in rare cases, on an Active Breaking News card. Some Action Spaces incur a cost to use. If a player does not have the required resource, they may not assign a worker to that space.

Site A
Gain two cards from the DNA Deck.

Site B
Gain three cards from the DNA Deck; keep one and discard the other two to the discard pile.

The Boneyard
Gain one Scandal token, then gain any one DNA card currently in the Boneyard at no cost.

The Agency
Draw two Manipulation cards, then discard up to one Scandal token.

The Uplink
The active player may play one Manipulation card from their hand. Unless otherwise specified, discard the played Manipulation card to the discard pile.

The Farm
Gain three goat meeples. Goats do not occupy board spaces and are kept with a player's other resources.

The Ferry
Gain three credits.

Time Share
Gain one credit and one visitor. (The player must have an empty hotel space to place a worker here.)

Outsource
Pay two credits, and then use any other Action Space (on the Mainland Game Board or active breaking news card) that is ***currently occupied*** by any worker meeple—including your own. Your worker stays on Outsource, but perform the target action as if you had played a worker meeple there yourself. *For instance, if the current Breaking News card modifies that action space, it would apply to you as well.*

The City Center
Perform up to two ***different*** actions from the following:

- **Purchase a Facility (pg 8)** – Purchase one face-up facility tile from the top of any stack in the City Center by paying the full cost shown in the lower left-hand corner of the facility tile. It must be placed onto an empty space in either the Commercial Sector or Park side of your personal island board as indicated on the tile. If no tile remains in the stack after buying, *immediately* draw a new random facility tile to place in the space. *Some Manipulation cards allow buying multiple facilities, in which case newly revealed tiles may be immediately bought.*

- **Repair Facility (pg 8)** – Repair one damaged facility tile for three credits.

- **Purchase/Rearrange Fences (pg 8)** – Purchase up to three fences for two credits. Fences must be placed immediately. However, all of your fences and/or dinosaurs may be rearranged when placing fences.

- **Use the Market** – Buy one DNA card currently on the market ***or*** sell one DNA card to the first space of the market from your hand. You may not both Buy and Sell with the same worker.

  When buying, choose any one of the three cards on the DNA Market and pay the cost listed on it. The card in the third space may be bought at a two credit discount. After buying, no market cards are moved or refilled.

  When selling a card from your hand, gain the number of credits listed on it and then place it into the first slot of the market, pushing cards as needed. Pushed cards move at most one space to the right, either filling empty spaces or pushing the next card. For example, If there is currently a card in the first slot, push it into the second slot, which will push any card already there into the third slot. If all three slots were full before selling, the final card will get pushed off and placed face up into the Boneyard.

DNA Market Examples:

Richard buys the 2nd card leaving an empty space.



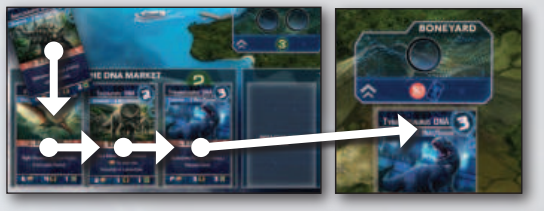
before *after*

Later, Chris sells, pushing the card in the 1st slot into the empty 2nd spot.



before *after*

Then Richard sells, pushing all cards to the right, sending the last card into the Boneyard.



DinoGenics IOM (pg 9)
Discard a set of matching DNA cards (or any three DNA cards for a mutant) to immediately place the corresponding dinosaur meeple into your park on any empty space (or biodome).



After placing, immediately increase your **Reputation** tracking cube on the Visitor Board and the **Dinosaur Value** tracking cube on your Personal Island Board.

When placing a dinosaur you must immediately check if its habitat is valid; if it's not, you must perform a Rampage Check.

Hand Limit
If you ever exceed the 10 DNA card limit, discard down to 10.

Component Limitations
Dinosaurs are limited to the number of meeples in the box. There are 6 of every species except mutants which have 12. Scandal tokens, credits, goats and fences are considered to be unlimited.

Park Structures

Facility tiles are placed on green or gray squares of the Personal Island Board, though each space may only hold one dinosaur meeple, or one facility tile. Fences are placed on the Park side of the Island board to create penned habitats for dinosaurs.

Park Facilities
(Green Sector Indicator)



Facility Cost: A facility tile may be purchased from the City Center for the indicated credit cost. Purchased facilities are immediately placed into an empty space in a player's park.

Commercial Facilities
(Gray Sector Indicator)



Facility Bonus Victory Points: The victory point number contained inside the sector indicator is awarded to a player at the end of the game so long as the facility is undamaged.

Facilities

Facilities are any of the tile-based structures that can be placed onto an empty space of a player's island board. They are bought at the City Center and come in two types: **Park Facilities** and **Commercial Facilities**. Park facilities must be placed on the Park (left) side of a player's island and are indicated by a green sector indicator. Commercial facilities must be placed in the Commercial Sector (right) side of a player's island, identified by the gray sector indicator.

Facilities may never be moved or replaced so be careful what you buy!

Facility benefits are only usable while a facility tile is undamaged. If a facility becomes damaged, flip it over. All benefits, including end of game **facility bonus victory points**, are forfeited unless the facility is repaired.

"We are receiving more requests than we can process. Our lab techs are pulling double shifts and their work has started to slip. On top of that, we have threats coming in from the nutcases in the dino-rights group and the Mayor's office won't stop calling.

Prioritize the big investors. Find out which corporations are pulling the most publicity and keep them happy. If the corporations are happy they will keep spending money which will make the Mayor happy. Perhaps then we can call in a few favors to solve our other little problem."

—Mateo ortiz, Director of DinoGenics iOM

RECORDING: XXIV: VIA 2002:B6C:8D12:: WITH SMTP ID M18MR119119: X-RECEIVED:98QJ.69.1558452947587

Fences

Fences are purchased at the City Center and placed around the green habitat spaces on a player's island board to form pens. Fences can only be placed on the Park side of a player's island.



A pen can be any size or shape but needs a minimum of four fences to completely enclose a habitat space. Pens must be composed entirely of fences in a connected line. Facilities may be placed inside of pens or next to pens, but the sides of facility tiles don't count as a substitute for a fence.

Moving Fences and Dinosaurs

Fences and dinosaurs may be moved and rearranged any time a Build Fence action is taken from the City Center, or if a Manipulation card or Breaking News event allows the placement of fences. Moving and rearranging will not result in a Rampage Check even if habitat requirements are broken. However, if a dinosaur is left unpenned or in an improper habitat, they will rampage during Upkeep.



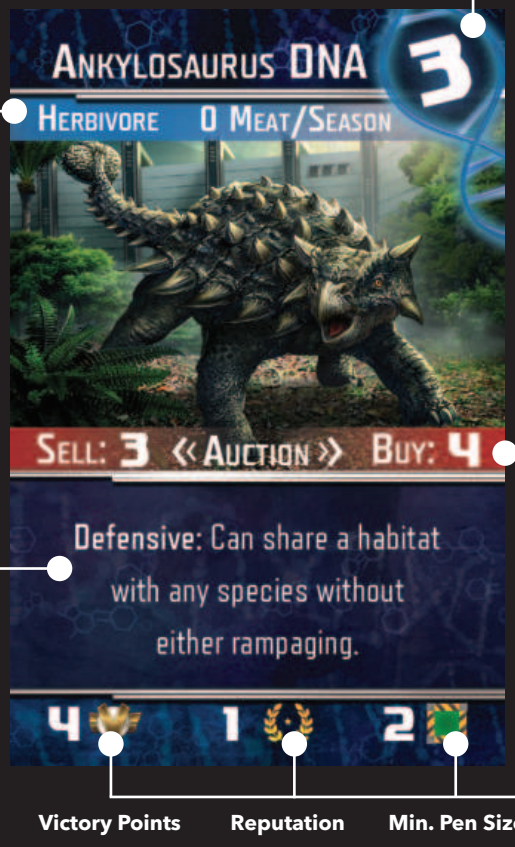


Dinosaur Creation

DinoGenics IOM has catalogued the genetic specifics of these prehistoric species onto each DNA card for your easy reference. All of the cards for a particular species are exactly the same.

Feeding Requirement
Each dinosaur has a specific feeding requirement. Herbivores do not require a food source but each carnivore must be fed a specific amount of meat (goats) each Season to avoid Rampage Checks.

Trait
For better or worse, each dinosaur has a unique trait that will be a benefit or a detriment to your park.



DNA Requirement
This number represents the amount of Ankylosaurus DNA cards required to place an Ankylosaurus dinosaur meeple into a player's park.

DNA Market Value
Each DNA card has a specific buy and sell amount. When the City Center action is taken a DNA card may be bought or sold to the DNA Market for the indicated amount.

Dinosaur Stats (left to right)
Once a dinosaur meeple is created and placed into a park it will provide a set amount of victory points at the end of each Season.

Reputation is permanent as long as the dinosaur meeple is retained.

The final icon is the minimum number of continuous enclosed (fenced) habitat spaces required by the dinosaur.

Dinosaur Creation and Placement

A player can create a dinosaur by placing a worker on DinoGenics IOM and discarding a complete set of DNA cards from their hand. Each dinosaur requires a number of corresponding DNA cards, as indicated in the top right corner of the DNA card. **A player may instead discard any combination of three DNA cards to place a mutant into their park.** DNA cards are discarded to a discard pile beside the board. If the DNA card deck is ever depleted, reshuffle its discard pile and place it back on the designated board space.

The new dinosaur **must** be placed on an *unoccupied* space (or a biodome) on the Park side (green) of a player's Personal Island Board. Each dinosaur meeple occupies its own 1x1 space. Therefore, a park can never have more than 12 dinosaur meeples unless a biodome facility is used (pg.10).

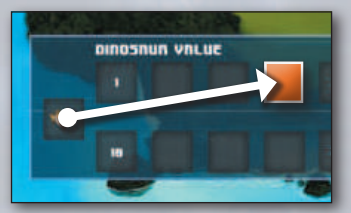
When a dinosaur is placed, immediately increase the player's reputation Tracking Cube by the dinosaur's **reputation value** amount (pg. 27). A player should also advance their **dinosaur value** Tracking Cube on their Personal Island Board. This will make it easier to track personal dinosaur victory points, which are gained each Season.

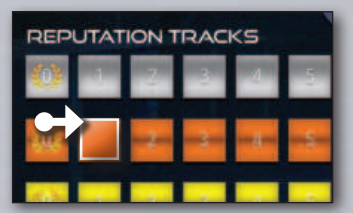
When placing a dinosaur you must immediately check if its habitat is valid; if it's not, you must perform a Rampage Check.

Example:
Each dinosaur must be placed on an empty Park space or in a biodome. Only one dinosaur or facility may fit in each space (except biodome).



When you create (or remove) a dinosaur, immediately update your park's dinosaur value, and reputation value.





Proper Habitats

You should prepare a proper habitat for each dinosaur in advance, to prevent a costly rampage. However, sometimes a high value dinosaur will be worth the risk of housing in an improper habitat. A proper habitat for most dinosaurs just means having a large enough pen and not mixing species in the same pen.

Minimum Pen Size

All dinosaurs (except the Brontosaurus) require a pen of fences that completely surround one or more park spaces. Each DNA card in the lower right shows the ***minimum*** pen size required for that species. Facilities enclosed by a pen don't reduce the size of that pen, but only 1 dinosaur or 1 facility may exist on any single space. Having more than one dinosaur in a pen does not increase the required pen size for that dinosaur—you can always fit up to one dinosaur on each space. For example, the Ankylosaurus requires a minimum pen size of two, so a pen with three spaces and up to three Ankylosaurus is valid.



Example: *One facility and two Ankylosaurus fit in this size 3 pen.*

The Brontosaurus is the exception with its unique trait of preferring Open Space. It should be placed in an unpenned space of your park. It can be partially surrounded by fences, but make sure it is not completely penned or it will rampage!

Co-habitation

All dinosaurs (except the Ankylosaurus) can only be safely housed with other dinosaurs of the same species. Don't mix more than one type, or all dinosaurs in the mixed pen will rampage!

The Ankylosaurus is the exception and can share a pen (or biodome) with another species without causing either to rampage.

In the example on the right, a biodome is shared by the Ankylosaurus and a Pterodactyl. However, the T-Rex and Stegosaurus in the same pen will both rampage.



Example: *Ankylosaurus is the only dinosaur that can share a habitat with another species.*

Open Space

Open Space is any part of the board that isn't penned. Any unpenned dinosaur is considered to be in Open Space and has access to all other non-fenced areas of the board. This includes other unpenned dinosaurs, even if on opposite sides of the island.

This makes the Brontosaurus particularly prone to cascading rampages. If another dinosaur gains access to the board edge from a broken fence, both it and the Brontosaurus will rampage due to sharing the same habitat!



Example: *This unpenned raptor has access to the entire board.*

When to check for Rampage:

- **When you place a new Dinosaur, check the habitat of the new dinosaur.** This includes creation at DinoGenics IOM as well as any special placement of dinosaurs by Manipulation Cards, Breaking News events, or a mutant's Monstrous trait.
- **During the Upkeep phase, check the habitats of *all* dinosaurs** in your park *and* make sure they have been fed.
- Certain Breaking News events can also cause a Rampage Check.

Any dinosaurs in an improper habitat, or not fed in Upkeep, will need to roll a Rampage Check (see next page).

Cascading Failures

If a dinosaur's placement violates another's habitat, or if a Rampage Check breaks the fence of another dinosaur, the affected dinosaur or dinosaurs must also resolve a Rampage Check. However, each dinosaur will only rampage once per game phase (Open Season and Upkeep), regardless of how many cascading failures occur.

Biodomes

The biodome facility is unique in that it counts as any size pen for up to two compatible dinosaurs. This means it doesn't need to be surrounded by fences and is even big enough for a T-Rex (who usually requires a pen of at least 3 spaces). The biodome is the only way that dinosaurs can be in the same space as a facility, or that two dinosaurs can be the same space.



Biodomes must be built in an empty park space like all facilities, after which newly created dinosaurs may be placed directly inside. (Existing dinosaurs in the park may be moved in while placing/rearranging fences).

The biodome is the only proper habitat for a Pterodactyl. A Pterodactyl can be placed in a normal pen (and sometimes is worth the risk), but it will rampage unless placed in a biodome.



Example: *Biodomes are valid habitats for any two compatible dinosaurs.*

Rampages and Damage

Dinosaurs that are not properly cared for will become agitated and attempt to escape. If you are lucky, your naïve visitors will think it was all part of the show! If you're not so lucky, the rampaging dinosaur will destroy a fence or facility… or worse, kill a visitor. Roll a die for each rampaging dinosaur, and resolve the effects one at a time.

Rampage Checks

A dinosaur must roll a Rampage Check if:

- Its pen is too small or not fully enclosed by fences (exception: Brontosaurus).
- Two or more species share the same pen or Open Space (exception: Ankylosaur).
- A Brontosaurus is penned, or another species has access to Open Space.
- A Pterodactyl is not in a biodome.
- A carnivore is not fed the required number of goats during Upkeep.
- A Breaking News card requires it.

To resolve a Rampage Check, you will need to roll the rampage die. Some dinosaurs have special traits that affect how their rampage dice behave, or the number of dice rolled, but in general you will roll one die per rampaging dinosaur. If more than one dinosaur is rampaging, resolve the Rampage Checks one at a time.

Rampage Fatality (2 in 6 Chance)



The Rampage Fatality is the worst possible result. If a player rolls this result, they will ***suffer one visitor fatality*** (gaining a Scandal token) and then they must ***damage one park structure*** accessible to the dinosaur.

If a player does not currently have any visitors, the dinosaur will still damage a park structure, but the fatality result will be ignored.

Rampage Slash (3 in 6 Chance)



The Rampage Slash results in a standard dinosaur attack against park structures. If a player rolls the Slash result they must ***damage one park structure*** accessible to the dinosaur.

Naïve Visitor (1 in 6 Chance)



The Naïve Visitor is the only positive outcome that can occur from a Rampage Check. If this occurs, a player's park security holds fast and contains the situation. One of the visitors was so trusting as to think the dinosaur's display of aggression was all part of the show. The player ***receives one credit from a visitor*** for a good performance. If there are no visitors in their park when this is rolled, no credits are awarded.

Visitor Fatality



Each visitor fatality in a player's park will result in the loss of the visitor. The park owner must discard a visitor meeple in one of their hotels back to the general supply and then take a Scandal token each time a visitor dies. At the end of the game, each Scandal token a player has will lower their final score by six victory points.

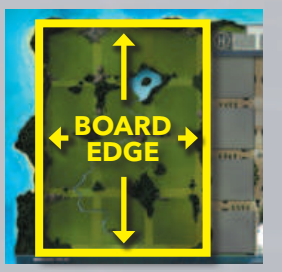
Assigning Damage to Park Structures





Damage must be assigned to an accessible **facility** *or* **fence**, but a dinosaur will first always damage a facility within their pen or accessible Open Space if possible. When this happens, the player must choose an undamaged facility and flip the tile over to the damaged side; it no longer has any effect (and is worth no victory points at game end) until repaired at the City Center.

If a dinosaur is completely surrounded by fences with no facilities inside their pen, they will instead destroy one fence with the most direct route to any board edge (least number of blocking fences, player choice on a tie).



Open Space

If after destroying a fence a dinosaur has access to the board edge, it is considered to be in Open Space and has access to all other non-fenced areas of the board, including the Commercial Sector and other dinosaurs in Open Space.

Special Cases

If a dinosaur is contained in a biodome, its only option is to damage the biodome. If a hotel is chosen for damage, all visitors in that hotel are killed. If the ***Visitor Center*** (starting hotel) is chosen, the owner must also take one Scandal token in addition to the scandals for each visitor killed. The Visitor Center is considered repaired immediately after taking damage and can take subsequent hits.

Take Chances!
Don't forget, each dinosaur meeple can only rampage once per game phase. That means a dinosaur will only rampage once even if it violates multiple rampage conditions. (Hunger, multiple species in a pen, etc.)

Rampage Check Example

Richard was only able to feed one raptor during Upkeep so he must roll a Rampage Check for the unfed raptor. He rolls a Rampage Slash but the raptor's Clever trait means he must also suffer a visitor fatality. He removes his only visitor and takes a Scandal token. Then he must remove one of the highlighted fences—they all lead to the board edge so it doesn't matter which one.

Unfortunately, he will now have to deal with two cascading rampages! The other raptor is now unpenned, violating its habitat requirements. Both raptors now have access to Open Space which violates the Brontosaurus's habitat.

*Richard rolls a **Naïve Visitor** for the raptor, but unfortunately no longer has a visitor to benefit. He then rolls a **Rampage Fatality** for the Brontosaurus. He can ignore the visitor fatality, but must damage a facility. He chooses the Visitor Center and gains another Scandal.*



Manipulation and Breaking News

In the highly competitive setting of DinoGenics, corporations can be made or broken by the connections they make or the global events that shape the world. Players can choose to build a vacation paradise or embrace the corrupt secret world of dinosaur park management.

Manipulation Cards

Manipulation cards are powerful, one time use abilities that players can acquire at the **Agency** and then play from their hand when they send a worker to the **Uplink**.

Manipulation cards can help overcome game obstacles or give you an edge over your opponents. However, be careful not to put too much emphasis on Manipulation cards. The number of opportunities to play them is limited and the Uplink action spaces will become highly contested in the late game.



Corporate Espionage

(recommended, but optional)

In addition to the benign Manipulation cards, DinoGenics includes a number of more aggressive options in the form of Corporate Espionage cards, identifiable by the icon.

Use of all Manipulation cards is recommended, but if players prefer a less aggressive play experience, this can be achieved by removing all Corporate Espionage cards from the game and playing with the **Corporate Bailout Variant**.

Corporate Bailout Variant

(less aggressive variant)

Changes to standard game:

- Remove all Corporate Espionage Manipulation cards from the deck.
- During Step 3 of the Open Season, the first player receives 1 visitor from the bonus pool instead of 2; then distribute the remaining visitors as normal.
- Starting in Season 4, before resolving the breaking news event, the player with the lowest VP total draws 1 DNA card. They may either pay 2 credits to keep the card or add it to the DNA Market and gain 2 credits.



Breaking News Cards

Each Open Season includes a Breaking News event drawn from the top of the face down Breaking News deck. These events can either be a net positive for all players or may include a potentially disastrous challenge to overcome. The Breaking News deck ensures that every game of DinoGenics is unique.

When resolving a Breaking News card, if there are any timing issues, then resolve it in player order. If multiple options would be valid, then each player may choose how to resolve the card in their park.

Example: Tim must resolve a Rampage Check for the highest reputation dinosaur in his park. Both his raptor and Stegosaurus are valid targets. He chooses the Stegosaurus as its Rampage Check is less likely to kill a visitor.



Corrupted Venues

(advanced variant)

Players should remove the Corrupted T-Rex Breaking News card (#21) from the event deck while learning the game. For advanced players looking for a challenging experience, this card can be added back in to add some extra excitement and chaos to the game.

You will also find five Corrupted T-Rex DNA cards. These are intended as reference cards and should **not** be shuffled into the standard DNA deck.

Note the Corrupted T-Rex rolls a single die during Rampage Checks as it lacks the Destructive trait of the standard T-Rex.



"I've been reviewing the inventory report from the Director. He does know that half of the dinosaurs on the list didn't look like this right? One of them isn't even a dinosaur."

"The Director holds that the public doesn't care."

"We are going to be removing unwanted genetic traits from these things for months. If the public ever sees the rejects we are never going to live it down."

—Vincent and Jacqueline, Lab Talk, DinoGenics IOM

RECORDING: LIII: VIA 2002:J18T:8D12:: WITH SMTP ID M18MR111111: X-RECEIVED:980J.69.98735135477

End Game Scoring and Victory

End Game Scoring

The game ends after seven full Seasons, which includes the final Upkeep Phase at the end of Season 7. Then, each player should calculate their final score based on the criteria below:

1. Facility Points (if undamaged)

Each player scores victory points for their undamaged Facilities as shown in the lower right corner. If any of the below tiles are owned, the controlling player(s) also gain additional victory points.



Carnivore Biome:
At the end of the game, gain 3 victory points for each carnivore in your park. (Mutants don't count.)



DNA Archive:
At the end of the game, gain 1 victory point for each unique species of DNA card in the Boneyard.



Herbivore Biome:
At the end of the game, gain 2 victory points for each herbivore in your park. (Mutants don't count.)



Stegosaurus Monument:
During the game, Stegosaurus in *all parks* are worth 3 reputation.
At the end of the game, gain 2 victory points for each Stegosaurus in *any park*.

2. Dinosaur Variety

Each player scores 3 victory points for every unique species in their park in a valid habitat. A species counts if it has at least one meeple in a valid habitat. Mutants are considered a "species".

Reminder: A Brontosaurus is not in a valid habitat if another species is unpenned at game end.

For example, in the following park only the Mutants, Ankylosaurus and T-Rex are in valid habitats. During rampages in the last Season, the biodome was damaged. The Pterodactyl now has access to Open Space so it is co-habiting with the Brontosaurus, invalidating its habitat as well. Three valid species results in 9 victory points.



3. Score Credits

Each player scores 1 victory point for every 3 credits they have remaining (round down).

4. Score DNA cards

Each player scores 1 victory point for every 2 DNA cards they have remaining (round down).

5. Deduct Scandals

Each player loses 6 victory points for each Scandal token they have.

The player with the most victory points is deemed the winner and acquires enough market shares to buy out their competitors! In the event of a tie, the player with the highest reputation at the end of the game wins.

NINTH HAVEN GAMES

Game Design
Richard Keene

Single Player Development
Richard Keene
Chris Grenard
Ty Dusablon

Art and Graphic Design
AlienTan
Jeff Brown Graphics
Grzegorz Pedrycz
Jovial Graphics
Mollie Coons
Nikola Matkovic

Internal Playtesters
Chris Grenard
Tim Wills
Trevor Dusablon
Ty Dusablon
Halley Greaves
Rob Stewart
De'Anne St. Yves
Colin Rock
Alex Smith
Cameron Wollensak
Mallori Lapointe
Skyler Edwards
Oliver Rock
Athena Keene

Rulebook Design and Editing
George Orthwein
Rebecca Job
Halley Greaves

SPECIAL THANKS TO:
Over 3,000 Kickstarter and Crowd Ox backers who made this game possible.

www.ninthhaven.com

The Corporations

The BioThesauri Organization



Executive Director: Stephen Greaves

Overview: In a world of diminishing diversity, the BioThesauri Organization helps species to survive in the face of ecological disaster. The BioThesauri Organization has established the first non-profit Dinosaur Park and Preserve as a means of studying extinct species and prevent further extinction level events. BioThesauri's goal is not just to preserve species, but to discover what events led to their downfall and determine what will help all species coexist in the current and future Earth.

BlueSea Genetics PLC



CEO: River Grenard

Overview: BlueSea Genetics began as a genetic splicing company aimed at restocking overharvested ocean fisheries. They have since taken their expertise and put their scientists to the test designing entirely new creatures based on once extinct genetic material. In time, BlueSea Genetics hopes to design new delicacies that could become the next mega-seller on the global market.

Dino Libre



CEO: Ty Dusablon

Overview: Dino Libre was founded with the goal of providing a new type of lucrative entertainment to the masses. Animal cruelty laws long prohibited the broadcast of traditional animal fighting, but in dinosaurs, Dino Libre found a legal gray area. With the often comically attired, "Luchasaurus Wrex" mascot adding dark humor to the proceedings, and despite the near constant protest from activists, Dino Libre has cultivated a global following.

Ntek



Founder: Adam Nelson

Overview: Ntek was founded with the goal of saving endangered species. They started with cloning animals that were too few in number to rebuild, such as the West African Black Rhinoceros. As early ventures proved successful, Ntek expanded into genetic modification to help species survive in a changing global climate before finally delving into the business of resurrecting extinct species. Ntek is new to the dinosaur game but going full force.

Trapezohedron Incorporated



CEO: Dr. Mehyt Nyarlathotet

Overview: Little is known about this company's origin but they have heavily invested in and funded space exploration, advancements in metallurgy, mathematics and most recently, genetic experimentation. They are one of the only companies known to be publicly experimenting with dinosaur DNA and have a particular interest in biological mutation. Trapezohedron Inc. is often maligned by the press due to their tendencies to push for the advancement of science at the expense of employee wellbeing and public relations.

"Sir, I have compiled the corporation brief for you. These are the current forerunners for coastal development. I had to do some digging... some of the information is troubling."

"Jacqueline, let the tabloids worry about their troubled past. I am heading the most expansive biological research endeavor in history and that doesn't come cheap. As long as their checks clear we are not turning away anyone."

"..."

"All the same, maybe have our lawyers draw up some non-indemnity agreements."

—Mateo Ortiz, Director of DinoGenics IOM

RECORDING: LXXIII: VIA 2002:54DC:98222:: WITH SMTP ID M18MR113116: X-RECEIVED:980J.69.2241444

Single Player Scenarios

Single player scenarios offer unique challenges that take the base rules and mechanics of a two-player game and alter them in dynamic ways. All scenarios consist of unique player board setups, preset starting resources, specific Breaking News cards, and unique victory conditions.

When playing a Single Player Scenario, setup the Mainland Game Board as if you were playing with two players. If a scenario rule contradicts a rule of the base game, the scenario version always takes priority.

Breaking News cards display a number in the bottom right corner; use these numbers to build each scenario's unique deck of events as specified.

Unless otherwise specified, remove the following Manipulation cards: **Infest Hotels, Infiltrator**, **Misdirection**, **Research Pact**, **DNA Theft** and **Whistle Blower**.

With the exception of scenario 8, ignore any part of a Manipulation card that references another player.

RAPTOR ESCALATION

EASY DIFFICULTY

In an effort to capitalize on the worldwide dinosaur craze, the Malapointe Corporation is rushing to build the first dinosaur destination in the Caribbean. As expenses grow, Malapointe is forced to abandon its original plans and instead buys up cheap, unwanted genetic inventory from DinoGenics IOM. Months away from being complete, Malapointe Park will open its doors to the public early.

Objective: By the end of Season 7, all dinosaurs in your park must be in valid habitats and all of your facilities must be operational.

Starting Season: Season 4, Open Season step 1
Starting Credits: 3
Starting DNA Cards: 3
Starting Manipulation Cards: 2
Starting Scandals: 5
Starting Goat Meeples: 2
Starting Workers: 4
Starting Fence: 12 (1 Pen)
Starting Facilities: 1x Basic Hotel, 1x Watchtower

Breaking News Deck: 3, 7, 8, 16, 17, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round–skip Open Season step 5 in Season 4.)



SPECIAL RULES

Place five raptors in your starting pen as shown.
Place one additional Blocking Token on an Action Space at the Farm.
Because you start in Season 4, immediately gain your 5th worker.

VISITOR RULES–*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors equal to half (round up) of your max hotel capacity.

FINAL SCORE

VP 130+: The Malapointe Corporation recovered from its initial shortfall and flourished in the years to come. Malapointe's founder, not without a sense of humor, adopted the raptor as her parks official emblem and mascot. As time went on, the raptor became a symbol of vacation bliss and luxury.

VP 80-129: As the years went by, Malapointe Park, perhaps in no short part because of its prime location, became a respectable, if slightly dangerous vacation spot.

VP 0-79: Malapointe Park scraped by as a second rate destination, often beset with broken attractions and the lingering whisper of scandalous activity and injured visitors.

FAILURE: Malapointe Park was shut down following the death of a visiting VIP. The public failure and resulting humiliation wrecked the park's founder, leaving her a broken husk. She vanished into the abandoned ruins of Malapointe Park and was never heard from again.

Solo Scenario #2

PERFECT HARMONY

MEDIUM DIFFICULTY

The BioThesauri Organization has built a reputation on establishing preserves for species in danger of extinction. Through the technology of DinoGenics IOM, BioThesauri is seizing the opportunity to learn about long dead ecosystems. In an effort to better catalog and study dinosaur interactions, BioThesauri has set out to maintain a population of as many diverse species as possible. The organization has already planned a media blowout event to capture the public's attention and attract future donations; all that remains is fulfilling the mission before the impending deadline.



Objective: By the end of Season 7, acquire 6 or more dinosaur species and at least 100 victory points.

Starting Season: Season 1, Open Season step 6
Starting Credits: 3
Starting DNA Cards: 5
Starting Manipulation Cards: 2
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 3
Starting Fence: 4 (1 Pen)
Starting Facilities: 1x Genetics Facility, 1x Geology Lab

Breaking News Deck: 1, 4, 6, 9, 10, 18, 20. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES

VISITOR RULES–*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors up to your Reputation Track value.



FINAL SCORE

ACQUIRE ALL 8 DINOSAUR SPECIES AND VP 140+:
The BioThesauri Organization fulfilled its mission to protect a diverse dinosaur population and even established a park loved by the masses. As public awareness grew, BioThesauri became inundated with donations from new charitable investors looking to make a difference. BioThesauri became a beacon of light in an otherwise cynical commercial landscape.

VP 100-139: The BioThesauri Organization made slow gains in its goal of a perfect dinosaur preserve. Unfortunately, outside funding remained modest and expansion was limited. They continued their research but never became the global leader for dinosaur preservation they had set out to become.

FAILURE: BioThesauri failed to catalog a full collection of dinosaurs by its planned media event extravaganza. The public slowly lost interest in the organization's efforts and turned to flashier forms of entertainment. As the years went by, BioThesauri lost funding and fell into obscurity.

Solo Scenario #3

TOO MANY GOATS

MEDIUM DIFFICULTY

A small island off the coast of Central America is prime real estate for the up and coming Triassic Corporation. Unfortunately, the island is home to a peculiar and hardy species of wild goats, not native to the region. With the land deal concluded, removing the goats all at once would result in a large scale PR disaster and public outcry. It is better to let nature take its course…



Objective: Score at least 50 victory points.

Starting Season: Season 2, Open Season Step 1
Starting Credits: 3
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 2

Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: None.

Breaking News Deck: None (see below).

SPECIAL RULES

Draw Raptor DNA to all slots in the DNA Market. Place goats in all park locations except the fenced area as specified in the setup image.

VISITOR RULES—*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors up to your Reputation Track value.

Instead of a Breaking News Deck, resolve the following event each Season, including Season 2:

Voracious Chewers
Roll two rampage dice to see if a fence has been damaged by one of the wild goats. For each result, you must destroy a fence that is directly adjacent to a wild goat. If one or more carnivores are now free, resolve the Rampage Check(s) immediately, otherwise proceed to the action stage.

Wild goats may not be moved or completely fenced in (surrounded), and they prevent the placement of park facilities and dinosaurs. During the feeding step of the Upkeep Phase, carnivores and mutants may be fed with a wild goat that is directly adjacent to their pen, removing that goat from the board. If no wild goats are available a carnivore must be fed per normal game rules.

At the end of the game, receive one Scandal token for each wild goat left on your island.

FINAL SCORE

VP 140+: While the wild goats proved troublesome in the early days of the park, management eventually curtailed the population and Triassic Park flourished. In a brilliant PR maneuver, the Corporation took the remnants of the now highly endangered species to a nearby island, telling the world that they were a caring protector for the species. The Triassic Corp went on to be known for both its business acumen and as a protector of endangered species.

VP 100-139: The Triassic Corp managed to establish a strong foothold on the island and reaped the profits of the beautiful location. As the years went by, the goat population was wiped out and became nothing more than a distant memory.

VP 50-99: The Triassic Corp never did manage to completely rid the island of the wild goat presence. Despite frequent problems, park management came to accept that the park would never be as successful as its competitors or completely free of the burdensome beasts. As the years went by, Triassic Park became known as a perfectly acceptable, B-Grade destination.

FAILURE: The wild goat population continued to overrun every part of the small island. After the Triassic Corp went bankrupt and was forced to close down its park, the single non-carnivorous dinosaur it had built eventually escaped its cage and lived in harmony with the native goat population for the remainder of its long life.

Solo Scenario #4

THE LOST PARK

MEDIUM DIFFICULTY

Following the closure of Malapointe Park, many investors saw an opportunity to reopen the failed dinosaur destination. With many park facilities already in place, cleanup and repair would be a simple matter. Surveys of the island have also revealed that a number of dinosaurs have managed to survive the shutdown and could be reintroduced into a functional park setting. As a new park manager for Ninth Haven Industries, you have been tasked to return the park to functioning and profitable order.



Objective: By the end of Season 7, all facilities must be repaired and you must have a score of at least 50 victory points.

Starting Season: Season 1, Open Season step 6
Starting Credits: 4
Starting DNA Cards: 0
Starting Manipulation Cards: 1
Starting Scandals: 5
Starting Goat Meeples: 0
Starting Workers: 3
Starting Fence: 4 (as shown)
Starting Facilities: 2x Basic Hotel (Broken), 1x Fine Diner (Broken), 1x Watchtower (Broken), 1x Goat Farm (Broken)

Breaking News Deck: 8, 13, 16, 17, 18, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES

You start with two unpenned raptors as shown.

VISITOR RULES—*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors equal to half (round up) of your max hotel capacity.



FINAL SCORE

VP 130+: Ninth Haven Industries rebuilt the park bigger and better. The roaming dinosaurs were penned and quickly became trained under the supervision and care of the raptor team leader. Soon, millions of tourists were flocking annually to see the luxurious Caribbean park that went well beyond the vision of its original founder.

VP 100-129: The park was rebuilt, and flourished under new leadership. Visitors were shuttled through a 5-star experience and management ensured that evidence of the parks dismal past was kept out of sight.

VP 50-99: The park was restored but its reputation was hard to shake. Visitors whispered of the park's troubled history and children told horror stories of the mad woman who now lived among the wreckage of the old park. Success would prove difficult in the years to come.

FAILURE: History repeats itself for those too stubborn to learn from the past. The park was condemned as a safety hazard after the deaths of numerous people. When people from the mainland talk of the lost park, they do so in hushed tones. The island is cursed they say. Twice corporations have tried to tame the island and twice its park managers have been driven to failure and madness. The island is truly abandoned now and it is expected to remain so for many years.

Solo Scenario #5

SPRING BREAKERS

MEDIUM DIFFICULTY

Every year, college students and dinosaur cage match fanatics descend on Dino Libre Prime to attend DinoMania. The crowds the championship fights attract are among the most chaotic, vulgar and destructive tourists the park will see all year. Unfortunately, this is exactly the type of clientele Dino Libre goes out of its way to cultivate. As a new manager at Dino Libre, you must keep the park functioning throughout this chaotic event.

Objective: Score as many points as possible by the end of Season 7. During final scoring, lose ten points for every broken building in your park.

Starting Season: Season 2, Open Season step 1
Starting Credits: 2
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 2
Starting Goat Meeples: 1
Starting Workers: 3
Starting Fence: 4 (1 Pen)
Starting Facilities: 2 x Biodome, (Reserve 2x Biodomes beside your player board)

Breaking News Deck: 1, 2, 4, 6, 13. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round–skip Open Season step 5 in Season 2.)



SPECIAL RULES

You start with one penned raptor.

VISITOR RULES–*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors up to your Reputation Track value.

Your visitors will riot if they are not entertained! Before the feeding step of the Upkeep Phase, roll one rampage die for each biodome that does not contain two dinosaurs. Visitor riot results cannot be ignored by Watchtowers or Reinforced Pens.

 = Destroy 1 Fence or Damage 1 Facility

 = Damage 1 Facility

 = Gain 1 VP

You must place an additional biodome into your park (for free) at the start of the 4th and 7th Seasons.

FINAL SCORE

VP 120+: Tens of millions tuned in to see the DinoMania finals. Advertising revenue skyrocketed and everyone wanted to get in on the branding opportunities. Dino Libre began scheduling rematches, rivalries, and crossover events with other sports juggernauts. They had done the impossible; they had turned a loathsome activity into a global sensation.

VP 85-119: The event was a success and the many Dino Libre fans left happy and satisfied. Millions of people paid to see their favorite dinosaurs partake in the brutal chaos, and DinoMania would continue for years to come.

VP 50-84: DinoMania was a letdown. Few matches were held and many of those that were, ended in an anticlimactic fashion. Ad revenue plummeted and the future of the park hangs in the balance.

FAILURE: The park was wrecked following a massive riot on the final day of DinoMania. Local government enforcers were called in to quell the chaos but their actions only seemed to anger the rioters. After an 18 hour standoff, the island was put under complete military quarantine. Fearing the media backlash, Dino Libre has cut all ties with the previous park management and disavowed their involvement in any wrongdoing.

Solo Scenario #6

DISCOUNT DISASTER

MEDIUM DIFFICULTY

BlueSea Genetics is committed to expanding its revenue stream by cornering the dinosaur park market. Already experts in the field of genetics, BlueSea has full confidence in its ability to maintain a dinosaur population. They have set up in a location guaranteed to receive a large amount of tourists. In an effort to further guarantee the success of the park, BlueSea has enacted a new program to entice guests: PAY WHAT YOU WANT! NO RESERVATIONS REQUIRED! *So far the gamble has paid off as visitors are queuing up at the gates.*



Objective: Score at least 80 VP by the end of Season 7.

Starting Season: Season 2, Open Season step 1
Starting Credits: 0
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: 2x Holo Dome

Breaking News Deck: 1, 5, 10, 11, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round–skip Open Season step 5 in Season 2.)

SPECIAL RULES

You must take all visitors regardless of hotel space! At the start of each Season, roll **two dice**. For each rolled result, gain the visitors shown below.

= Gain 1 Visitor = Gain 2 Visitors = Gain 4 Visitors

Then gain additional visitors equal the current Season's bonus visitors. However, visitors only pay if they are entertained! Receive 1 credit for each visitor up to your position on the Reputation Track.

Any visitors that don't fit into a hotel will wait in the parking lot until a hotel is built or until they leave at the end of the Season. When buying a hotel, you may move any stranded visitors immediately upon building.

During visitor scoring, do not receive victory points for visitors outside of a hotel. Instead, take one scandal per visitor without a hotel due to their negative review, and return the visitor to the general supply.



FINAL SCORE

VP 120+: BlueSea's discount gamble was a smash success. Their ability to take on the hordes of seasonal visitors allowed them to eventually franchise. Now, a person can barely step foot in the Caribbean without running into one of their locations. Even more spectacular was that many guests left with stories of exotic foods that they had never heard of before. Riding this success, *BlueSea Genetically Perfected Delicacies* will soon enter food markets around the globe.

VP 80-119: Despite the overpromises of the marketing department, BlueSea managed to take in thousands of tourists and keep them entertained. The teams did astounding work and profits climbed steadily over the years. In time, BlueSea showed themselves to be a premier discount destination.

FAILURE: Despite the best efforts of management, the BlueSea Park floundered due to overbooking and poor public relations management. Now a loss leader, BlueSea Genetics quickly cut ties with the park and moved on to other endeavors.

Solo Scenario #7

DINOSAUR SANCTUARY

HARD DIFFICULTY

Ntek has fallen on tough times as corporate consolidation and dwindling profits begin to hit the dinosaur park industry. Despite this, they have found themselves in a perfect situation to do some good in the world. By utilizing a mixture of volunteers and contractors, Ntek has now set out to provide sanctuary to unwanted and neglected dinosaur species.

Objective: Save as many rejected dinosaurs as possible. Score at least 80 VP by the end of the game.

Starting Season: Season 2, Open Season step 1
Starting Credits: 8
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 0
Starting Fence: 4 (1 Pen)
Starting Facilities: 3x Medium Hotels

Breaking News Deck: 10, 12, 16, 18, 20. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round–skip Open Season step 5 in Season 2.)



SPECIAL RULES

Remove all Basic Hotels from the City Center, they will not be used this game. Do not place any cards in the DNA Market during setup.

Place one inactive player's worker meeple in each mainland Action Space area (11 total). During the game you may pay one credit to hire one of these temp workers, permanently removing them from the scenario, and then use the uncovered Action Space as if you played a worker there.

VISITOR RULES–*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors up to your Reputation Track value. For each completely filled hotel, gain one worker meeple of your own color (up to four) for that Season.

If you gain visitors and fill up a hotel during a turn, you gain a worker immediately.

The DNA Market is special in this mode and should not be stocked as usual, nor can workers use the DNA Market.

Only one DNA card is required to place a dinosaur. When using DinoGenics IOM, place a DNA card into the first slot of the DNA Market. Push any existing cards to the right, then draw two random DNA cards. If any card on the market matches a drawn card, you may place that dinosaur in your park. If they do not match, place the higher reputation dinosaur drawn into your park (player choice on ties). Discard both drawn cards when done. You may end the current Open Season at any time.

At the end of the game, subtract 6 VP for each species not in your park.

FINAL SCORE

VP 130+: Ntek proved even better than their reputation. They would go on to build a fully sustainable dinosaur habitat that reinvigorated the world's interest in extinct lifeforms, encouraging a global preservationist effort. The senior park manager for the original Ntek sanctuary project became a key advisor for all future endeavors.

VP 80-129: Ntek succeeded in providing sanctuary to a vast array of dinosaur species. As time went on the sanctuary grew in scale and needed to expand but money was always tight. The volunteers always did their best, but there is only so much that can be done with so many dinosaurs needing a good home.

FAILURE: Due to misguided leadership, Ntek failed to provide a viable sanctuary for abandoned dinosaurs. The Ntek Corporation managed to keep the effort alive for a number of years but without strong leadership or the backing of public interest, the endeavor was doomed to failure. Dinosaurs would soon become nothing more than an exploited commodity.

Solo Scenario #8

SYNTH

HARD DIFFICULTY

The dinosaur industry has become oversaturated and corporations are seeking alternatives to traditional staffing options. The artificial intelligence division of Trapezohedron Inc. is about to release a fully autonomous park solution codenamed: Synth. If successful, this AI could mean the end of traditional dinosaur parks. As a new park owner, you must prove to the public that dinosaur management cannot be left to an AI.

Objective: Defeat Synth.

Starting Season: Season 1, Open Season step 6
Starting Credits: 4
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: None.

Breaking News Deck: Use all Breaking News cards. Synth ignores all Breaking News effects, good and bad. (No active event first round.)



SPECIAL RULES

This scenario uses the full standard 2 player setup, including all Manipulation cards. Synth cannot respond to Manipulation card effects, discard any benefits that would be given to it, however, it incurs all penalties.

At the start of the scenario, Synth is first player. Synth starts with 2x Basic Hotels, 3x Biodomes, and two goat meeples. See setup on the next page. Synth does not collect or use credits in any way.

On each of Synth's turns, roll two rampage die and refer to the chart on the next page to resolve its actions. If Synth cannot place a worker due to an Action Space being occupied, roll again.

If a Synth Rampage Check occurs, resolve all damage as normal. All Synth dinosaurs that are in violation of their habitat requirements at the end of the turn are euthanized and removed from play.

If damage needs to be assigned to Synth facilities, always damage the lowest cost, least occupied facility first.

The Synth Visitor Center can never be damaged.

If a biodome is damaged, Synth employs nano-robots to repair the facility automatically at the end of each turn.

"That Synth AI creeps me out. Yesterday, Shipping received an order to load a raptor into an unmanned transport drone. Just think of that! Killer dinosaurs flying through the air over people's houses. Someone with a shotgun is going to take one of those things out and when it crashes, all manner of hell is going to break loose."

—Cathy Vel, Chief of Security, DinoGenics IOM

RECORDING: MLXIII: VIA 2002:IG88:0U812:: WITH SMTP ID M18MR114114: X-RECEIVED:98OJ.69.8675309

FINAL SCORE

Victory: Synth has gone offline. While the AI was able to make early gains, its biological counterpart proved far more capable than expected. Tourists had flocked to the artificial marvel, but in the end, wonder turned to horror as the autonomous park started to break down. With little care for human visitors, the Synth Park quickly turned into a death trap. Tourists are once again embracing the personal touch offered by a human-maintained park. The future looks bright indeed.

Defeat: Cold, calculating, successful. Trapezohedron Inc has proven that they can rewrite the rules of dinosaur park management and pull ahead with sheer technological superiority. The competition soon dried up as other parks couldn't compete with the automaton. Even with people warning the industry about the dangers of an autonomous AI, rumors have already begun to circulate that Synth 2.0 is coming soon.



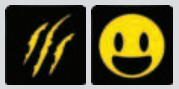
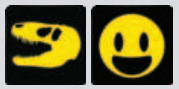
Solo Scenario #8



SYNTH PLAYER BOARD SETUP

Starting Credits: Synth doesn't use.
Starting DNA Cards: 3
Starting Manipulation Cards: Synth doesn't use.
Starting Scandals: 0
Starting Goat Meeples: 2
Starting Workers: 4
Starting Fence: Synth doesn't use.
Starting Facilities: 3x Biodome, 2x Basic Hotel.

Synth starts as first player.

Rolled Result	Season 1–Season 4	Seasons 5–7	Special Instructions
	Synth sends a worker to the City Center and places the lowest cost facility into play in the Synth park for free.	Synth no longer builds new facilities. Instead remove the highest cost facility in the City Center from play.	If facility cost is tied, choose the facility in the furthest left column. If Synth has no more room to build, it instead removes the facility from play.
	Synth sends a worker to DinoGenics. Draw three DNA cards. **Place the lowest reputation dinosaur into play in the Synth park. On a tie, place the lowest VP dinosaur.** Discard drawn DNA cards when finished.	Synth sends a worker to DinoGenics. Draw three DNA cards. **Place the highest reputation dinosaur into play in the Synth park. On a tie, place the highest VP dinosaur.** Discard drawn DNA cards when finished.	Synth will always prioritize nondestructive placements. Place Synth dinosaurs in biodomes with matching species first, empty biodomes second, mixed species third, and outside only as a last resort. Always place Brontosaurus outside of Synth biodomes. Resolve a Rampage Check for Synth if a placement violates a dinosaur's habitat requirement.
	Synth sends a worker to Site A then draws a new DNA card to the market.	Synth sends a worker to the Agency and discards a Scandal.	
	If Synth has fewer than 5 goats, it sends a worker to the Farm and gains 3 goats. Otherwise it sends a worker to the Outsource Action Space and discards a Scandal.		
	Synth sends a worker to the Ferry and gains 1 VP.		
	Synth sends a worker to the Uplink, gains 5 VP, and then takes another turn.		

Solo Scenario #9

ALL GOOD THINGS...

HARD DIFFICULTY

The dinosaur park gold rush is ending. Public interest has started to wane as dinosaurs have become commonplace. Parks are downsizing in an effort to stay competitive and only a few have been able to maintain the crowds from the golden days of the boom. Always the optimist, you still believe that the world wants to see dinosaurs and are prepared to work hard for that belief. Unfortunately you are now forced to deal with the same dwindling crowds and understaffing as your more established competitors.

Objective: End the game with at least 15 credits and at least 80 VP.

Starting Season: Season 7, Open Season step 1
Starting Credits: 2
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 5
Starting Fence: 4 (1 Pen)
Starting Facilities: None.

Breaking News Deck: 4, 5, 13, 14, 16, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round–skip Open Season step 5 in Season 7.)



SPECIAL RULES

This scenario uses the Visitor Board to keep track of your diminishing workforce over the course of 7 Seasons. Use **Visitor Overlay B** (normally for 4-5 player games).

Start with Visitor Overlay B set to Season 7 as the active column. Each Season, move it one space to the right. The number of visitors in the furthest left column of the Season tracker (Player 1) is the number of workers and the maximum number of visitors available to you for the round. Ignore bonus visitors.

On your first turn, you will have five workers and access to five visitors. On the last turn, you will only have two workers and access to two visitors.

VISITOR RULES–*These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors equal to half your Reputation Track value, rounded up.



FINAL SCORE

VP 100+: The dinosaur gold rush might be dying down but you have proven that it is far from dead. You have managed to keep your park running with a skeleton crew of workers, often filling in for your workers yourself when things got tough. Word of mouth has started to spread and you would not be surprised to see an uptick in visitors next season.

VP 80-99: You managed to keep the park running for another Season but you have been forced to let most of your workers go. Money is tight but you hope that things will pick up in the spring. The good news is that you have overheard that DinoGenics has something planned that might bring new life to the industry; a new dig site has been uncovered off the coast.

FAILURE: The last visitors have left for the season and with them, any chance of keeping the park running. Your investors bet everything on you and now you are forced to tell them the bad news. With all but the most established parks dying out, you fear that the era of dinosaurs really is coming to an end.

Solo Scenario #10

CORRUPTED VENUES

VERY HARD DIFFICULTY

Over ten years have passed since dinosaurs were reintroduced to the world. Unfortunately, the industry has proven unsustainable. Massive budget cuts at DinoGenics have resulted in delays and failed dinosaur deliveries. Seemingly overnight, small black market labs have sprung up to fill the void. While many are able to copy the science, the results are often wrought with undesirable outcomes.

Objective: By the end of Season 7, your park must have a reputation of 10 or higher and at least 50 VP.

Starting Season: Season 1, Open Season step 6
Starting Credits: 10
Starting DNA Cards: 0
Starting Manipulation Cards: 2
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: None.

Breaking News Deck: 1, 8, 15, 16, 18, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)



SPECIAL RULES

Remove **DNA Splice** from the Manipulation deck.

DinoGenics IOM is off limits! Each DNA card acquired from the DNA Market or the Boneyard gives you a chance to immediately place the corresponding dinosaur meeple into your park.

However, black market labs have been known to use mixed DNA and poor equipment. Whenever a DNA card is acquired from the DNA Market or the Boneyard, roll two rampage dice. If either die results in a , place a Corrupted T-Rex instead of the corresponding dinosaur, then refund half your paid credits (round up). If all five Corrupted T-Rex's are already in play, you may automatically place the correct dinosaur. Discard acquired DNA card even if refunded.

You may not hold DNA cards. Instead, sending workers to Site A, B, or using a Manipulation card to draw DNA, will instead place that DNA into the market in the order you received it. (Any time a card is added to the DNA Market, place it in slot 1 and shift existing cards like you do when selling.)

Starting in Season 2, add two new DNA to the DNA Market at the start of each new Season.

VISITOR RULES—*These Visitor Rules replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors up to your Reputation Track value.



CORRUPTED T-REX
CARNIVORE: NO GOATS REQUIRED

CORRUPTED: RESOLVE A RAMPAGE CHECK AT THE END OF EVERY FEEDING STAGE. IGNORE PLACEMENT CHECKS.

-2 VICTORY POINTS
-1 REPUTATION
0 MINIMUM FENCED HABITAT SPACES
0 DNA REQUIRED

FINAL SCORE

VP 120+: Establishing containment protocols was a challenge but your unlikely attractions have become a hit with thrill seekers. While you never dreamed that horror could be profitable, nobody can argue with success. As tourists flock in your profits have soared.

VP 50-119: It has been months since the last "incident" and your profits are finally improving. You try to hide the fact that creatures dwell just beyond the containment walls but barely a day goes by that a parent doesn't voice concerns. On each of these occasions you wonder how long the walls will hold; but that is a problem for another day.

FAILURE: Three days ago, a monstrosity the size of a city bus breached an exterior containment wall and thousands of guests had to be evacuated. Park security floundered, and the disaster was seen on every TV across the world. If that was not bad enough, whatever caused the mutation in the first place appears to be spreading....

Facilities Reference

UNIQUE FACILITIES

PARK FACILITIES



Biodome (x 4)**:**
Counts as a fenced pen (any size) for up to two compatible dinosaurs. Satisfies Pterodactyl habitat requirements. See page 10.

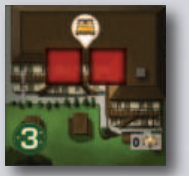


Salvage Operations:
All future facilities you place cost 1 fewer credits.

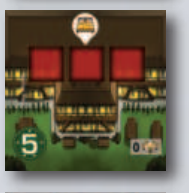


Watch Tower (x 2)**:**
Once per game phase, ignore one Rampage Slash die result.

COMMERCIAL FACILITIES



Basic Hotel (x 8)**:**
Holds 2 visitors.



Medium Hotel (x 3)**:**
Holds 3 visitors.



Genetics Facility:
Once per Season, when creating a new dinosaur you may substitute 1 DNA card for any type of DNA.



Geology Lab:
When deploying a worker to Site B, you only discard 1 DNA instead of 2.



News Room:
Whenever you place a new dinosaur for any reason, gain 2 victory points.

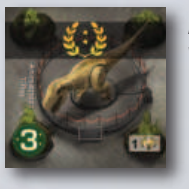


Patent Center:
Each time an opponent creates a dinosaur that already exists on your island, gain 1 credit.

REPUTATION GAIN



Mutant Exhibition (x 2)**:**
Each pair of mutants on your island is worth 1 reputation.



Animatronic T-Rex (x 2)**:**
Worth 2 reputation.



Holo Dome (x 3)**:**
Worth 1 reputation.

UPKEEP PHASE BONUSES



Goat Farm (x 2)**:**
During Upkeep, gain 1 goat meeple (after feeding).



Petting Zoo (x 2)**:**
During Upkeep, gain 1 victory point for each species with at least 2 dinosaurs in your park.



Triceratops Observatory:
During the Upkeep Phase, gain 1 victory point for each Triceratops in play in all other players' parks.



Fine Diner:
During the Upkeep Phase, gain 1 victory point for each hotel in your park.



Food Court (x 3)**:**
During the Upkeep Phase, gain 1 credit for each hotel in your park.



Park Mascots (x 2)**:**
During the Upkeep Phase, gain 1 victory point for each unique species in your park.
Limit One.



Tour Bus:
During the Upkeep Phase, gain 1 victory point for each player ahead of you in player order.

END GAME VICTORY POINTS



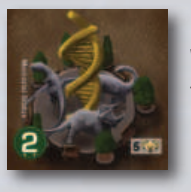
Carnivore Biome:
At the end of the game, gain 3 victory points for each carnivore in your park. (Mutants don't count.)



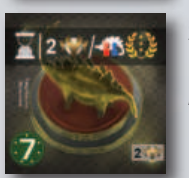
Herbivore Biome:
At the end of the game, gain 2 victory points for each herbivore in your park. (Mutants don't count.)



DNA Archive:
At the end of the game, gain 1 victory point for each unique species of DNA card in the Boneyard.



Memorial Statue (x 3)**:**
Worth 5 victory points at the end of the game if undamaged.



Stegosaurus Monument:
During the game, Stegosaurus in *all parks* are worth 3 reputation.
At the end of the game, gain 2 victory points for each Stegosaurus in *any park*.

Dinosaur Species Reference



BRONTOSAURUS
HERBIVORE

GENTLE GIANT: OPEN SPACES ARE A VALID HABITAT. RAMPAGES IF PLACED IN A PEN, OR IF ANOTHER SPECIES ENTERS OR OCCUPIES ITS OPEN SPACE.

- **5 VICTORY POINTS**
- **2 REPUTATION**
- **0 MINIMUM FENCED HABITAT SPACES**
- **4 DNA REQUIRED**



TYRANNOSAURUS
CARNIVORE:

DESTRUCTIVE: ROLL TWO DICE DURING A RAMPAGE CHECK, AND SUFFER BOTH RESULTS CONSECUTIVELY.

- **7 VICTORY POINTS**
- **3 REPUTATION**
- **3 MINIMUM FENCED HABITAT SPACES**
- **3 DNA REQUIRED**



ANKYLOSAURUS
HERBIVORE

DEFENSIVE: CAN SHARE A HABITAT WITH ANY SPECIES WITHOUT EITHER RAMPAGING.

- **4 VICTORY POINTS**
- **1 REPUTATION**
- **2 MINIMUM FENCED HABITAT SPACES**
- **3 DNA REQUIRED**



PTERODACTYL
CARNIVORE:

FLIGHT: MUST BE HOUSED IN A BIODOME TO FULFILL ITS HABITAT REQUIREMENT.

- **5 VICTORY POINTS**
- **4 REPUTATION**
- **1 MINIMUM FENCED HABITAT SPACES**
- **3 DNA REQUIRED**



STEGOSAURUS
HERBIVORE

CROWD PLEASER: DURING THE UPKEEP PHASE, GAIN 1.

- **3 VICTORY POINTS**
- **2 REPUTATION**
- **2 MINIMUM FENCED HABITAT SPACES**
- **3 DNA REQUIRED**



RAPTOR
CARNIVORE:

CLEVER: DURING A RAMPAGE CHECK, IN ADDITION TO NORMAL DAMAGE, SUFFER ONE VISITOR FATALITY ON A RESULT.

- **4 VICTORY POINTS**
- **2 REPUTATION**
- **1 MINIMUM FENCED HABITAT SPACES**
- **2 DNA REQUIRED**



TRICERATOPS
HERBIVORE

HERD ANIMAL: GAIN AN ADDITIONAL 1 IN DINOSAUR VALUE FOR EVERY TWO TRICERATOPS IN A SHARED PEN.

- **2 VICTORY POINTS**
- **1 REPUTATION**
- **1 MINIMUM FENCED HABITAT SPACES**
- **2 DNA REQUIRED**



MUTANT
OMNIVORE

MONSTROUS: EXISTING MUTANTS MAY EACH BE FED ONCE PER UPKEEP PHASE TO PLACE AN ADDITIONAL MUTANT INTO YOUR PARK.

- **2 VICTORY POINTS**
- **0 REPUTATION**
- **1 MINIMUM FENCED HABITAT SPACES**
- **3 OF ANY DNA REQUIRED**

Quick Reference

Quick Setup (pg 4)

1. Main Board Setup:
Place the 8 basic hotels in the first space of City Center.
Shuffle & place the Manipulation, DNA, Breaking News decks.
Draw 3 DNA cards to the Market, and 4 DNA to the Boneyard.
Draw a Breaking News card to the upcoming slot.
Place a Faction token for each player on the main score track.
Place blocking tokens for 2/3 player as shown on the board.

2. Visitor Board Setup:
Place Visitor Board with appropriate overlay, a cube for each player on 0 reputation, and a Faction Token for each player to show turn order. First player is chosen randomly.

3. Player Board Setup:
Each player gets an Island Board with a starting pen of 4 fences, and a tracking cube on 0 dinosaur value.
Deal each player 3 DNA cards and 1 Manipulation card.
Each player gets workers and credits as shown below.

Hand out workers to each player as indicated:

Number of Players	Starting Workers	Use Visitor Overlay
2-3	4	A
4-5	3	B

Each player will gain one additional worker at the start of Season 4.

Starting Credits:

Player 1	Player 2	Player 3	Player 4	Player 5
3 Credits	4 Credits	4 Credits	5 Credits	5 Credits

Open Season *(skip to Step 6 in Season 1)*

1. Determine player order based on reputation (pg 6).
Higher reputation is better. Ties are broken by number of undamaged facilities and credits, in that order.

2. Assign visitors based on player order (pg 6).
First player gets the visitors shown in the furthest left column.

3. Assign bonus visitors (pg 6).
The first player may take the first **2 visitors,** and then starting with player two, each player may claim **1 visitor** at a time in player order until no more bonus visitors or hotel spaces remain.

4. Receive 1 credit for each visitor in your park (pg 6).

5. Resolve the next Breaking News card.
Discard the active Breaking News card and push the upcoming card into the active position. It is now resolved and may have a special effect for the current round. Finally, draw a new Breaking News card into the upcoming space.

6. Draw one random tile to each of the 2nd/3rd/4th facility stacks in the City Center.
Draw a new facility tile from the bag to place on top of the 2nd, 3rd, and 4th facility stacks in the City Center. If a stack ever empties during play, immediately draw a tile for it.

7. In player order, place one worker per turn until none remain (pg 7).

8. Continue to the Upkeep Phase.

Upkeep Phase

1. Feed all carnivores (must feed as much as possible).
Each carnivore must be fed even if a player does not have enough goats to satisfy them completely.
After feeding carnivores, each mutant may be fed 2 goats once per Season to add a new mutant to your park. These newly placed mutants can't be fed until the following Season.

2. Check for rampage, and roll if necessary (pg 11).
Any unfed carnivores, or dinosaurs in improper habitats, require a Rampage Check.

3. Gain 3 VPs for every two visitors leaving the park alive.
All visitors are then returned to the general supply.

4. Gain Victory Points from dinosaurs and facilities.
All players score the Dinosaur Value on their player boards.
Some facilities also grant VPs during Upkeep (pg. 26).

5. Gain resources from dinosaurs and facilities.
All players with Stegosaurus gain 1 credit for each.
Some facilities also grant resources during Upkeep (pg. 26).

6. Return workers from board to each owner's park.

7. Advance the Visitor Overlay one column to the left.

8. Continue to the next Open Season.
At the end of Season 7, proceed to End Game Scoring (pg 13).


Victory Point


Gain resource or token.


Reputation


Discard resource or token.


Credits


Play cards from your hand.

Rampage Checks
Check when placing a dinosaur and in Upkeep after feeding.
A dinosaur will rampage only once in Open Season and once in Upkeep.
A dinosaur will rampage if:
- Its pen is too small or not fully enclosed (exception: Brontosaurus).
- Two or more species share the same habitat (exception: Ankylosaur).
- A Brontosaurus is penned, or another species has access to open space.
- A Pterodactyl is not in a biodome.
- A carnivore is not fed the required number of goats during Upkeep.

Structure Damage
- Facilities are targeted first, then fences blocking route to board edge.
- Damaged hotels result in visitor death. Take a Scandal for each death.
- The Visitor Center is repaired immediately, but costs an extra Scandal.


Rampage Fatality
Kill one visitor (gaining a Scandal), then assign damage to an accessible structure.


Rampage Slash
Assign damage to an accessible structure.


Naïve Visitor
If you have a visitor, gain 1 credit.