DESIGNED BY
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DINOSAUR ISLAND



RULEBOOK

Pandasaurus Games

INCLUDES SOLO GAME MODE

2-4 PLAYERS

90-120 MIN

AGE 8+

INTRODUCTION



Several years ago, scientists discovered a way to clone dinosaurs from viable DNA preserved within the fossil record. After a few mishaps along the way, the process has stabilized. Today, it's the museums that have gone practically extinct, as shrewd investors have turned those initial dinosaur sanctuaries into bustling theme parks, true meccas for dino fans the world over.

In Dinosaur Island, each player takes on the role of a park manager at one of these premier destinations. You've been handed the reins to a burgeoning operation – bring the fantastic creatures of the Jurassic, Triassic, and Cretaceous periods forward into the modern day. Early retirement is yours if you can make your park bigger and better than the competition!

It won't be a walk in the park, though. You will need to hire the right personnel, beat your competitors to perfecting the hottest dino recipes, and gamble on which attractions will draw the most visitors. And it'll all come crashing down if your security precautions aren't tight enough to keep your unruly dino population under control. Welcome to Dinosaur Island.

GAME COMPONENTS



22 SPECIALIST CARDS



81 INCOME TOKENS
(53 X $1, 28 X $5)



39 OBJECTIVE CARDS



80 VISITORS
(70 PATRONS, 10 HOOLIGANS)



36 WORKERS



11 PLOT TWIST CARDS



10 DNA DICE



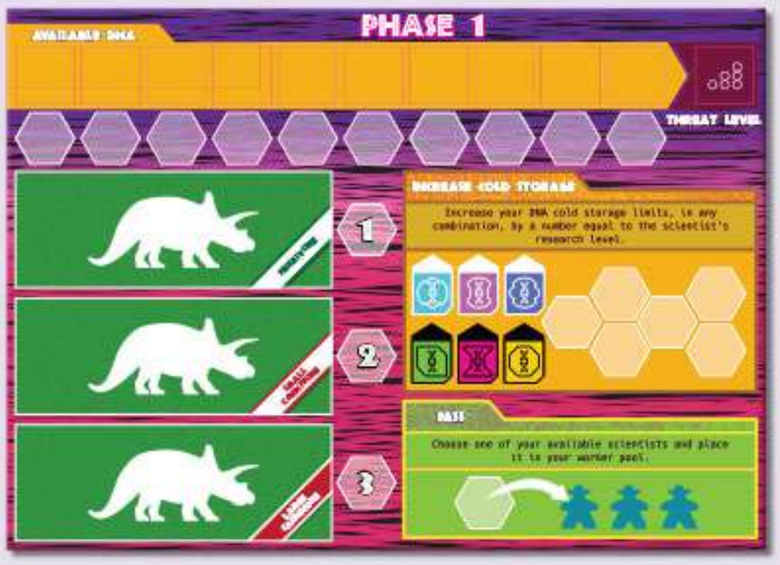
20 CORPORATION TOKENS



12 MODIFIER TOKENS
(DOUBLE-SIDED)



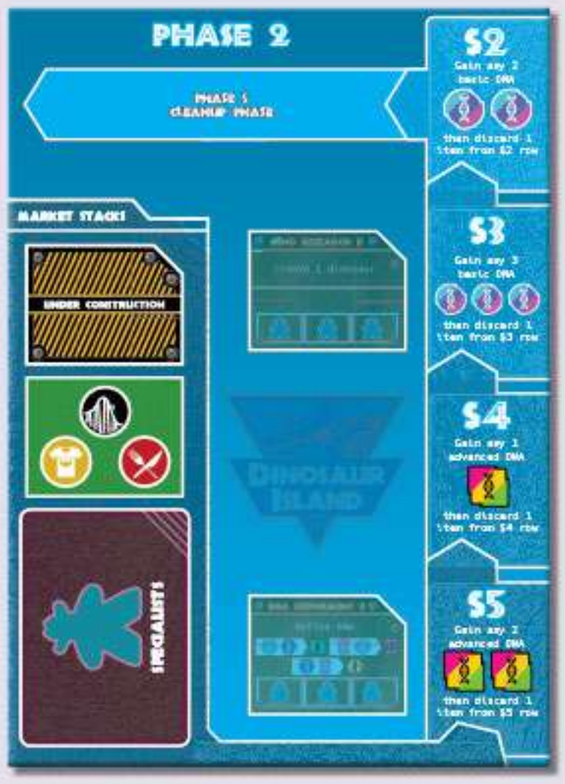
12 SCIENTISTS



1 RESEARCH CENTER BOARD



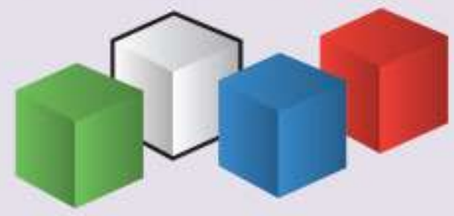
1 TRACK BOARD



1 MARKETPLACE BOARD



4 PARK BOARDS



40 MARKER CUBES



24 LIMIT CUBES



33 LAB UPGRADE TILES

4 LAB BOARDS



17 SOLO PLAY CARDS (16 OBJECTIVES, 1 ROUND TRACKER)



29 PADDOCK TILES (DOUBLE-SIDED)



50 DINOSAURS



1 CLOTH BAG



17 DINO RECIPE TILES



30 ATTRACTION TILES



EXTRA TOKENS (JUST FOR FUN)

- 12 SLANG TOKENS (DOUBLE-SIDED)
- 3 DINO RECIPE TILES (CREATE YOUR OWN)
- 4 ATTRACTION TILES (CREATE YOUR OWN)
- 2 LAB UPGRADE TILES (CREATE YOUR OWN)

MAIN GAME SETUP

1 Map Out the Game's Footprint

Position the *marketplace board*, *research center board*, and *track board* centrally, within reach of all players. Be sure to leave plenty of room along the edges for each player's individual area. Off to the side, pile all 81 *income tokens*; this is the *bank*. Next to the bank place the 50 *dinosaurs*, 29 *paddock tiles*, and 12 *modifier tokens*; this is the *supply*. Put all 80 *visitors* in the cloth bag and place the bag in the supply.

2 Establish the Dice Pool

At random, draw 2 *DNA dice* per player, plus 1 more die, to create the *dice pool*. Return any remaining dice to the box; they will not be used during this game.

3 Place the Market Stacks

Shuffle the 22 specialist cards and place the stack face-down in its corresponding slot in the marketplace. Shuffle the 30 attraction tiles and the 25 regular lab upgrade tiles and stack them in their corresponding slots. (In a 3-player game, remove from these stacks any tiles marked as "4+." In a 2-player game, remove any tiles marked as "3+" or "4+.") Stack the 4 "Dino Research II" lab upgrade tiles and 4 "DNA Refinement II" lab upgrade tiles face-up in their reserved slots.

4 Seed the Market Rows

Draw the top 4 attraction tiles from the stack and place 1 in each of the *market rows* (to the right of the marketplace board), arranged by cost: most expensive in the $5 row all the way to least expensive in the $2 row. Then, draw the top 4 lab upgrade tiles and place 1 in each of the market rows. Finally, draw the top 4 specialist cards and place 1 in each of the market rows.

5 Place the Research Stacks

Separate the 17 dino recipe *tiles* into 3 stacks by category (i.e., *large carnivores*, *small carnivores*, and *herbivores*). Shuffle each stack, face-down, and place it in its corresponding slot on the research center. Then, flip the top tile from each stack face-up.

6 Reveal End-Game Objectives

Separate the 39 *objective cards* into 3 stacks by type (i.e., short, medium, and long). Based on your desired game length, choose a single stack and reveal from it a number of objective cards equal to the number of players, plus one. Place them face-up off to one side. Return the other objective cards to the box.

7 Prepare the Plot Twists

Shuffle all 11 *plot twist cards* face-down, then draw 2 at random and place them face-up. The rules on these cards are now in effect for the remainder of the game. (If the second plot twist card would contradict the first, discard the second and redraw.) Return the other plot twist cards to the box.

RECOMMENDATIONS FOR YOUR FIRST GAME

Objectives	"Have 12 DNA in cold storage."
	"Buy 3 lab upgrades."
	"Reach an excitement level of 10."
Plot Twist	"There are no hooligans in the bag to begin the game. Add 5 hooligans at the end of round 1, and 5 more at the end of round 2."

8 Distribute Player Pieces

Each player takes 1 *lab board*, 1 *park board*, 9 *workers*, 3 *scientists*, 5 *corporation tokens*, and 10 *marker cubes* of their own color, as well as 6 *limit cubes*. Put any unused player pieces and limit cubes back in the box. (Continue with ***Individual Player Setup***.)

9 Choose a First Player

The player who most recently extracted DNA from a mosquito trapped in amber will be the first player. If no player has successfully accomplished that task, the player who most recently visited a theme park will be the first player. Give that player the *first player token*. Arrange the turn order track so that turn order is clockwise from the first player.

10 Take Startup Cash

Give the first player $15 in income. Each successive player in turn order receives $1 more than the previous (e.g., the second player receives $16, the third player receives $17, etc.).

INDIVIDUAL PLAYER SETUP

1 Situate Player Boards

Place your 2 player boards in front of you: your lab board should be on the left and your park board should be on the right. Leave enough room to the right of your lab board for specialist cards that you will hire during the game.

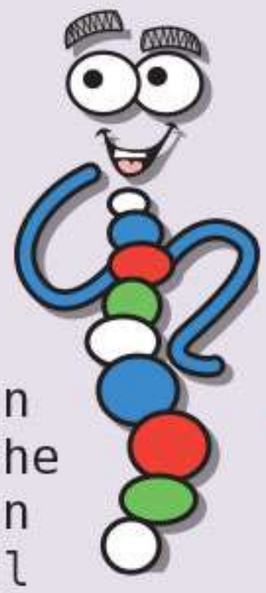
2 Place Workers and Scientists

Put 4 of your workers near the top of your lab (on the corporate logo); this is your *worker pool*. Put 4 more workers in the supply; these are not available to you at the start of the game, but they can be gained later. Put the 1

remaining worker on the *turn order track*. Lastly, put your 3 scientists just above your lab; this is your *research pool*.

3 Gain Starting DNA

Place a limit cube at "4" on each of the *basic DNA tracks* (i.e., blue, pink, purple) and at "2" on each of the *advanced DNA tracks* (i.e., green, red, orange) in the *cold storage chart* on the left side of your lab. Then, place a marker at "1" on each of the basic DNA tracks and at "0" on each of advanced DNA tracks.

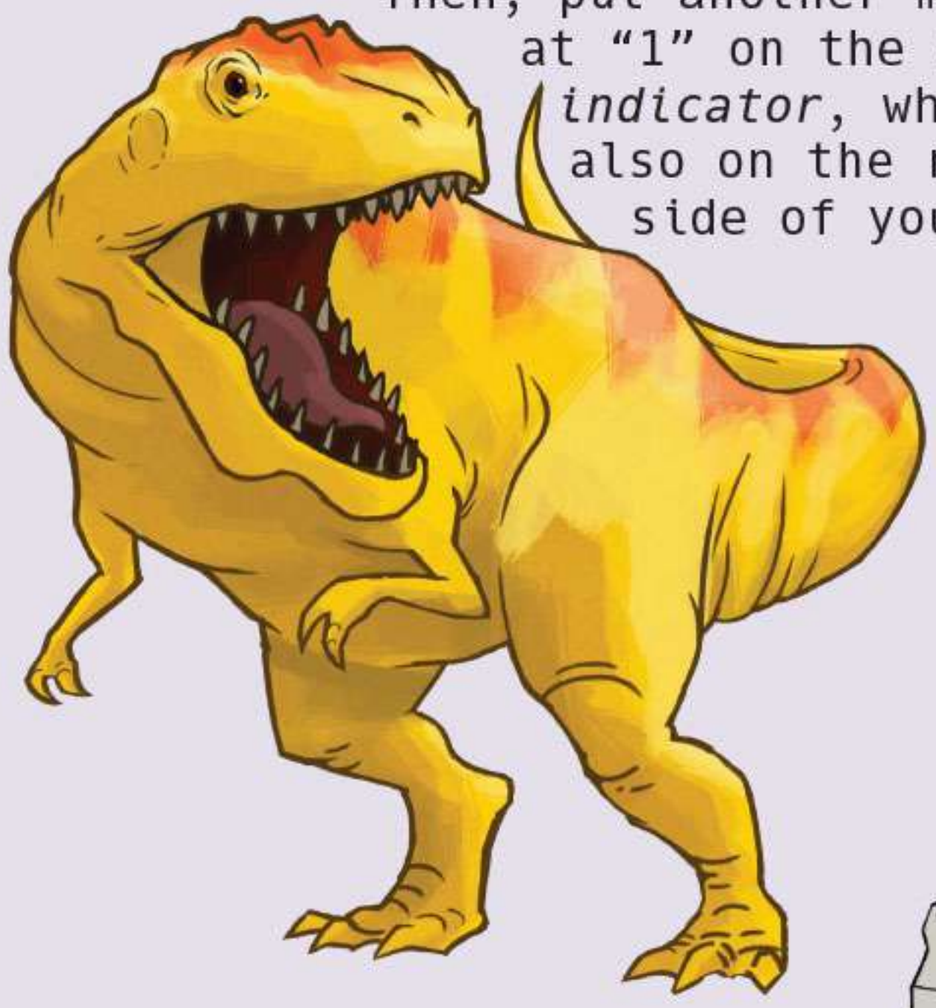


4 Adjust the Public Tracks

In your park, there is a pre-printed dinosaur exhibit and paddock in the upper-left corner; place 1 dinosaur in the paddock. Put 1 of your markers on the public *excitement track* on the track board, placing it at "1" on the track to indicate the initial excitement created by that 1 dinosaur. Then, place another marker at "10" on the *score track*, which is also on the track board.

5 Set Threat and Security Levels

The 1 dinosaur present in your starting paddock also represents a potential threat. Put 1 of your markers on the *threat indicator* on the right side of your lab, placing it at "1" to indicate the relatively low level of threat that this 1 dinosaur represents. Then, put another marker at "1" on the *security indicator*, which is also on the right side of your lab.





HOW TO PLAY

Dinosaur Island is played in a series of rounds until the end of the game is triggered. In each round, there are five phases that occur in order:

1. Research Phase
2. Market Phase
3. Worker Phase
4. Park Phase
5. Cleanup Phase

NOTE: *In certain phases of the game, turn order is very important. In the first round of the game, players take turns in clockwise order, beginning with the start player determined during setup. In all subsequent rounds, turn order is determined by position on the score track.*

1. RESEARCH PHASE

To begin this phase, the first player rolls all dice in the DNA dice pool and places those rolled dice along the top of the research center, so that there is one die per slot. (It doesn't matter which die is in which slot.)

Then, in turn order, each player assigns one of their scientists to research DNA, increase cold storage, or procure a dino recipe. (Passing is also allowed, and can even be a strategic move.) Continue in this way, with each player assigning one scientist at a time, until each player has had three turns in this phase.

IMPORTANT! *Only one scientist can be assigned to each slot.*

Research DNA --> Assign a scientist to one of the slots at the top of the research center to claim the corresponding die. Multiply the number of DNA symbols on the die in that slot by your scientist's *research level*; add that many DNA of that type to your lab. However, you can never have more DNA than your current cold storage limits allow.

See Example A: Research DNA

A - RESEARCH DNA

Example A: *Sang assigns his #2 scientist to a DNA slot with a die showing 2 blue DNA. Sang would normally add 4 blue DNA to his lab, but he only has enough room to add 3. He adds 3 blue DNA, and the other blue DNA is lost.*



There are two special and rare faces that may appear on the DNA dice during the game: the and . You must assign your #3 scientist to claim one of these dice, and you only get the benefit once (i.e., you do not multiply by the scientist's research level).

- The allows you to upgrade paddock capacity.
- The allows you to gain one worker from the supply.

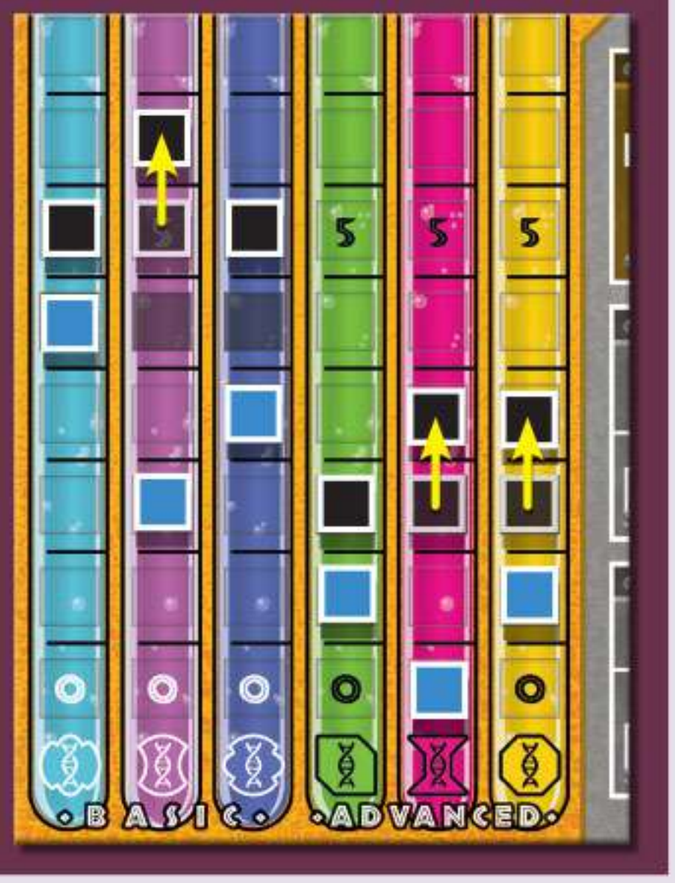
Increase Cold Storage --> Assign a scientist to one of the six slots in this section of the research center in order to increase your cold storage limits for DNA. When you do, you may immediately increase your cold storage limits, on any combination of your DNA tracks, by a number equal to that scientist's research level.

See Example B: Increase Cold Storage

B - INCREASE COLD STORAGE

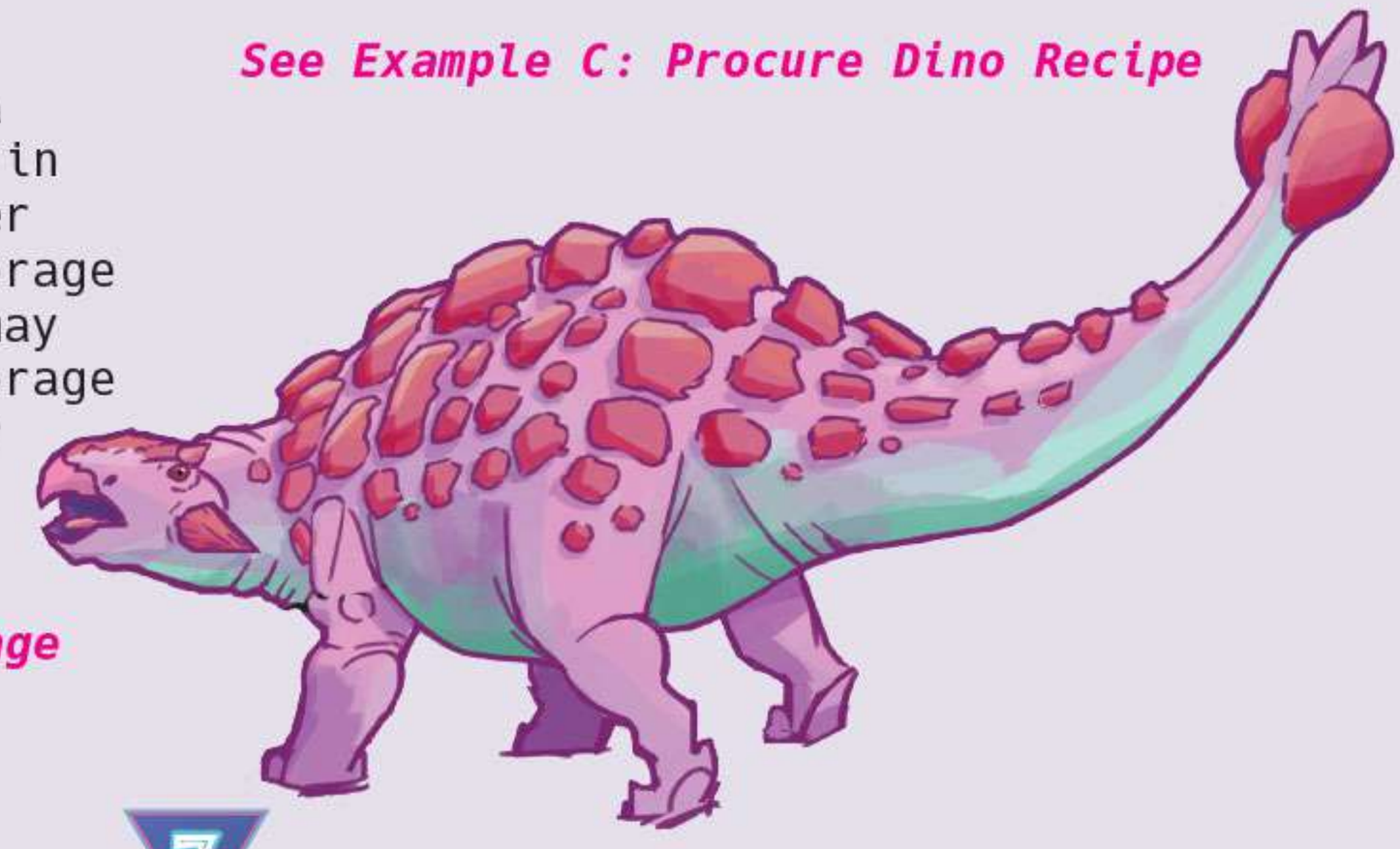
Example B: *Zoe assigns her #3 scientist to increase cold storage, so she can increase her cold storage limits by 3. She chooses to increase violet by 1, pink by 1, and orange by 1. This does not increase the amount of DNA that Zoe has, but it will now allow her to store more of each of these types of DNA.*





Procure Dino Recipe --> There will be three dino recipe tiles available each round: an herbivore, a small carnivore, and a large carnivore. The number in the corresponding slot indicates the minimum research level required for a scientist to be assigned to procure that recipe. When you procure a dino recipe, immediately place the tile in your park so that it fills two available zones.

See Example C: Procure Dino Recipe



C - PROCURE DINO RECIPE

Example C: *Yanni wants to procure the small carnivore recipe that is available. He must assign either his #2 scientist or his #3 scientist to procure the recipe. He could not assign his #1 scientist.*



Pass --> If you pass, choose one of your remaining available scientists (i.e., not a scientist you've already assigned this round) and place it in your worker pool; you can use that scientist as a worker during the Worker Phase later this round.

After all players have had three turns in this phase, evaluate the remaining DNA dice. Take the die with the most threat pips (1, 2, or 3) and move it to the holding area (in the top right corner); that number will be added to all players' threat levels during the Park Phase. If no DNA dice were unclaimed, then no die is moved to the holding area.

2. MARKET PHASE

In this phase, players visit the marketplace. In turn order, each player will have an opportunity to take an action in the marketplace. (Passing is also allowed.) Continue in this way, with each player having one market action at a time, until each player has had two actions in this phase.

Hire Specialist --> You can hire a specialist by paying the cost of the market row the specialist is in. When you hire a specialist, immediately place the card to the right of your lab board and carry out any immediate effects, as listed on the card. This is the primary means of gaining more workers throughout the game.

See Example D: Hire Specialist

D - HIRE SPECIALIST

Example D: *Emma is hiring the Union Boss from the $4 market row. She pays $4 to the bank, then places the specialist card to the right of her lab. Per the card, she immediately gains 1 of her workers from the supply, which goes in her worker pool. The Union Boss will also allow her to hire her next specialist at no cost.*



Normally, you can have a maximum of three hired specialists. If hiring a new specialist would put you over this limit, you must immediately fire one of your specialists, discarding that card from the game and giving up any corresponding bonuses (including extra workers!).

Build Attraction --> You can build an attraction by paying the market price, which is the sum of the cost printed on the attraction tile itself and the cost of the market row that the attraction tile is in. When you build an attraction tile, immediately place it in an available zone in your park.

See Example E: Build Attraction

E - BUILD ATTRACTION

Example E: *Sang wants to build the Costumes attraction, which is in the $3 market row. The cost printed on the attraction tile itself is $2, so the total market price is $5. Sang pays the $5 to the bank, then places the Costumes attraction tile in an available zone in his park.*

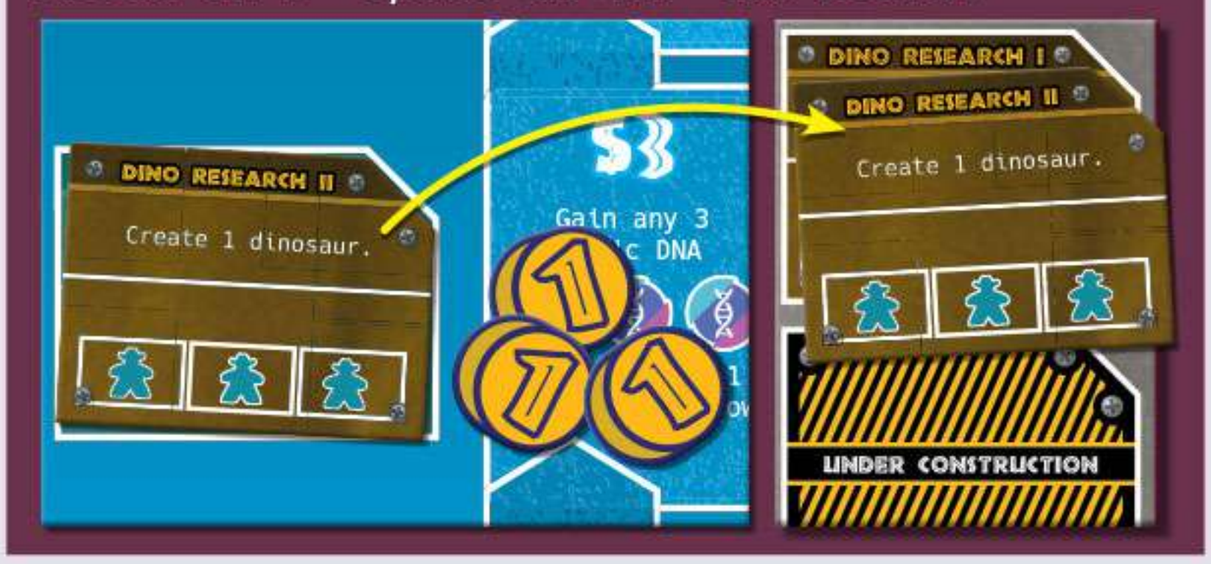
Buy Lab Upgrade --> You can buy a lab upgrade by paying the cost of the market row the lab upgrade is in. When you buy a lab upgrade, immediately place it in one of the six spaces in your lab. At the beginning, you will want to place new lab upgrades in the spaces labeled "under construction." If you have filled up those spaces, you will need to place your new lab upgrade on top of a previous lab upgrade (do not discard the previous lab upgrade, but it will no longer have any effect).

There are two special lab upgrade tiles, available in their own stacks in the marketplace: Dino Research II (cost: $3) and DNA Refinement II (cost: $5). These tiles offer upgraded versions of the basic lab actions available to all players at the start of the game. If you buy one of these, you ***must*** place it on top of the corresponding space in your lab; it cannot go anywhere else.

See Example F: Buy Lab Upgrade

F - BUY LAB UPGRADE

Example F: *Zoe just bought the "Dino Research II" lab upgrade from the marketplace, paying $3 to the bank. She immediately places it on top of the "Dino Research I" space on her lab board.*



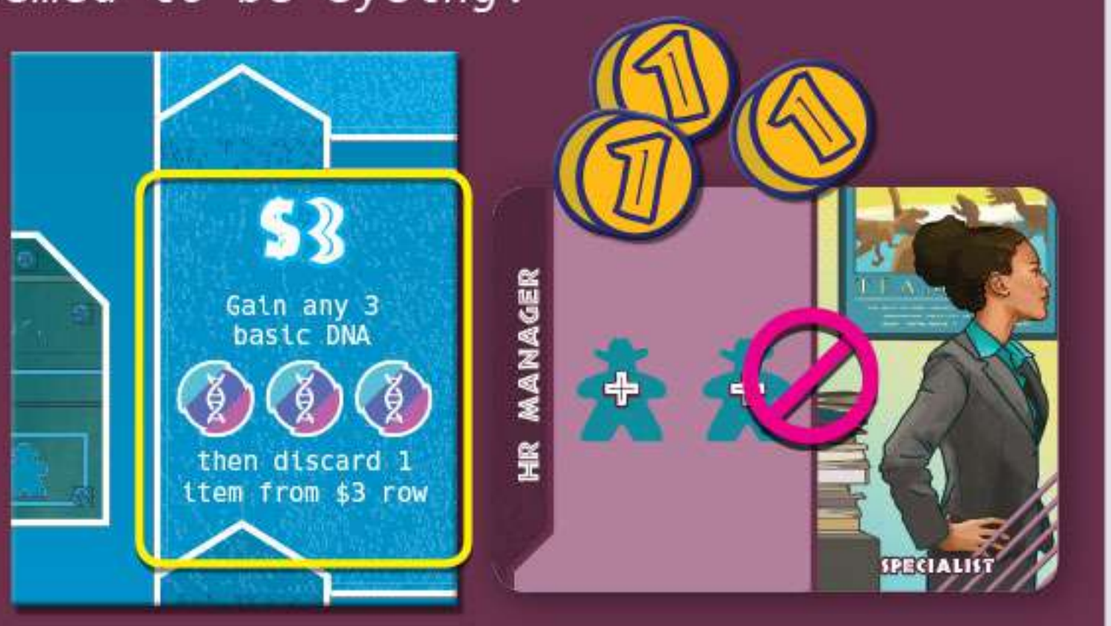
Purchase DNA --> You can purchase DNA during this phase. To do so, pay $2-$5 to the bank, and then gain the corresponding number of DNA, as listed on the marketplace board. Once you have gained the DNA, discard any 1 item (not

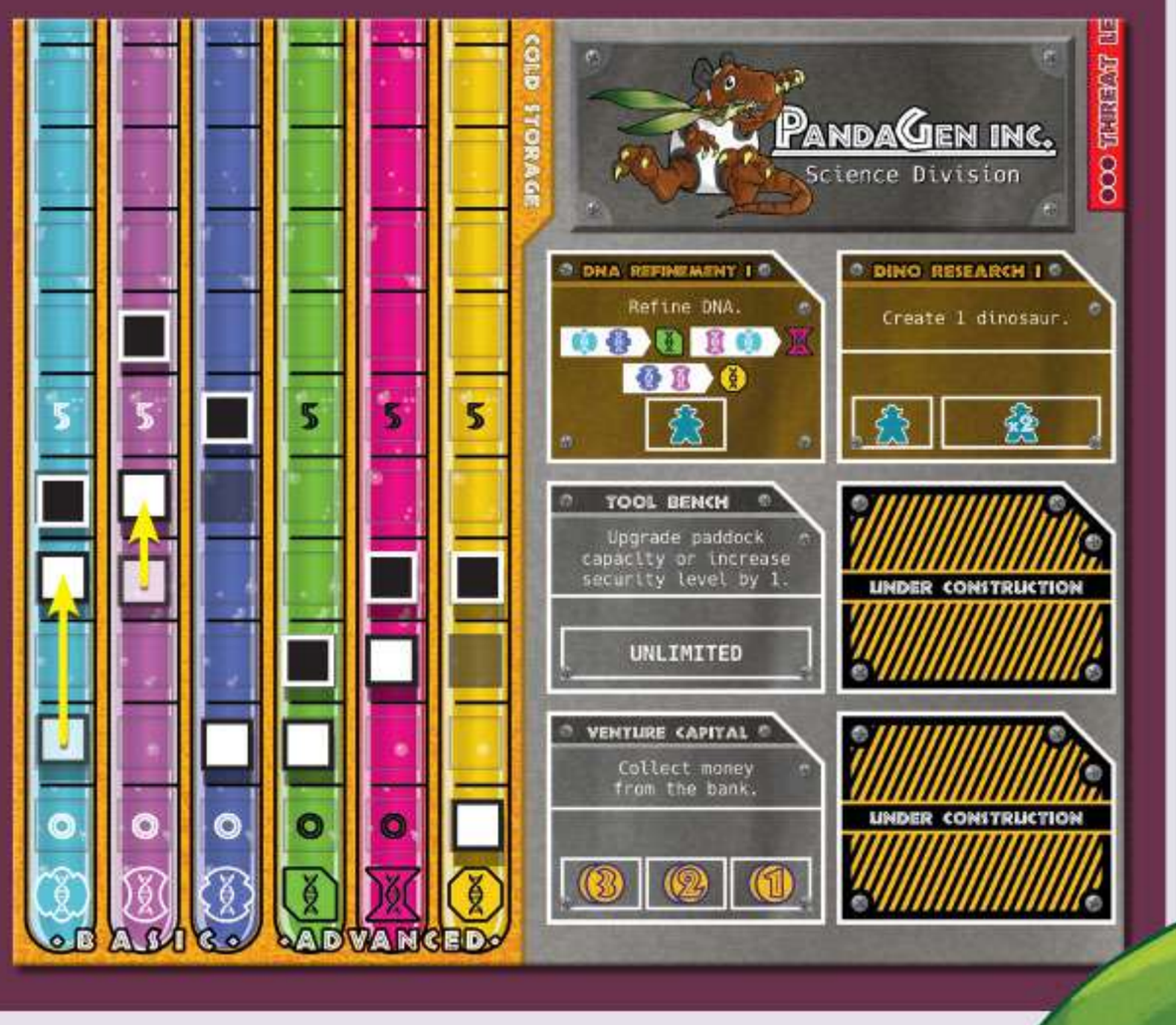
including special lab upgrade tiles) from the market row that corresponds to the amount of money you spent.

See Example G: Purchase DNA

G - PURCHASE DNA

Example G: *Yanni wants to be able to create a dinosaur later this round, but he's a few DNA short, so he decides to purchase DNA. He pays $3 to the bank and gains 3 basic DNA of his choice. As an added bonus, discarding an item from the $3 market row allows him to remove a specialist that Zoe seemed to be eyeing.*





Pass --> If you pass, either because you cannot take an action or do not want to take an action, you collect $2.

3. WORKER PHASE

In this phase, all players get to assign each of the workers from their worker pool in order to take lab actions. (Remember: Any scientist that you added to your worker pool during the Research Phase can now be used as a worker.)

You are only concerned with your own park and lab during this phase and cannot affect your opponents, so this phase is performed by all players simultaneously. Each player resolves their lab actions in any order they wish.

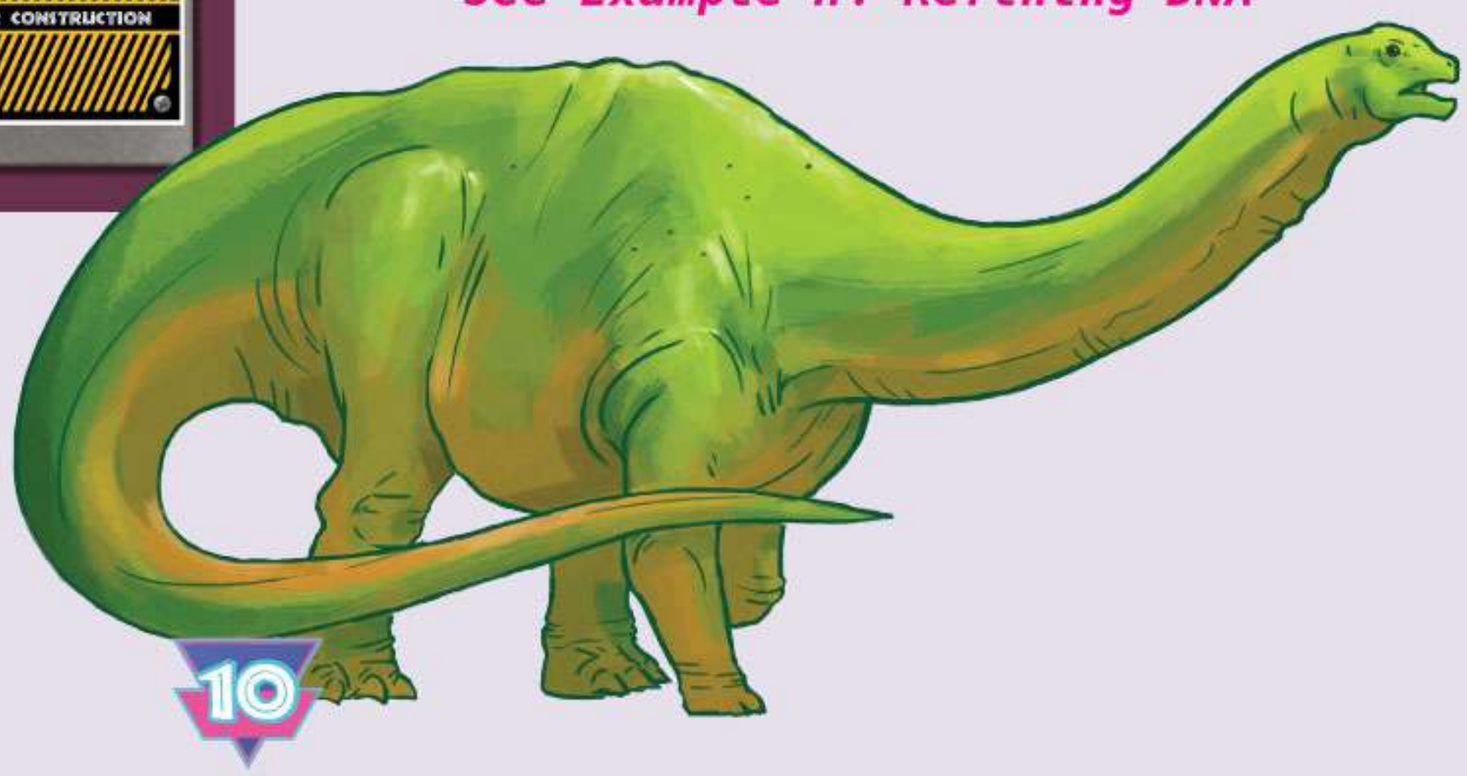
Most lab upgrades, including those pre-printed on each lab board, have slots (i.e., workstations) for workers. Each slot can be activated only once per round, except those slots labeled "unlimited." Each slot requires a single worker, unless otherwise indicated.

> **NOTE:** *Some lab upgrade tiles have abilities denoted by a green background, which are passive abilities that activate once upon purchase and cannot be activated additional times by assigning workers.*

Refining DNA

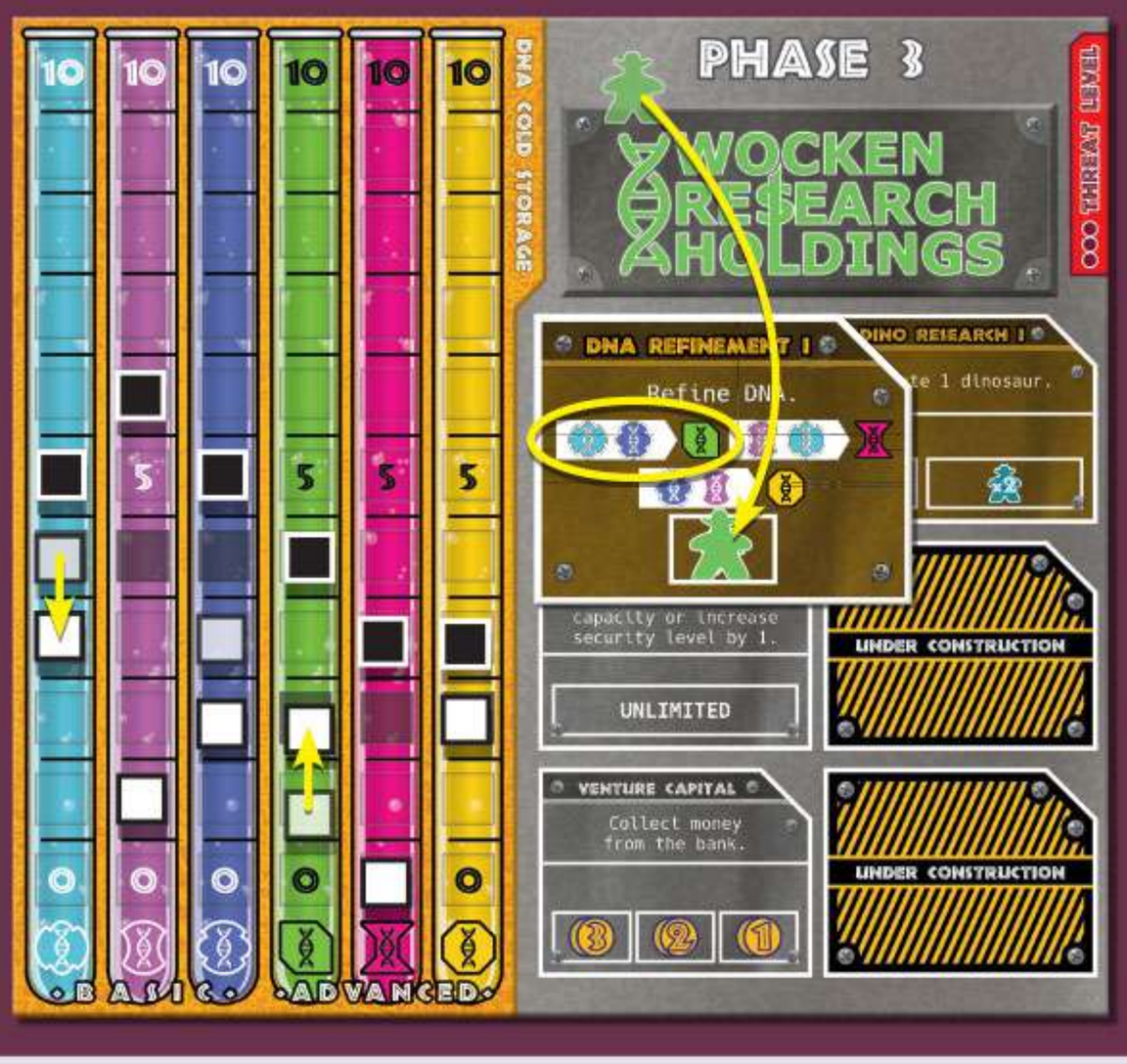
Advanced DNA is much harder to come by than basic DNA. Fortunately, the DNA Refinement lab upgrade tiles allow you to mix down or "refine" basic DNA to make your own advanced DNA. Each time you activate DNA Refinement, you can make exactly one of the listed conversions, spending the two required basic DNA and gaining the one resulting advanced DNA.

See Example H: Refining DNA



H - REFINING DNA

Example H: *Emma has procured a recipe for Tyrannosaurus Rex, one of the large carnivores. She assigns a worker to the DNA Refinement I tile in her lab so that she can get one of the three advanced DNA required by the dino recipe. She spends 1 blue DNA and 1 purple DNA and gains 1 green DNA.*



Creating Dinosaurs

Without dinosaurs, your dinosaur theme park won't be in business for very long! The Dino Research lab upgrade tiles allow you to create dinosaurs. To do this, you must spend, from your lab, the DNA required by a dino recipe that is in your park. You must also make sure that the corresponding paddock has the capacity to support another dinosaur. If so, add one dinosaur from the supply to that paddock.

When you create a dinosaur, your excitement level increases by the number shown on the corresponding dino recipe tile. (Your excitement level can never exceed 20.) However, your threat level also increases by the number of threat pips shown on the dino recipe tile. More dinos means more danger!

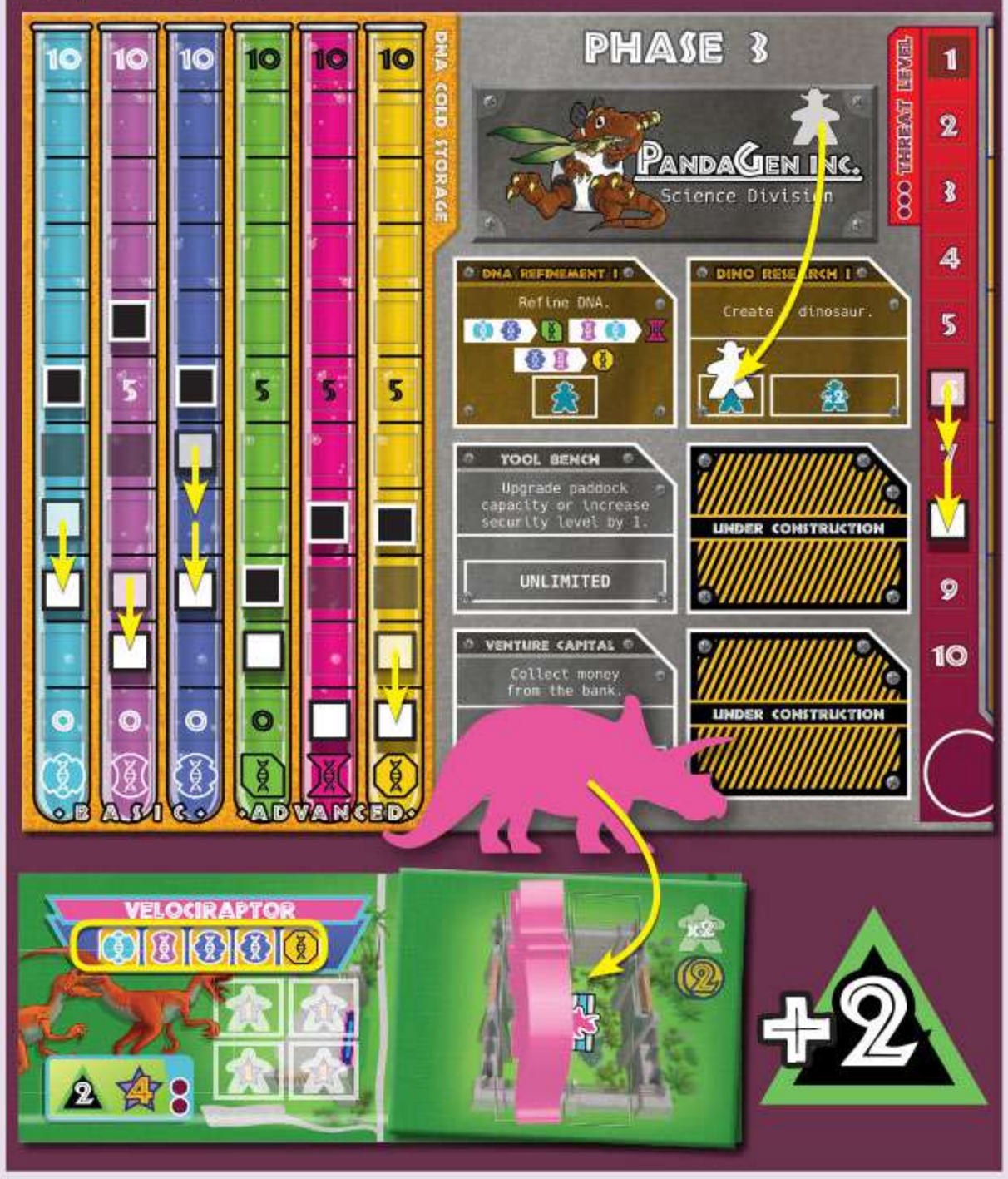
See Example I: Creating Dinosaurs

If your threat level reaches 11, take one of the "+10" modifier tokens and add it to your threat indicator to show this, then reset your marker to the top of the threat indicator.



I - CREATING DINOSAURS

Example I: *Yanni has the Velociraptor exhibit in his park. His paddock capacity is 2, and he only has 1 dinosaur in that paddock currently. He assigns a worker to the Dino Research I tile in his lab in order to create another Velociraptor. To do so, he spends 1 blue DNA, 1 violet DNA, 2 purple DNA, and 1 orange DNA, as required by the dino recipe. Finally, he adds 1 dinosaur to the paddock in the Velociraptor exhibit and then increases his excitement level by 2 and threat level by 2.*



Increasing Security

Your park's security level is very important. If your security level is less than your threat level during the Park Phase, dinosaurs get loose and eat visitors in your park – that's not good! Certain lab upgrade tiles allow you to increase your security level by **one**. To do this, you must pay the corresponding cost, listed in the cost chart along the right side of your lab.

See Example J: Increasing Security

J - INCREASING SECURITY

Example H: *Previously, Emma bought the Better Tool Bench lab upgrade and added it to her lab. She assigns a worker to the [-2] slot, and plans to increase her security, which is currently at level 6. The cost to increase her security level from 6 to 7 is $4. However, because of the -$2 discount from the Better Tool Bench, she only has to pay $2 to the bank. Then she moves her marker up 1 space on the security indicator.*



If your security level reaches 11, take one of the "+10" modifier tokens and add it to your security indicator to show this, then reset your marker to the top of the security indicator.

Upgrading Paddock Capacity

Each paddock in your park can only hold one dinosaur each, until you upgrade that paddock's capacity, via the actions of certain lab upgrade tiles. When you upgrade paddock capacity, choose one dinosaur exhibit in your park and add a paddock tile for the **next level up**. To do this, you must pay the corresponding cost, which is equivalent to the new paddock capacity. The maximum paddock capacity is four.

See Example K: Upgrading Paddock Capacity

K - UPGRADING PADDOCK CAPACITY

Example K: *Sang wants to upgrade the paddock capacity in his Brontosaurus exhibit. The current capacity is 3. He assigns a worker to the Renovation Committee lab upgrade, which allows him to upgrade a paddock's capacity by 1, at no cost. When he does so, he swaps out the capacity-3 paddock tile in his Brontosaurus exhibit for a capacity-4 paddock tile.*



4. PARK PHASE

In this phase, visitors will show up at each park, earning the players money from admission fees. Then they will also line up to visit the various attractions and dinosaur exhibits, earning victory points – as long as they're not eaten by escaping dinosaurs!

Attract Visitors

In turn order, each player draws a number of visitors from the bag equal to their excitement level. You might draw patrons (gold), who are the paying customers that keep your park in business. But you might also draw hooligans (yellow), which is bad news: hooligans sneak into your park without paying! Once you've drawn your allotted visitors, place them all at your park entrance, and then collect $1 from the bank per patron.

See Example L: Attract Visitors

L - ATTRACT VISITORS

Example L: *On her turn, Zoe draws 8 visitors from the bag, because her current excitement level is 8. Of those 8 visitors, 6 were patrons and 2 were hooligans. She places all 8 visitors at the entrance to her park for now, and collects $6 from the bank (i.e., $1 for each patron).*



Manage Lines

As a park manager, one of your jobs is to make sure not to exceed visitor capacity in your park. Place all drawn visitors at available attractions and dinosaur exhibits in your park. Each dinosaur exhibit has space for visitors equal to the current number of dinosaurs in that exhibit.

Unfortunately, *all hooligans that you drew must be placed first* – they're pushy and elbow their way to the front! Any visitors that cannot visit attractions and dinosaur exhibits, due to not enough available locations, are stuck in line at the entrance.

See Example M: Manage Lines

M - MANAGE LINES

Example M: *Yanni has drawn 10 visitors from the bag: 7 patrons and 3 hooligans. He places the 3 hooligans at available locations first, then puts 6 patrons at his remaining available locations. The other 1 patron remains stuck in line at the entrance to his park.*

Dinosaurs on the Loose!

After all players have drawn their visitors and placed them, it's time to see if any dinosaurs get loose in your park and eat the visitors. All players can perform this step simultaneously.

To determine if any dinosaurs get loose in your park, check your base threat level, marked by the threat indicator in your lab. (Remember: each herbivore increases your threat level by 1, and each carnivore increases your threat level by 2.)

Next, add to this number the threat pips from the DNA die that was set aside in the holding area during the Research Phase. This is your threat level for this round. Finally, check your current security level, which is marked by the security indicator in your lab. (Be sure to take into account any security bonuses you may have.)

> **security level ≥ threat level:**
> Nothing happens – you're running a tight operation.
>
> **security level < threat level:**
> Dinosaurs get loose and eat visitors at your park!

The number of visitors that are eaten is equal to the difference between your security level and threat level.

You choose which visitors inside your park are eaten, but all patrons must always be eaten before hooligans. (Those hooligans are sneaky, after all.) If the number of visitors to be eaten exceeds the total number of visitors inside your park, any visitors in line at the entrance are eaten next to make up the difference. Put all eaten visitors back in the bag, and subtract 1 VP from your score for each visitor eaten.

See Example N: Dinosaurs on the Loose

N - DINOSAURS ON THE LOOSE

Example N: *Emma has 3 herbivores and 2 carnivores in her park. Therefore, her base threat level is 7. The DNA die in the holding area has 3 threat pips, so Emma's threat level this round is 10. Emma has a security level of 8. Because her threat level is 2 higher than her security level, dinosaurs get loose and eat 2 visitors. Emma chooses 2 patrons inside her park to put back in the bag, then loses 2 VPs.*



Score Victory Points



In turn order, players score 1 victory point (VP) for each surviving patron at an attraction or dinosaur exhibit. Do not score for hooligans inside your park, or for any visitors stuck in line at the entrance. ***For each patron at a food attraction***, you choose whether to score the 1 VP or collect $2 instead.

5. CLEANUP PHASE

During this phase, preparations are made for the following round by
1) resetting turn order,
2) refreshing the market,
3) revealing new dino recipes,
4) returning workers and scientists,
5) removing visitors, and
6) resolving plot twists.

Reset Turn Order

Turn order is determined by current scores. The player who currently has the fewest VPs becomes the new first player, the player with the second fewest becomes second player, and so on. If two or more players have tied scores, their relative positions in turn order remain the same from the previous round.

See Example 0: Resetting Turn Order

Refresh the Market

Discard any items left in the $2 market row. Then, slide all remaining items in the market upward, so that the cheapest slots are filled. Next, fill any empty slots in the market from their corresponding stacks. If a given stack is empty, shuffle the corresponding discard pile to form a new stack. (Note: Do not rearrange the attractions in order of cost; that only occurs during initial setup.)

Reveal New Dino Recipes

Check each stack of dino recipe tiles on the research center board. Turn the top tile of each stack face-up. (If the top tile in a stack is already face-up, do nothing to that stack.)

Return Workers and Scientists

Each player takes back all of their workers and scientists that are in play, returning them to their starting locations: workers in the worker pool and scientists in the research pool.

Remove Visitors

All visitors (i.e., patrons and hooligans) who were at players' parks depart, and are put back in the cloth bag. This happens to visitors whether they made it to a park's attractions or were stuck in line at the entrance.

Resolve Plot Twists

The very last step of each round is to check the plot twists that are in play. If either has an ability that resolves "at the end of each round," do that now.

0 - RESETTING TURN ORDER

Example 0: *Yanni and Emma each have 7 VPs, Sang has 8 VPs, and Zoe has 9 VPs. Since Yanni and Emma are tied for the fewest, the previous round's turn order will break the tie to determine who is the new first player. In the previous round, Yanni was third and Emma was second. Thus, the turn order for the new round is as follows: Emma is first player, Yanni is second, Sang is third, and Zoe is fourth.*



COMPLETING OBJECTIVES

At any time, if a player fulfills the requirements of an objective card, they claim that card by putting one of their corporation tokens on the card. That objective cannot be claimed by any other players.

If multiple players fulfill the requirements of an objective card at the same time, they each claim the card by putting one of their corporation tokens on the card. That objective cannot be claimed by any other players.

See Example P: Completing Objectives

Completing an objective is worth 6-8 VPs (scored at game end), and it also serves as a timer, pushing the game toward its conclusion.

GAME END

The end of the game is triggered when there is only one objective card left unclaimed. Finish the current round, then proceed to final scoring.

Each player adds to their score the VPs for the attractions and dinosaur exhibits in their park. For **each attraction**, score the listed VPs. For **each exhibit**, multiply the listed VP value by the number of dinosaurs in that paddock; if there are no dinosaurs there, you lose 10 VPs for that exhibit instead!

Completed objectives are now scored at face value (6-8 VPs each).

Leftover money is scored at a ratio of $5 for 1 VP. In the case of a tie, the tied player with the most leftover money wins.

P - COMPLETING OBJECTIVES

Example P: *Sang and Zoe each created dinosaurs during the Worker Phase. Zoe was able to create 2 dinosaurs, while Sang created 1 dinosaur. In so doing, they both fulfilled the requirements of an objective: "Have 12 dinosaurs in your park." They each claim the objective by putting one of their corporation tokens on the card. At the end of the game, they will each score the 8 VPs from that objective.*





Sang



Zoe

SOLO RULES

Except where noted, the standard rules of Dinosaur Island apply.

Changes to Setup

- Use only 5 DNA dice, selected at random.
- Add only 22 patrons and 3 hooligans to the bag.
- Instead of the standard objective cards, use the solo objective cards. Shuffle all 16, then draw 10. Of those 10, choose 7 that will be in play this game, and place them face-up. Take the 3 cards that were not chosen and shuffle them together with the 6 that were not drawn, giving you a face-down AI deck of 9 cards.
- Take the round tracker card and place a worker of an unused color on the space labeled “Round 1.”
- You may choose not to play with plot twists.

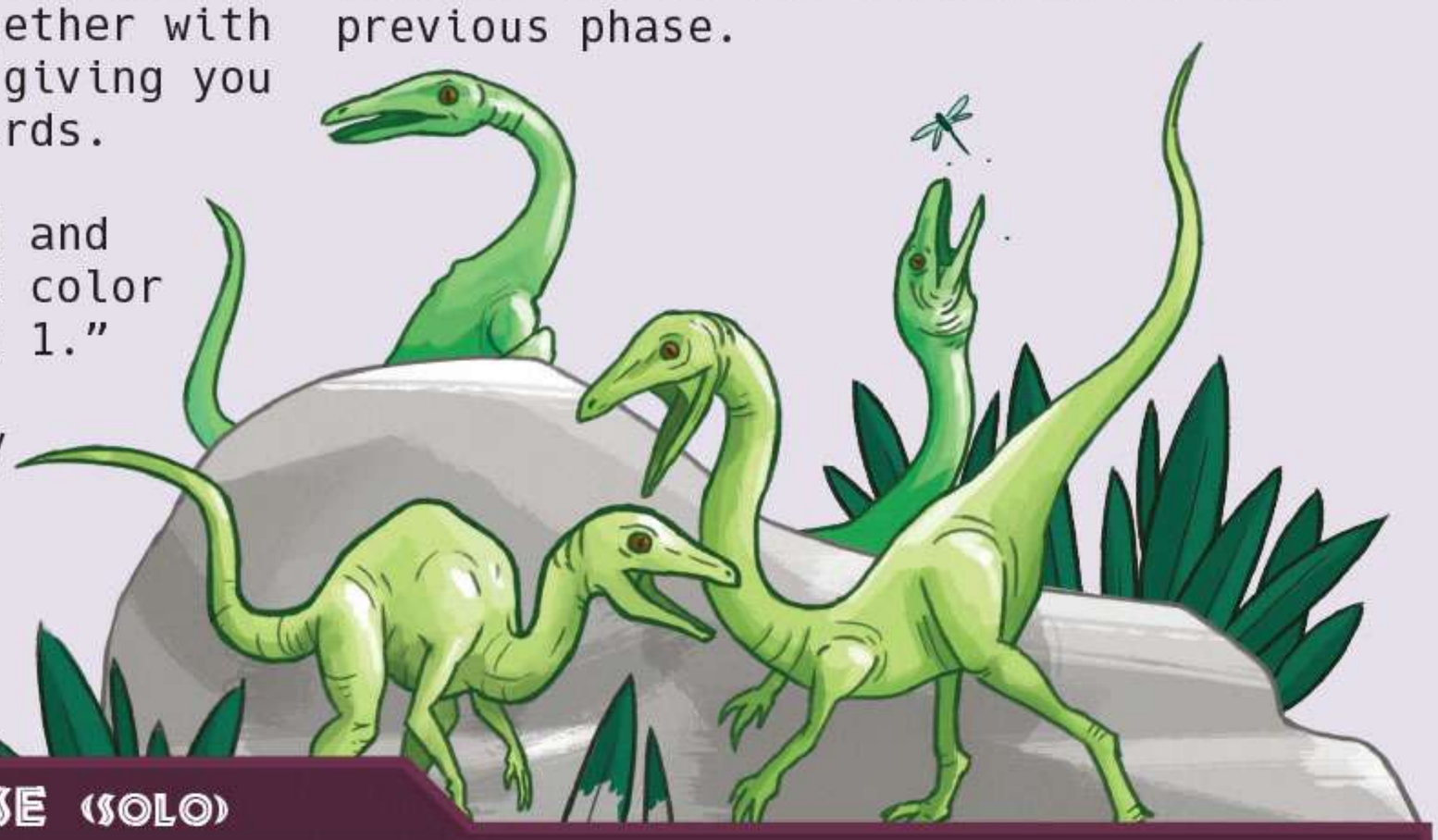
1. RESEARCH PHASE (SOLO)

Play as normal, with the following addition: At the start of each research phase, reveal the top card of the AI deck. At the bottom of the card, you will find icons that tell you which dice to remove from play this round, as well as which dino recipes, attractions, lab upgrades, and specialists to discard (if any).

See Example Q: Research Phase (Solo)

2. MARKET PHASE (SOLO)

Play as normal. In the solo game, there will be always two empty spaces in the marketplace because of the items removed due to the card draw in the previous phase.

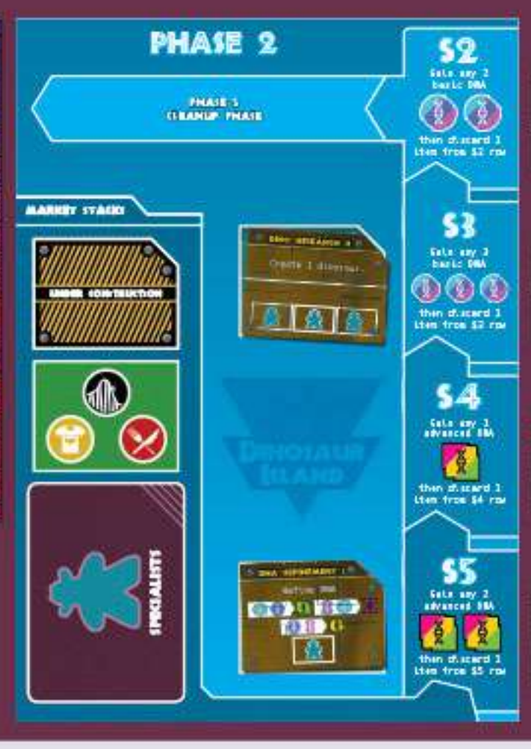


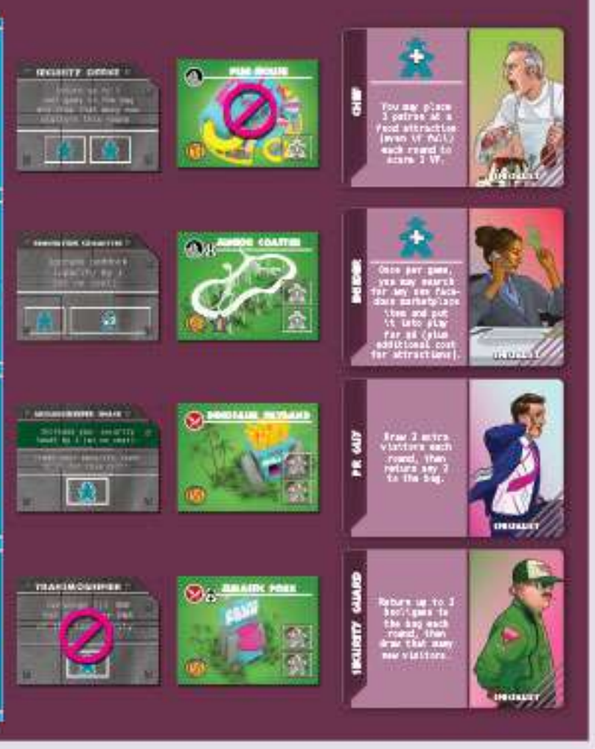
Q - RESEARCH PHASE (SOLO)

Example Q: Sofia reveals the top card of the AI deck. The icons on the card indicate she should remove dice 1 and 3 (counting from left to right), as well as discard dino recipe 1 (i.e., from the herbivore stack), the attraction in the $2 market row, and the lab upgrade in the $5 market row. None of these options will be available to her this round.











3. WORKER PHASE (SOLO)
Play as normal.

4. PARK PHASE (SOLO)
Play as normal, with the following change: Whenever a patron is eaten, remove it from the game entirely. It will not go back in the bag.

See Example R: Park Phase (Solo)

R - PARK PHASE (SOLO)

Example R: Sofia's 5 visitors this round are 4 patrons and 1 hooligan. After placing her visitors at her attractions, she determines that her threat level will cause 2 visitors to be eaten. Sofia takes 2 patrons of her choice and removes them from the game.





5. CLEANUP PHASE
Play as normal, with the following change: At the end of the phase, check to see if you have completed any of the objectives. You may (but are not required to) immediately score any that are completed, removing the scored objective cards from play. The number of VPs you score for an objective is determined by the round in which you complete it; earlier is better!

Round	1	2	3	4	5	6	7
Objective Score	10 VPs	10 VPs	7 VPs	5 VPs	3 VPs	2 VPs	1 VP

See Example S: Cleanup Phase (Solo)

If you did not score any completed objectives this round, discard any one of the remaining objectives; there is no penalty for doing so. Finally, advance the worker on the round tracker card one space and begin the next round.

S - CLEANUP PHASE (SOLO)

Example S: Sofia just finished round 2. She was able to complete two objectives this round; she decides to score both of them, at 10 VPs each. Afterward, she removes those two objective cards from play.







GAME END

The game ends after seven rounds. Score VPs for your attractions, exhibits, and leftover money, as normal. In addition, if you were able to avoid discarding any objective cards during the game, score a 10 VP bonus.

Hint: *To score the 10 VP bonus, you need to score exactly one objective in each round, which is why you might decide not to score multiple completed objectives in the same round.*

VARIANTS

Predictable Systems Variant

Play without plot twist cards to ensure the viability of the most long-term strategies.

Chaos Threat Theory Variant

During the Park Phase, reroll the DNA die that was set aside in the holding area. The number of threat pips from this new roll result (instead of the original result) is added to each player's base threat level.

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Special Thanks: Jonathan would like to thank: Jamie, Jacob, Anna, Kaylee, and Jonah – You make it all worth it. Mom, Mike, Denise, Jenny, Grandma & Grandpa Santora, and the rest of my family for all the support and faith over the years. The NW Ohio Designers Meetup for giving me a place to get my games torn apart, and to make them the best they can be. Brian for co-designing this beautiful beast with me. Molly and Nathan for giving every game such wonderful treatment. Kwanchai, Peter, and Dustin for making our game look so darn good!

Brian would like to thank: Matthew Chaloux, Fran and Roger Lewis, David McGregor, Nathan McNair, Marissa Misura, Zev Shlasinger, Molly Wardlaw, and Zachary Weenig.

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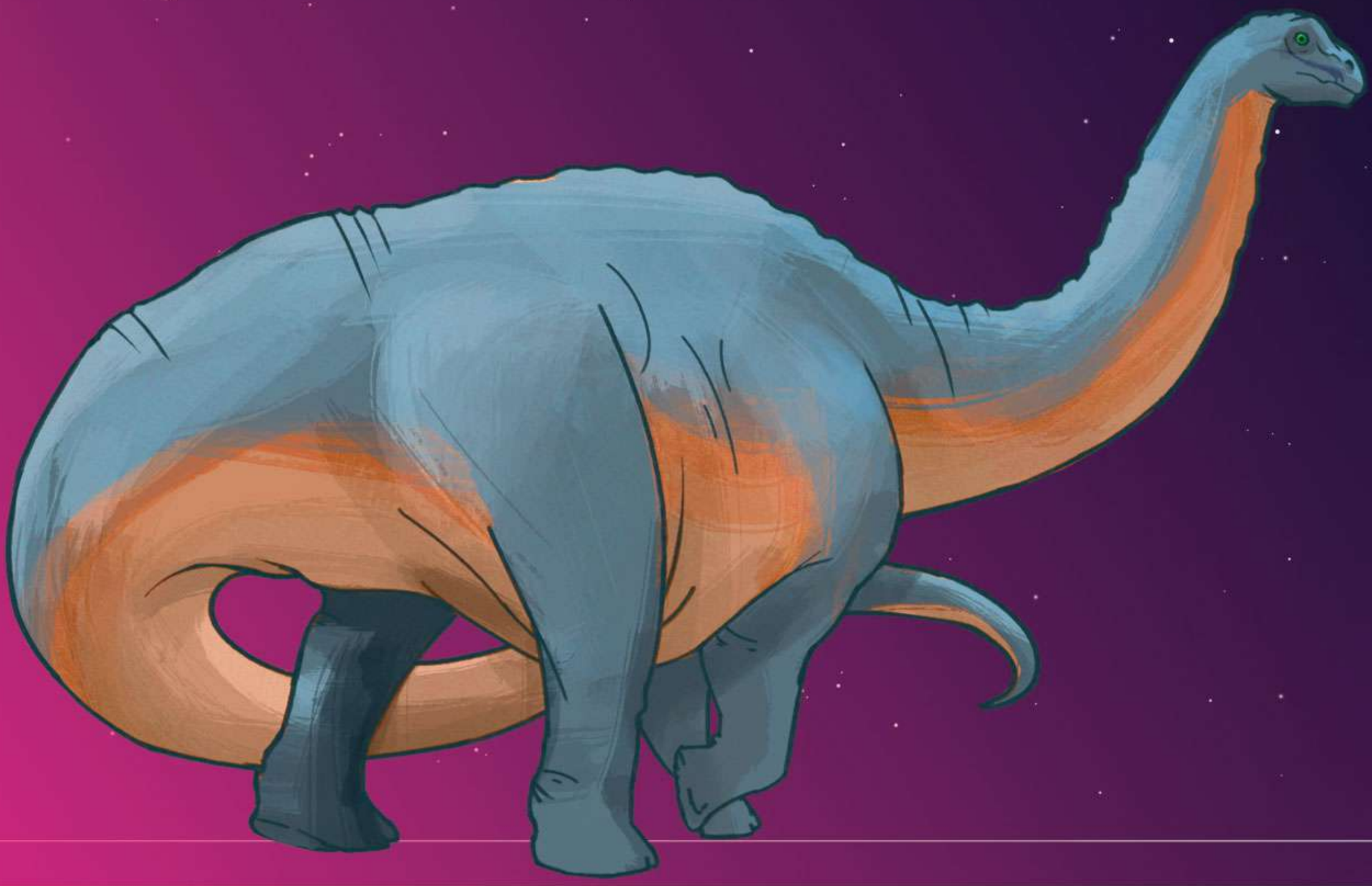

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