BRIAN LEWIS DAVID McGREGOR MARISSA MISURA

DINOSAUR WORLD

Now that the scientific triumph of Dinosaur cloning is public knowledge, competition is hot, and new Parks spring up regularly. Though many of these amateurs are opening their gates before everything has been safety-tested, there's no shortage of patrons eager to be entertained by extinct behemoths!

As with any form of entertainment, triumph is often accompanied by tragedy – which is why your investors demand that you take every precaution (and ensure every visitor signs the safety waiver) before you show them the wonders of Dinosaur World!

PANDA SAURUS GAMES

Components



3 CENTRAL ISLAND BOARDS



1 FIRST PLAYER MARKER



1 ROUND MARKER



1 PUBLIC NOTICE BOARD



4 LAB BOARDS



4 PARK BOARDS



16 ATTRACTION TILES



30 SPECIAL BUILDING TILES



1 DNA DICE BAG



4 WELCOME CENTER/PARK ENTRANCE TILES



17 DINO PADDOCK TILES



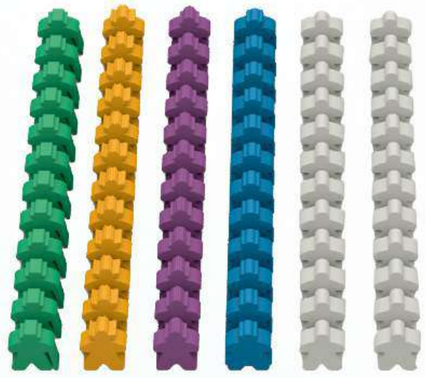
3 DANGER DICE



9 DNA DICE



30 HERBIVORES



72 WORKER MEEPLES





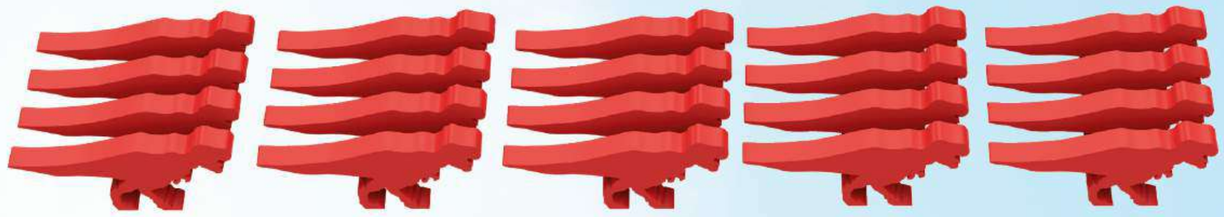
10 WORKER DATABASE CARDS



18 OBJECTIVE CARDS



22 SMALL CARNIVORES



22 LARGE CARNIVORES



4 JEEPLES
(1 PER PLAYER)



4 EXCESS
SECURITY TOKENS



4 EXCESS
VP TOKENS



54 COIN TOKENS
(1s, 5s, & 10s)



40 DEATH TOKENS
(1s, 5s, & 10s)



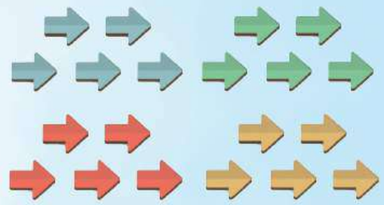
4 EXCESS
THREAT TOKENS



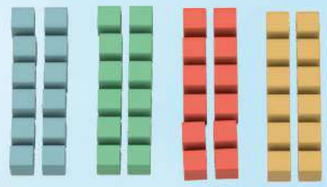
95 BOREDOM TOKENS



20 JEEPLE BONUS TOKENS
(5 PER PLAYER)



20 JEEPLE ROUTE TOKENS
(5 PER PLAYER)



48 RESOURCE MARKERS
(12 PER PLAYER)



12 OBJECTIVE MARKERS
(3 PER PLAYER)

Central Area Setup

1 Central Islands:

Place the 3 Central Island boards in the middle of the table.

1.A Attraction Island: Divide the 16 Attraction tiles into **4 stacks** by type (/ / /).



Place each stack **faceup** on the appropriate space of the Attraction Island.

1.B Special Building Island:

I Divide the 30 Special Building tiles into **3 stacks** by **letter** on the back (A, B, or C).



II Shuffle each stack facedown, then **layer** them together with the C tiles on the bottom, B tiles in the middle, and A tiles on top. Place the stack in the **slot** at the top of the Special Building Island.



III Reveal **4 tiles** from the top of the stack and place them faceup in the empty spaces on the Island.

1.C Dino Paddock Island:

I Shuffle all 17 Dino Paddock tiles together. Place the stack facedown in the **slot** at the bottom of the Dino Paddock Island.

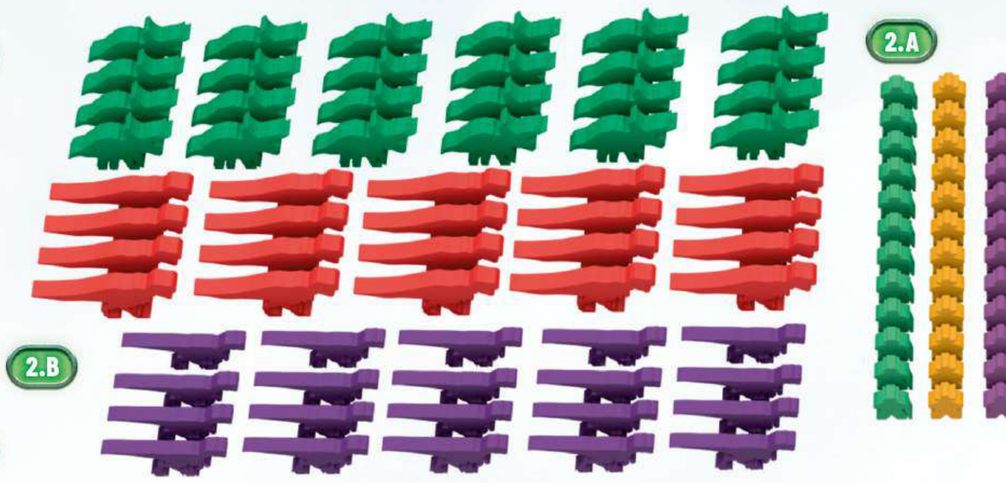
II Reveal **3 tiles** from the stack and place them faceup in the empty spaces on the Island.

2 General Supply Piles:

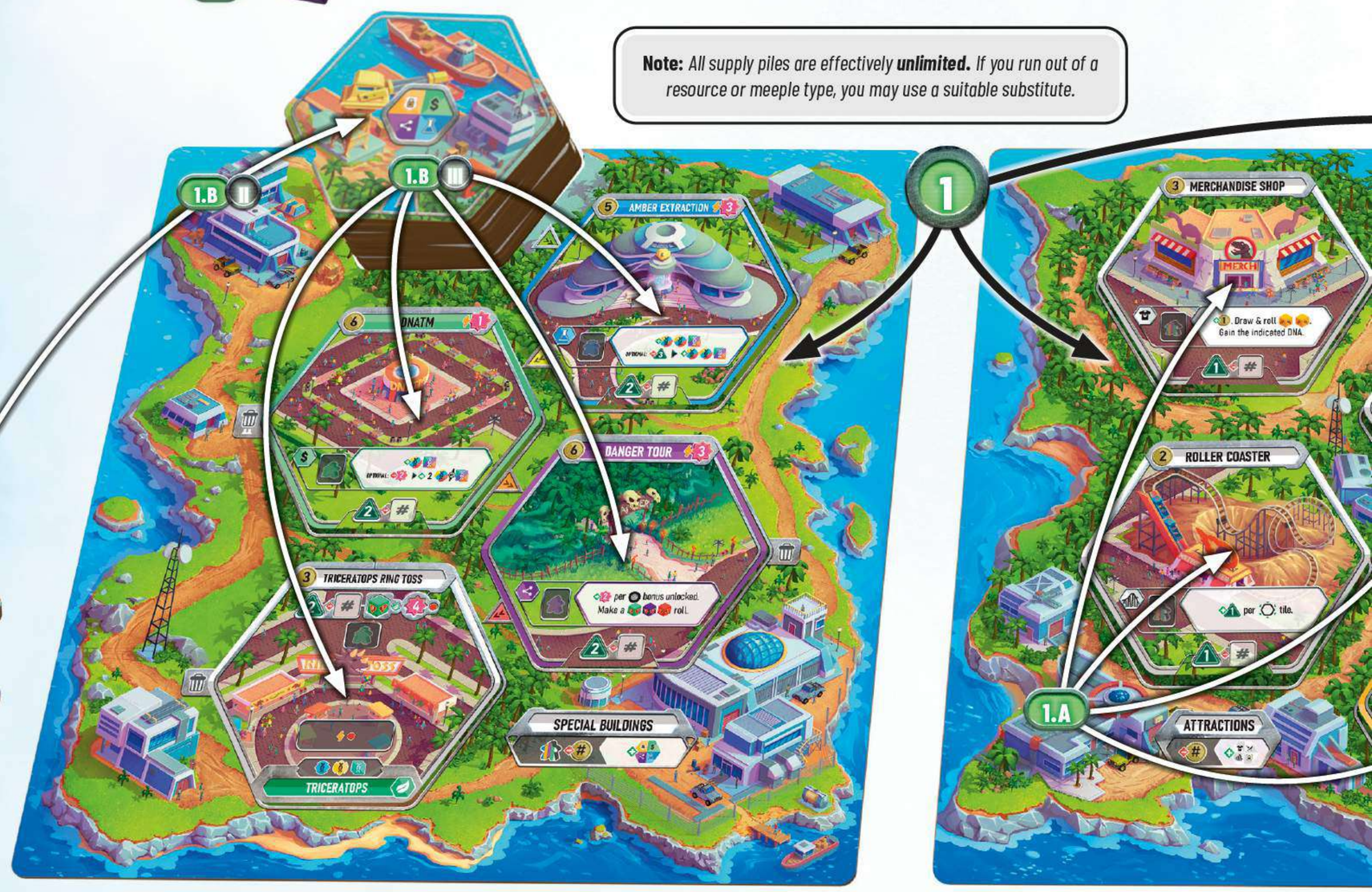
Create public supply piles for each of the following components:

- **2.A** Workers *(5 colors)*
- **2.B** Dino Meeples *(3 types)*
- **2.C** Coins *(3 denominations)*
- **2.D** Death tokens *(3 denominations)*
- **2.E** Boredom tokens
- **2.F** Excess Security, Threat, and VP tokens
- **2.G** Danger dice





Note: *All supply piles are effectively **unlimited.** If you run out of a resource or meeple type, you may use a suitable substitute.*

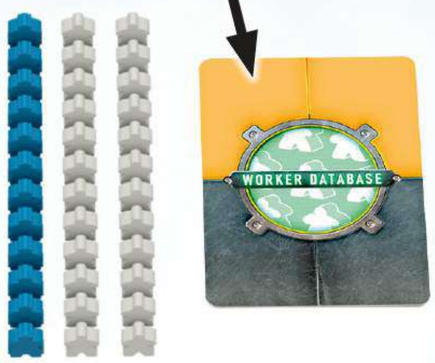






3 Worker Database Cards:

Shuffle the Worker Database cards and place them in a facedown stack.



4 Public Notice board:

Place the Public Notice board near the Central Islands. Place the **Round marker** on the "1" space of the Round Track.





5 DNA Dice:

Place all 9 DNA dice in the dice bag.





6 Objectives:

6.A Divide the **Objective cards** into **3 stacks** by letter on the back *(A, B, or C)*. Shuffle each stack **separately**.



6.B Reveal **1 Objective from each stack**, and place all 3 faceup where everyone can see them. Return all other Objectives to the game box *(they will not be used this game)*.

Player Area Setup

7 Player Pieces:

Each player chooses a color and takes the following components:

- 7.A 1 Lab board
- 7.B 1 Park board
- 7.C 1 Welcome Center
- 7.D 1 Jeeple
- 7.E 5 Jeeple Bonus tokens *(1 of each type)*
- 7.F 5 Route tokens *(numbered 1-5)*
- 7.G 3 Objective markers
- 7.H 12 Resource markers



8 Player Boards:

Place your **Lab board** in front of you. Place your **Park board** to the right, with enough space to add Park tiles to it.



9 Resource Markers:

9.A Place the following on your **Lab board**:

- 1 marker at **"2"** on each **basic DNA** track
- 1 marker at **"1"** on each **advanced DNA** track
- 1 marker at **"0"** on **Security** track
- 1 marker at **"0"** on **Threat** track
- 1 marker at bottom of **Jeeple Upgrade** track

9.B Place the following on the **Public Notice board**:

- 1 marker at **"0"** on the **VP** track
- 1 marker at **"0"** on the **Excitement** track



10 Turn Order:

The **first player** is the player who most recently trained a raptor to respond to hand signals! If no player has accomplished this task, choose a first player at random and give them the **first player marker**. Place their remaining Resource marker on the first space of the **Turn Order track**, followed by each other player in clockwise order.





11 Objective Markers:

Place your 3 Objective markers near the **Objective cards**.



12 Welcome Center:

Place your Welcome Center tile *(with the "Welcome Center" side faceup)* in the **middle slot** of your **Park board**.



13 Jeeple:

13.A Place your **Jeeple** on your Welcome Center.

13.B Place 2 **Route** tokens next to your board. Place the remaining 3 tokens on your **Jeeple Upgrade** track on the zones marked "3," "4," and "5".

13.C Choose one of your **Jeeple Bonus** tokens and place it in the **first slot** on your Jeeple Upgrade track. Gain this Bonus immediately *(see pg. 13 for bonuses)*. Place the remaining Jeeple Bonus tokens to the side of your play area.



14 Starting Coins:

Take Coins from the supply:

8	9	10	11
1st player	2nd player	3rd player	4th player

Park Tile Draft

Note: *If any player in your group has **not** played before, use the Beginner Variant on the right.*

15 Deal Starting Tiles:

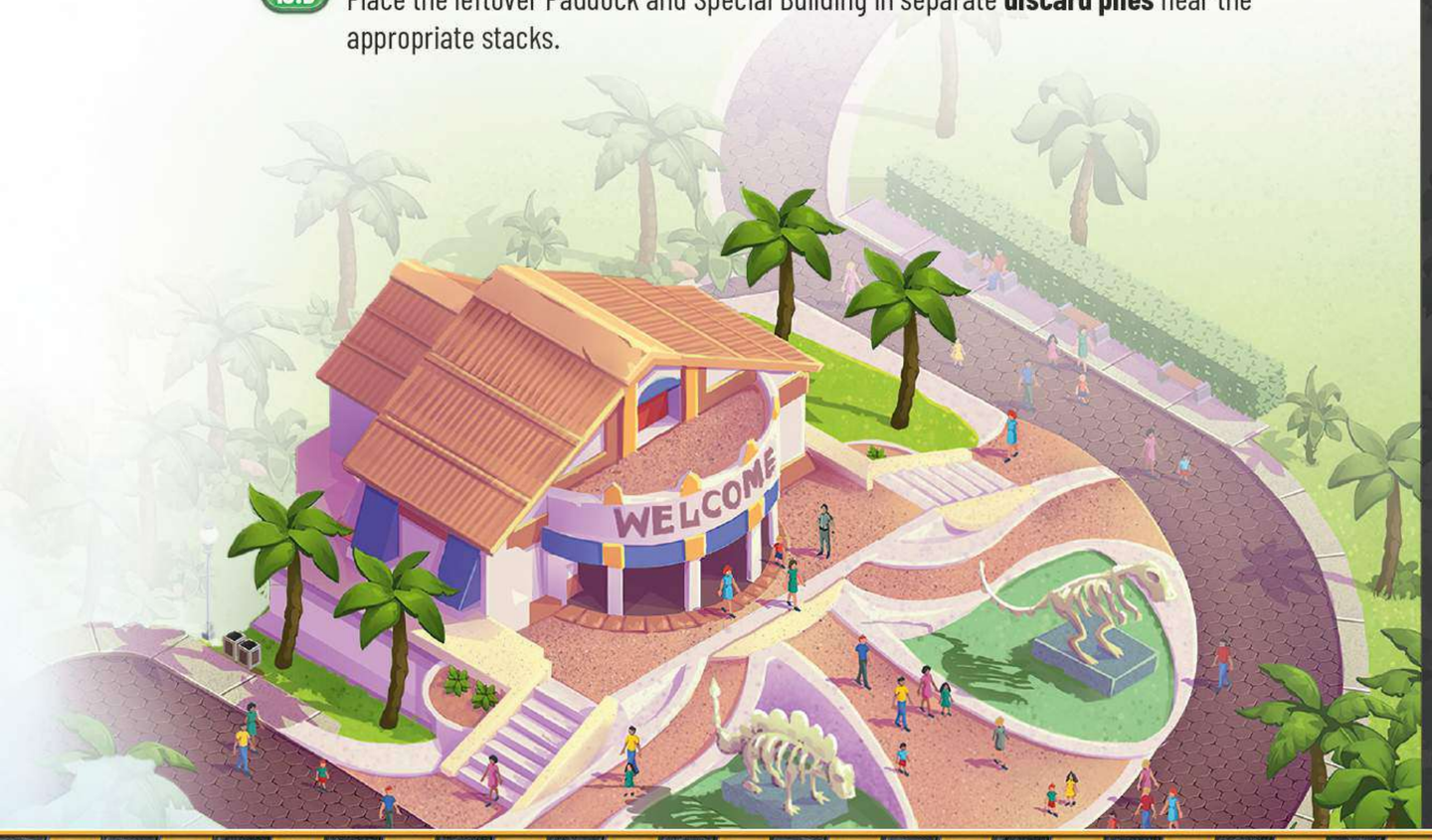
- **15.A** Reveal tiles from the **Special Buildings** stack equal to the **number of players plus 1**.
- **15.B** Reveal the **same number** of tiles from the **Dino Paddocks** stack.
- **15.C** Place the revealed tiles in view of all players *(but **not** on the Central Islands)*.



3 Player example

16 Draft Tiles:

- **16.A** Starting with the **first player** and proceeding in **Turn Order**, each player drafts **1 tile** of their choice from the pool.
- **16.B** Then, starting with the **last player** and proceeding in **reverse** Turn Order, each player drafts a **2nd tile** of the **opposite type**. *(For example, if your first tile was a Dino Paddock, you must pick a Special Building.)*
- **16.C** Each player adds the tiles they drafted to their **Park** at no cost, touching any side of the 4 available edges of their **Welcome Center** tile. *(Note: If you drafted a Special Building with ⚡✹ printed next to its name, immediately score that many VP.)*
- **16.D** Place the leftover Paddock and Special Building in separate **discard piles** near the appropriate stacks.



Beginner Variant

Instead of drafting randomly drawn tiles, search the Special Building "A" tiles and Dino Paddock tiles and lay out the following tile **pairs**:



Triceratops Ring Toss + Proceratosaurus



Amber Extraction + Pteranodon



Casino + Stegosaurus



Raptor Pen + Hadrosaurus

Deal a **random pair** to each player. Each player adds both tiles to their **Park** *(at no cost)*, touching any of the 4 available edges of their **Welcome Center** tile.

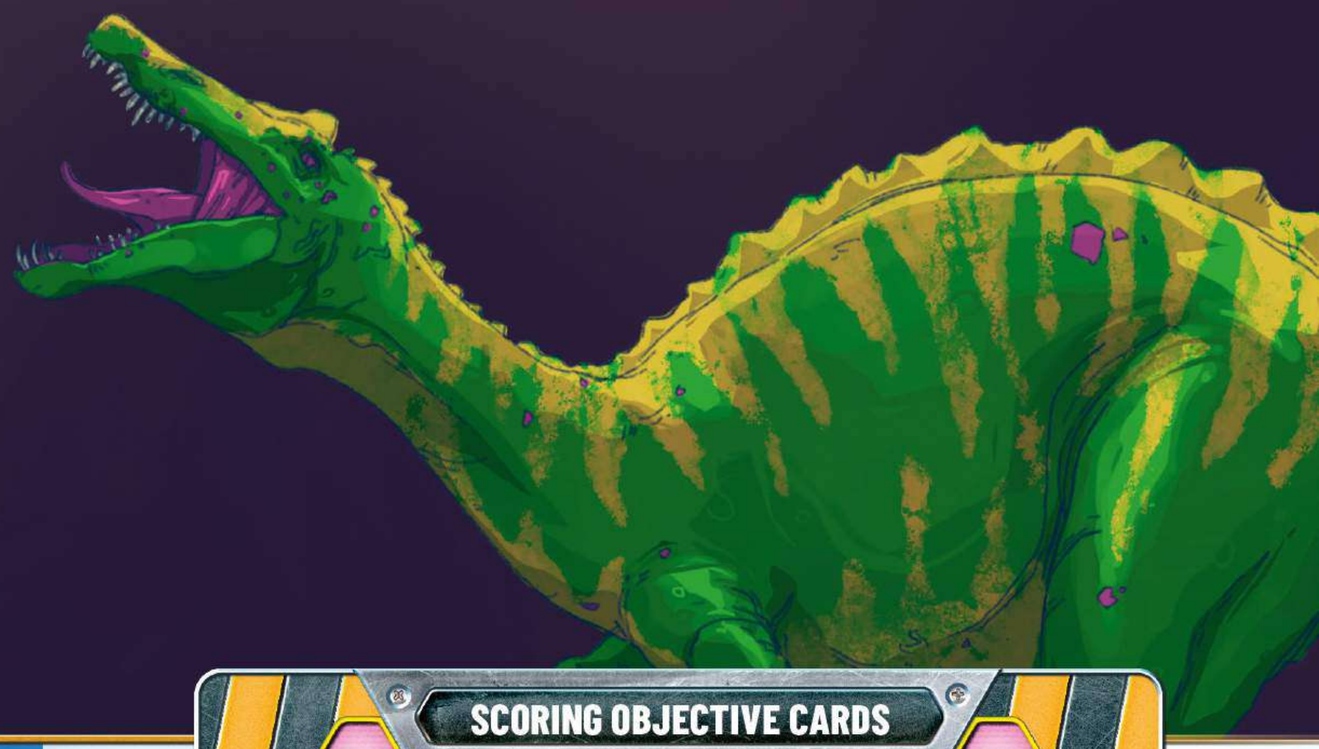
If playing with fewer than 4 players, place the leftover Paddocks and Special Buildings in separate **discard piles** near the appropriate stacks.

Game Objective

In Dinosaur World, your goal is to build the most exciting, innovative, and lucrative Park you can! *(Oh, and also the safest.)*

Each round, you'll draft a group of **Workers** from the Worker Database to run your Park for a full season. Then you'll divide up those Workers to take on the various tasks of **building and running your Park** – gathering ancient DNA, cloning new Dinos, buying new Attractions, and keeping your patrons safe from a toothy demise. The better you run your Park, the more **Victory Points** you'll score!

You might face some **visitor deaths** along the way, but don't worry – as long as your Park is "safer" than your competitors, it won't hurt your score!



Round Overview

The game is played over **5 Rounds**. When the **Round marker** reaches the **end** of the Round track, the game ends immediately.

Each Round is made up of 5 phases:

1. **Hire Workers:** In Turn Order, players draft Worker Database cards and take the Workers shown on them.
2. **Public Actions:** In Turn Order, players spend Workers to draft DNA dice and purchase Park tiles from the Central Islands.
3. **Private Actions:** All players simultaneously place Workers on their Park boards to take private actions.
4. **Jeeple Tour:** All players simultaneously move their Jeeple to activate tiles in their Park.
5. **Income & Cleanup:** Players check their Threat level, gain income, adjust Turn Order, and advance the Round marker to start a new Round.

IMPORTANT! ***All** players must complete each phase before **any** player moves on to the next phase.*

SCORING OBJECTIVE CARDS

Objective cards can be scored at **any time** during a Round. When you complete an objective, place one of your **Objective markers** on the card, in the first **empty slot**. Immediately score the VP printed there.

If multiple players score the same Objective in the **same phase** of a Round, the player who is **first in Turn Order** earns the higher spot.

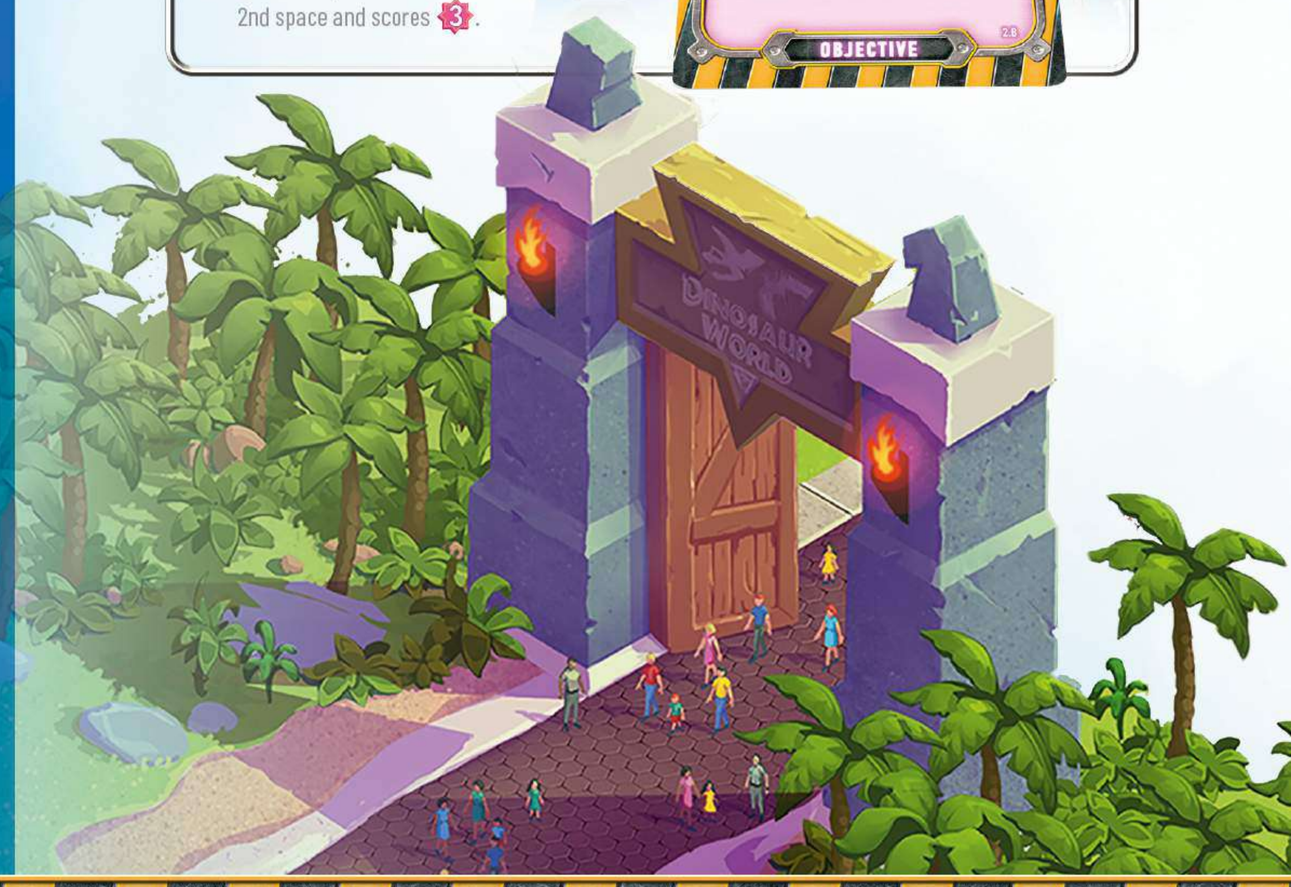
EXAMPLE:

Rex completes the following Objective during the Private Actions phase. Since he is first to do so, he earns 6.

Sora also completes this Objective during the same Private Actions phase.

Though players act simultaneously during this phase, **Sora** is after **Rex** in Turn Order, so she takes the 2nd space and scores 3.





PHASE 1

HIRE WORKERS



Reveal **Worker Database cards** from the deck equal to the **number of players plus 1**.

In Turn Order, each player selects **one** of the available Worker Database cards and takes the **Workers** shown on the card from the general supply.

Once everyone has selected a card and taken their Workers, place **all** Worker Database cards that were dealt in a **discard pile** next to the deck. If the deck is ever empty, immediately shuffle the discards to create a new deck.

TIP:

*Don't spend all your Workers on public actions! You'll need at least a few left over to take **private actions** and **activate tiles** in the coming phases.*

PHASE 2

PUBLIC ACTIONS

First, draw a number of **random DNA dice** from the dice bag equal to the **number of players plus 2**. Roll the dice and place them on the **Gather DNA** spaces on the Central Islands.

In **Turn Order**, players take turns performing **1 public action** from the list below. Any Workers or Coins **spent** to take public actions are returned directly to the general supply.

If a player does not want to take a public action, they may instead **pass**. Once a player has passed, Turn Order **skips** them for the rest of this phase. *(Note: If you are unable to take a public action, you **must** pass.)*

Players continue taking turns until **everyone** has passed. Once everyone has passed, return **all DNA dice** to the bag *(including leftover dice on the Central Islands, and dice gathered by players).*

AVAILABLE PUBLIC ACTIONS:

2.A **Gather DNA** *(pg. 9)*

2.B **Build a Dino Paddock** *(pg. 10)*

2.C **Build an Attraction** *(pg. 10)*

2.D **Build a Special Building** *(pg. 11)*

2.A Gather DNA

Select **a single DNA die** from the pool and spend **1-3 Workers** of any color*(s)* to the supply. Gain **all DNA icons** on the selected die, **multiplied** by the number of Workers you spend. *(For example, if you spend 2 Workers, you gain all DNA on the die **twice**.)* Mark each DNA you gather by advancing the marker on the matching **DNA track** on your Lab board.

A means you may choose any **basic** DNA, while a means you may choose any **advanced** DNA. If you gain **multiple** or in one action, you may choose each DNA **individually**.

Once you've finished gathering a die, **return it to the bag**. *(Note that you may only ever gather **1 die** per action, no matter how many Workers you spend.)*



If you spend 2 Workers to gather the 2 die, you gain 4 total.



For each Scientist you use to **Gather DNA**, you may gather **+1 DNA** of **any** type *(basic* **or** *advanced).*

2.B Build a Dino Paddock

Choose a Dino Paddock tile from the Island and spend **2 Workers** of any color*(s) (or 1 Administrator)* plus the **Coin cost** printed in the corner of the tile to purchase it.



To build this Paddock, you need to spend 2 Workers *(or 1 Administrator)* and 3.

Immediately place the new Paddock **in your Park**, following the rules for placing tiles *(see below right)*. Note that you may **not** place any Paddock **adjacent** to an existing Paddock.

You do **not** gain any resources or VP when you build a new Paddock. *(The Paddock is currently empty – you still need to actually make the Dinos that live there!)*



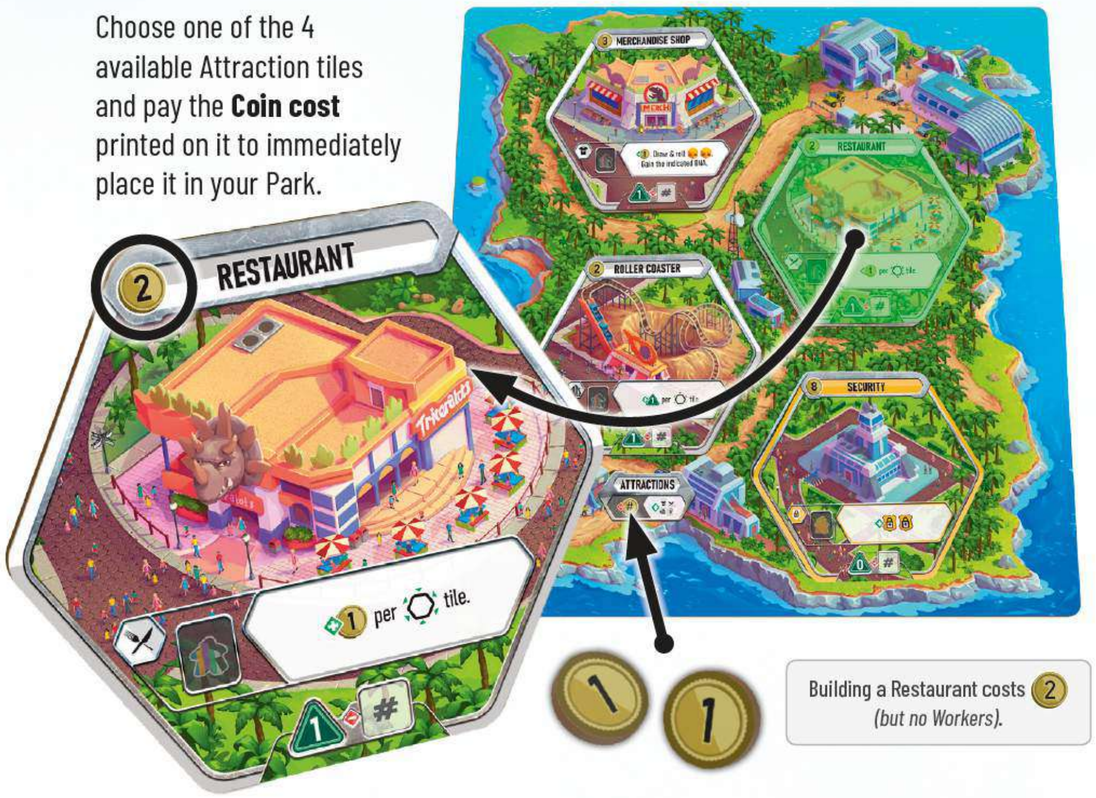
If you use an Administrator to **build a Dinosaur Paddock**, you do **not** need to spend a 2nd Worker. *(You must still pay the full Coin cost.)*



When you are finished, **refill the Island** by shifting the remaining tiles forward *(following the arrows)* and revealing a **new tile** from the stack.

2.C Build an Attraction

Choose one of the 4 available Attraction tiles and pay the **Coin cost** printed on it to immediately place it in your Park.



Building a Restaurant costs 2 *(but no Workers)*.

You may build **no more than one** of **each** Attraction in your Park. *(For example, if you already have a Restaurant , you may not build another one; but you may build a Roller Coaster .)*

REMEMBER:

*Building an Attraction does **not** cost any **Workers**.*

PLACING PARK TILES

When purchasing and placing a new tile of **any type**, follow these rules:

- **A** You must place each tile **immediately** after you purchase it.
- **B** Each tile you place must be **adjacent** *(along an edge)* to at least 1 other tile in your Park.
- **C** **Dino Paddocks** may **not** be adjacent to each other.
- **D** You may **never** have 2 tiles with the **exact same name** in your Park *(including Attractions)*.
- **E** If you **cannot** legally place a tile, you may **not** purchase it.



2.D Build a Special Building

Choose a Special Building tile from the Island and spend **1 Worker** of any color plus the **Coin cost** printed in the corner of the tile to immediately place it in your Park.

If there are any **VP** with an **immediate** icon printed next to the Building's **name**, score these **now**.

Note that you do **not** gain any Excitement or other effects printed at the **bottom** of a Building tile until you **visit** it during the Jeeple Tour phase.

When you are finished, **refill the Island** by shifting the remaining tiles forward *(following the arrows)* and revealing a **new tile** from the stack.

Special Building Types

Each Special Building has a **type** (/ / /).
This indicates which type of **Worker** must be used to activate the Building *(see "Jeeple Tour," pg. 14)*, and matters for **scoring Objectives**.



To build this Special Building, you need to spend 1 Worker and 3. Building it earns you 3.

PHASE 3

PRIVATE ACTIONS

Once everyone has passed, players may begin taking **private actions**. Since your private actions **only affect your Park**, you may take them at the **same time** as other players, in **any order** you choose.

To take a private action, place a Worker on the corresponding **action space** on your Park board, in the **next empty slot**. Since there are **3 slots** on each action space, you can use each action **up to 3 times** each Round.

You may place Workers of **any color** on **any** private action space. However, some Worker types have **special skills** that grant bonuses when they are used to take specific actions.

You may take **any number** of the following private actions each Round, as long as you still have Workers and slots to place them.

AVAILABLE PRIVATE ACTIONS:

- 3.A **DNA Refinement** *(pg. 12)*
- 3.B **VC Funding** *(pg. 12)*
- 3.C **Security** *(pg. 12)*
- 3.D **Jeeple Garage** *(pg. 13)*
- 3.E **Make Dinosaurs** *(pg. 13)*



3.A DNA Refinement

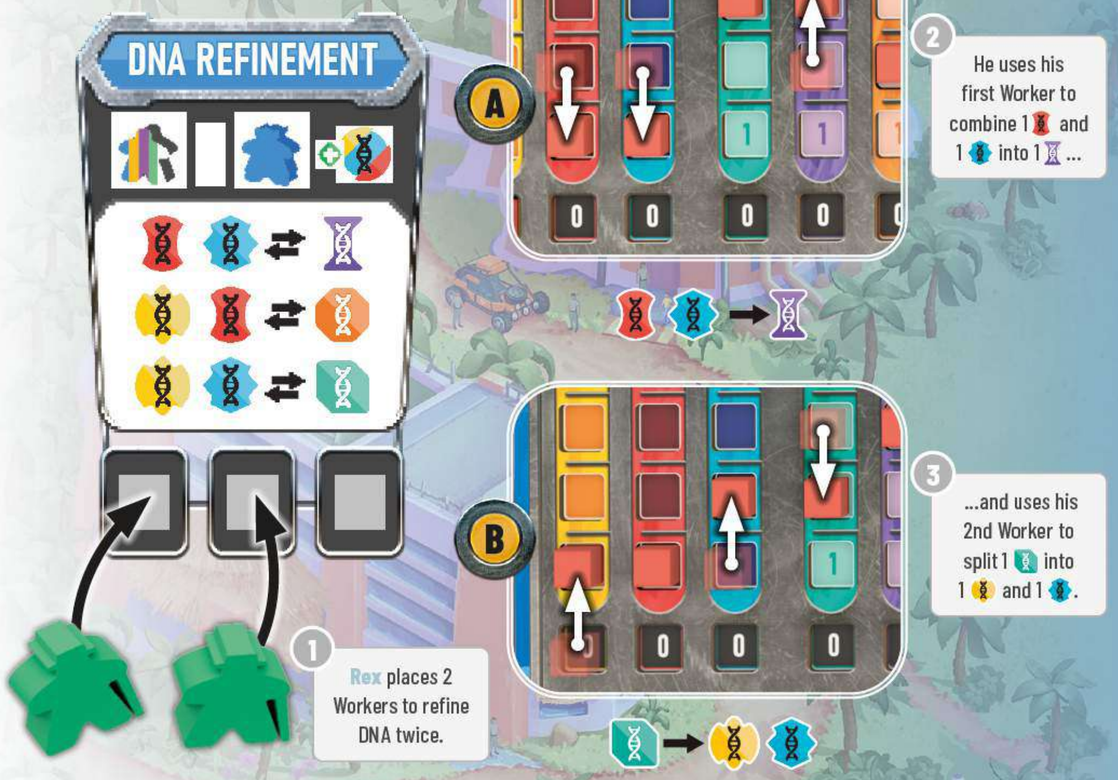
For each Worker you place here, choose one of the **DNA recipes** shown, and take **one** of the following actions:

A Combine:
Spend 2 basic DNA to gain 1 advanced DNA.

OR

B Split:
Spend 1 advanced DNA to gain 2 basic DNA.

Each Worker you place here allows you to make **one** combine or split action, using any recipe. *(You may **not** repeat the transaction multiple times with one Worker.)*



SCIENTIST BONUS

Each time you use a Scientist to **refine DNA**, gain **1 basic DNA** of your choice **after** you combine or split.

3.B VC Funding

For each Worker you place here, gain the number of **Coins** shown on the **slot** where you placed the Worker.

Note: *Each Worker slot gives **1 less Coin** than the previous slot.*



ADMINISTRATOR BONUS

For each Administrator you use to **raise VC funding**, **gain** 1.

3.C Security

For each Worker you place here, spend Coins to advance the marker on your **Security track** by 1 space. The cost is the number of **Coins** printed in the **zone** you advance to.

IF YOUR SECURITY REACHES 10...
Place an **Excess Security** token at the bottom of the track with the **+10** side faceup, then reset your marker back to **0**. When determining how much Security you have, **add** the value on your Excess Security token to your position on the track. All further increases cost 4 each. If you reach the top of your track a **2nd time**, flip the token to the **+20** side and reset your marker again.



SECURITY BONUS

For each Security Worker you use to **increase Security**, pay 1 less.

3.D Jeeple Garage

For each Worker you place here, spend Coins to advance the marker on your **Jeeple Upgrade track** by 1 space. The cost is the number of **Coins** printed in the **zone** you advance to.

If you reach a **new zone**, you immediately claim a new **Route token** and earn a **Jeeple Bonus** *(at no extra cost)*. Take the Route token from the new zone and place it with your other available Route tokens. Then choose one of your unused Jeeple Bonus tokens and place it in the **Bonus slot** next to that zone. **Immediately** gain the selected Bonus.

If you reach the **top** of your Jeeple Upgrade track, **immediately** gain 7.





Jeeple Garage Tokens

	Gain any **2 basic** DNA
	Gain any **1 advanced** DNA
2	Gain **2 Coins**
	Increase **Security** by 1
	Gain **1 Worker** of any color

3.E Make Dinosaurs

For each Worker you place here, choose a tile in your Park that has at least **1 empty Dino slot** and spend **DNA** to make **1 Dino** there.

Each Paddock has a total of **4 slots**, which must be filled from **left to right**. The total DNA cost to produce each Dinosaur is the **base DNA cost** at the **top** of the Paddock tile, PLUS any **extra DNA** in the **empty slot** where the Dino will be placed.

Once you have paid for your new Dino, take 1 Dino meeple of the appropriate **type** *(Herbivore, Small Carnivore, or Large Carnivore)* from the general supply and place it in the new slot. Immediately gain any **Threat** and **VP** under the **immediate** icon in that slot.



REMEMBER:

*You can only make 1 Dino **per Worker** you place on the Make Dinosaurs space (a max of 3 each Round), but they **don't** have to be the same species!*





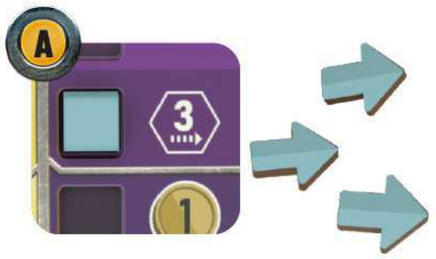
IF YOUR THREAT REACHES 10...

Place an **Excess Threat** token at the bottom of the track with the **+10** side faceup, then reset your marker back to **0**. When determining how much Threat you have, **add** the value on your Excess Threat token to your position on the track. If you reach the top of your track a **2nd time**, flip the token to the **+20** side and reset your marker again.

PHASE 4

JEEPLE TOUR

Once all players have finished taking all private actions they want to take, begin the Jeeple Tour phase. In this phase, each player moves their **Jeeple** through their Park to **activate** tiles they've placed. As in the previous phase, all players perform their Jeeple Tours **simultaneously**.



Your Jeeple Tour always **starts** at your **Welcome Center** *(or your **Park Entrance** in Round 4 or later; see pg. 16)*. The total distance your Jeeple may move is equal to the **number of Route tokens** you have **unlocked**. For example, if you have upgraded your Jeeple to zone 3 on the Upgrade track, you have unlocked **3 tokens** and can visit **up to 3 tiles** on your Tour (A).



Each time you move your Jeeple, you may move it to any adjacent tile in **any** direction. After you move, place one of your available **Route tokens** on the tile that you **just exited** to track your route (B). Once you've placed a token on a tile, you **can't** return there for the rest of your Tour.



Each time your Jeeple enters a tile, you may choose to **activate** the tile by spending the required **Workers** and/or **resources**. Each tile you activate generates **Excitement** 1 *(as long as visitors have not grown bored with it; see below)*. Activating **Special Buildings** or **Attractions** also allows you to take a **special action** (C).

When you place your **last** available Route token, your Tour has reached its last stop. You may activate the current tile, and then must **end** your Tour. Once all players have ended their Tours, move on to the Income & Cleanup Phase.



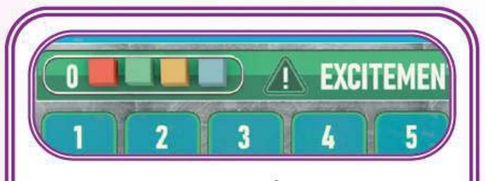
4.A Activating Special Buildings & Attractions

To activate a Special Building or Attraction, follow these steps:

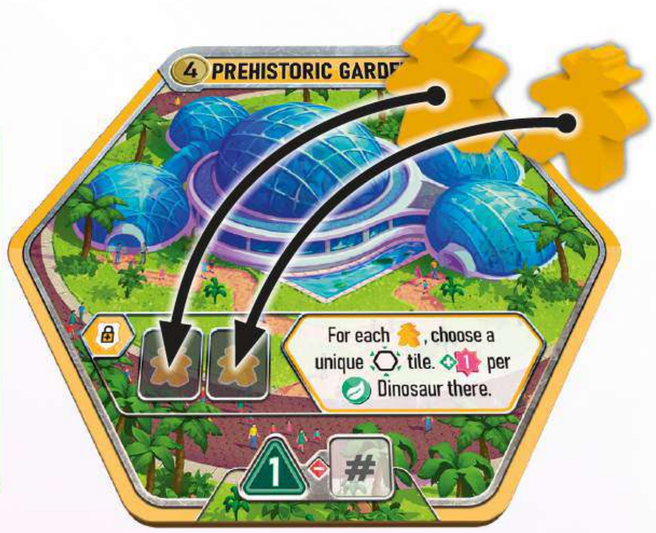
- STEP 1 **Place Worker(s)** *(pg. 14)*
- STEP 2 **Gain / Spend Excitement** *(pg. 15)*
- STEP 3 **Increase Boredom** *(pg. 15)*
- STEP 4 **Take Action** *(pg. 15)*

STEP 1 Place Worker(s)

Each Special Building and Attraction has one or more **Worker slots**, which may show a **specific Worker type**. To activate the tile, you must place **at least 1 Worker** of the indicated type. If a tile has **multiple** slots, you may place **additional** Workers to take the action **multiple times**.



If a Worker slot has an **Excitement cost** 1 shown on it, you must **also** spend the amount of Excitement shown to place a Worker in that slot *(by moving your Excitement marker **backward** on the Public Notice board)*. If you do not have enough Excitement, you may **not** place a Worker in the slot.

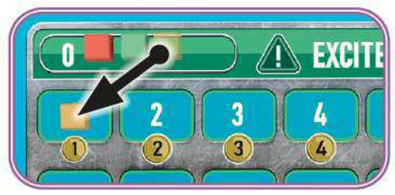


When activating this tile, you may place 1 or 2 Security Workers.

STEP 2 Gain/Spend Excitement



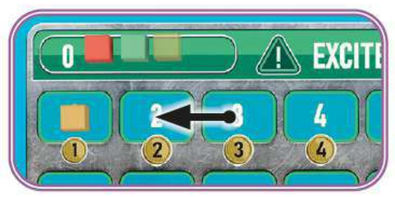
Next, gain Excitement equal to the **Excitement value** printed at the bottom of the tile, **minus** the value on the **Boredom token** *(if there is one)*. Mark this by advancing your **Excitement marker** on the Public Notice board.



Activating this tile **gains** you 1



If the total Excitement you would gain is **negative**, you must instead **spend** Excitement to activate the tile. If you do not have enough Excitement to spend, you may **not** activate the tile. *(Note: This is **in addition** to any Excitement costs for placing a Worker; see Step 1.)*



Activating this tile **costs** you 1

STEP 3 Increase Boredom

If there is no **Boredom token** on the tile, place one there with a **"1"** showing. If there is already a Boredom token present, **increase** its value by **1** *(Replacing it with a higher-numbered token)*.



If there is **no** Boredom token here, place a (1) Boredom token.



If there **is** a Boredom token here, increase it by 1.

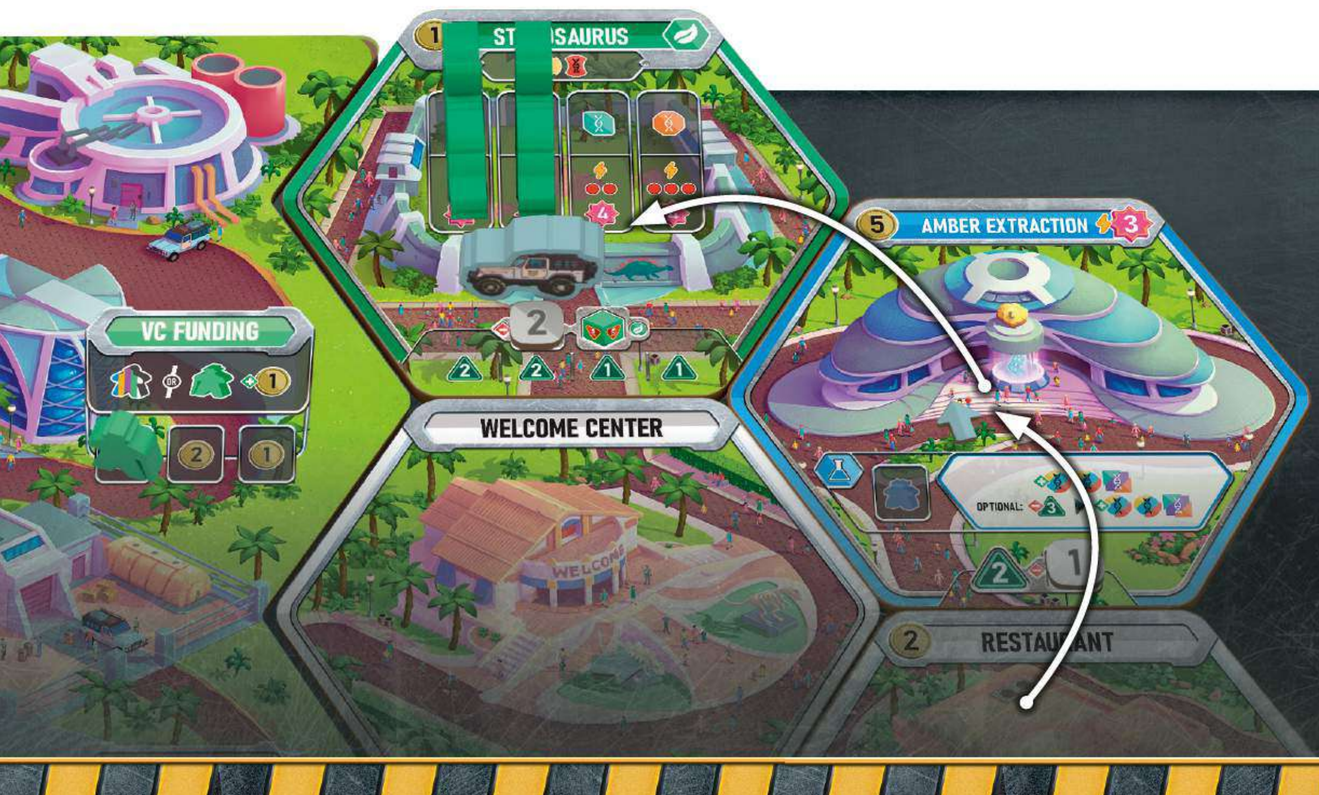
TIP:

*The more you activate a tile, the more visitors grow bored with it. If you activate a tile **too often**, they'll get so bored that you actually **lose** Excitement by returning to it!*

Note: *Tiles can't have **more than 5** Boredom. If a tile is already at 5, do not increase it further when you activate it.*

STEP 4 Take Action ...

Once you have placed a Worker and paid any costs to activate the tile, you may take the **action** printed on the tile. If you placed **more than one** Worker, you may use the action **once per Worker** you placed. *(See "Park Tiles," pg. 21, for detailed tile reference.)*



Visiting Tiles without Activating Them

You may choose **not** to activate a tile when you move your Jeeple there. In this case, you do **not** gain Excitement or increase Boredom *(or roll a Danger die)*, but you must still place a Route token to show you have expended movement.

PHASE 4 JEEPLE TOUR

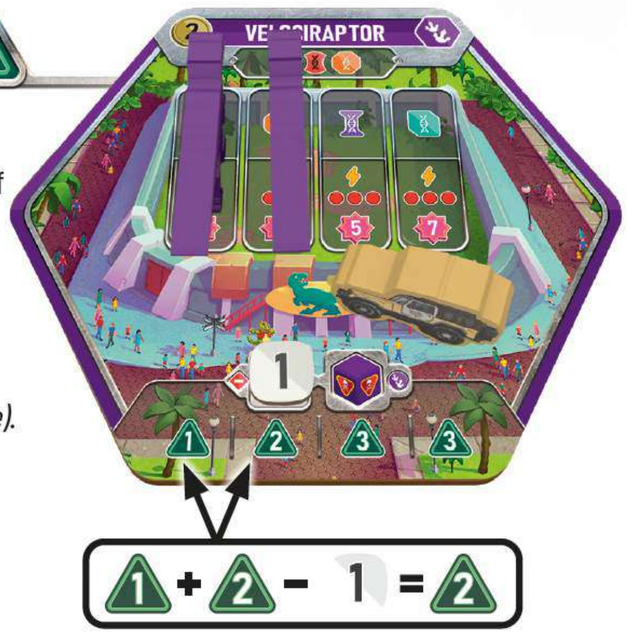
4.B Activating Dino Paddocks

Dino Paddocks do **not** require a Worker to activate, but there must be **at least 1 Dino** present to activate it. To activate a Dino Paddock, follow these 3 steps:

STEP 1 Gain/Spend Excitement

Each Dino Paddock has a series of **Excitement values** printed at the bottom of the tile, corresponding to **Dino slots** on the tile. To determine the total Excitement you gain when you activate a Paddock, add together the **Excitement values** for each slot that has been filled, and **subtract** the value on the **Boredom token** *(if there is one)*.

As with a Special Building, if the total Excitement you would gain is **negative**, you must instead **spend** Excitement to activate the tile. *(If you do not have enough Excitement to spend, you may not activate the tile.)*



Activating this tile gains you 2.

STEP 2 Increase Boredom

If there is no **Boredom token** on the tile, place one there with a **"1"** showing. If there is already a Boredom token present, **increase** its value by **1** by replacing it with a higher-numbered token.



STEP 3 Danger Roll

When you activate a **Dino Paddock**, you must make a **Danger roll** to see if any "accidents" happen.



Die	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
Herbivore	☠	☠				
Small Carnivore	☠	☠	☠			
Large Carnivore	☠	☠	☠			

Find the **Danger die** that corresponds to the Dinosaur's **type** *(Herbivore, Small Carnivore, or Large Carnivore)* and roll it **once**. For each ☠ icon you roll, gain **1 Death token**. *(Note: Even if multiple Dinos are present, only roll 1 die.)*

Full Jeeple Tour Example

Steggy starts her Jeeple Tour at her Welcome Center. She has upgraded her Jeep, so she has 3 Route tokens available.





She first moves to her Restaurant, leaving a Route token behind on her Welcome Center. She decides to activate the Restaurant. Since it's the first time she's activated it this game, she gains the full 1 printed on it, then places a new Boredom token with a "1". She also places a white Worker to gain 3, since the Restaurant is adjacent to 3 other tiles.

For her second move, **Steggy** moves to Amber Extraction. She does not have a blue Worker to place on it, so she decides not to activate it and moves on to the next tile. She leaves her 3rd Route token on the Amber Extraction.





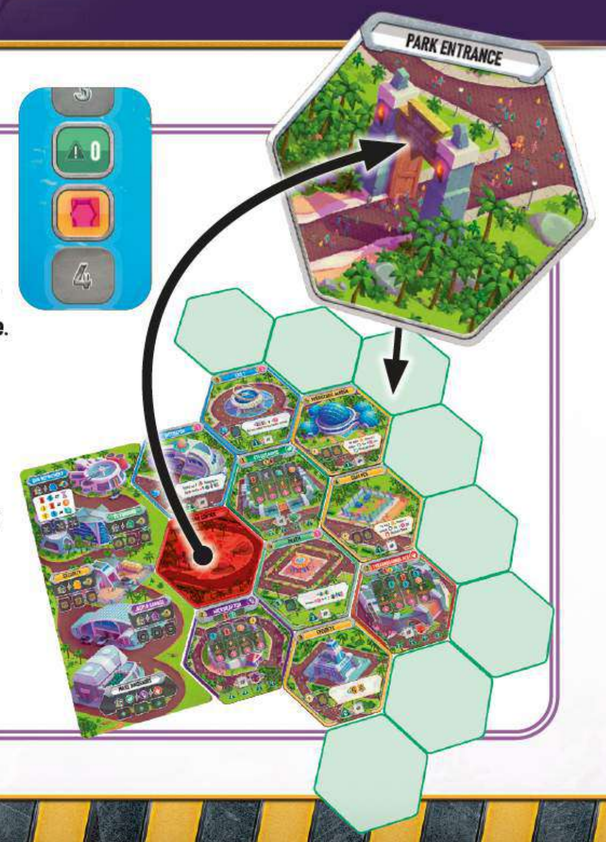
Steggy's last stop is her Stegosaurus Paddock, which she decides to activate since she does not need a Worker. The first 2 Dino slots are filled, but the tile already has 2 Boredom, so the total Excitement she gains is 2 + 2 - 2 = 2. After gaining Excitement, she replaces the Boredom token with a "3", then rolls the green Herbivore die to see if any visitors are hurt. Luckily, she rolls a blank, and takes no Deaths. **Steggy** has no more Route tokens left, so her Tour is now over.

NEW PARK ENTRANCE

At the end of **Round 3**, when the Round marker advances, all players **replace** their Welcome Center with a new **Park Entrance**.

Pick up your Welcome Center tile and flip it to the "Park Entrance" side. Then place it in a **new location** in your Park that is **at least 3 spaces away** from your Welcome Center's previous location. You must follow all other rules for placing tiles *(see pg. 10)*.

From now on, your **Jeeple Tour** always **starts** at your Park Entrance, and your Jeeple returns there during Cleanup.



PHASE 5

INCOME & CLEANUP

Once everyone has finished their Jeeple Tour, all players take the following steps together:

STEP 1 Player Income & Cleanup

- **A** **Return Jeeple & Route Tokens:** Move your Jeeple back to your **Welcome Center** *(or Park Entrance if you have one)*. Remove all Route tokens and place them next to your Lab Board.
- **B** **Jeeple Bonus:** Gain the benefits of **all** Jeeple Bonus tokens you have slotted into your Jeeple Upgrade track *(including any tokens you slotted earlier this Round)*.
- **C** **Coin Income:** Collect the number of Coins shown on your current space on the **Excitement track**.
- **D** **Reset Excitement:** Move your Excitement marker back to the **"0"** space.
- **E** **Return Workers:** Return **all** Workers placed in your Park to the general supply. *(Note: You may save any **unused** Workers for the next Round.)*

STEP 2 Evaluate Threat

Compare your **Threat track** and **Security track**. If you have **more Threat** than Security, gain **Death tokens** equal to the amount by which your Threat **exceeds** your Security.



STEP 3 Cleanup Central Islands

- **A** Return all leftover **DNA dice** to the bag.
- **B** Discard **2 Dinosaur Paddock tiles** from the end of the track and place them in a **discard pile** near the Paddocks stack. Slide the remaining tile forward and reveal new tiles from the stack to fill the empty spaces.
- **C** Discard **2 Special Building tiles** from the end of the track *(3 tiles if playing with 2 players)* and place them in a **discard pile** near the Special Buildings stack. Slide the remaining tiles forward and reveal new tiles from the stack to fill the empty spaces.

IMPORTANT!

If the **Dinosaur Paddocks** stack is ever empty, shuffle the discards to make a new stack. However, if the **Special Buildings** stack is ever empty, do **not** shuffle the discards; **no more** Special Buildings are drawn for the rest of the game.

STEP 4 Cleanup Public Notice Board

- **A** **Adjust Turn Order:** Re-order the player markers on the Turn Order track from the player with the **fewest VP** *(1st)* to the player with the **most VP** *(last)*. *(If there is a **tie**, the tied player who was previously **later** in Turn Order moves ahead.)*
- **B** **Advance Round Marker:** Move the Round marker forward to the **next-numbered** Round space. If it reaches the **END** space, the game immediately ends!

Note: *Spaces between numbered Round spaces are reminders to reset Excitement and place your Park Entrance.*



Game End & Scoring

At the end of the final Round, players determine their **final scores**. The player with the highest final score is the **winner**!

» If there is a tie for victory, the tied player who has more total **leftover DNA** wins.

» If there is still a tie, the tied player who is **last in Turn Order** wins.

Note: *If a player reaches the end of the VP track, use the **+50/+100** Excess VP tokens.*



COINS

Players earn 1 per 5 they have left. *(DNA is not worth VP.)*

DEATHS

Determine which player has the **fewest** Death tokens. This player discards **all** of their Death tokens. **All other players** discard an **equal number** of Death tokens.

Each player who still has Death tokens **loses VP** based on how many Deaths they have **remaining**:

	1	2	3	4	5	6	7	8	9	10
	1	1	2	3	5	7	9	11	13	15

Example: At the end of the game, **Rex** has 5 and **Sora** has 2 . **Sora** has fewer Deaths, so both players discard 2 tokens. This leaves **Rex** with 3 and **Sora** with none. **Rex** checks the scoring table and loses 2 from his total score.



MORE THAN 10 DEATHS

If you have **more than 10** tokens remaining, lose an additional 3 **per Death** you have above 10.

OPTIONAL RULE: LONG GAME

Players who want a **longer game** can agree to play **one additional Round**. When the Round marker reaches the END space, simply continue playing another Round as normal, then end the game and determine final scores.

Park Tiles

ATTRACTIONS

Merchandise Shop — Gain 1. Draw **2 random DNA** dice from the bag. Roll them and gain the results. When finished, return all dice to the bag.

Restaurant — Gain 1 per **adjacent** tile of any type *(including your Welcome Center/Park Entrance).*

Roller Coaster — Gain 1 per **adjacent** tile of any type *(including your Welcome Center/Park Entrance).*

Security — Increase your Security by 2 for **free**. *(Also counts as a* **Security Building** *).*

SPECIAL BUILDINGS

Prehistoric Garden — Choose an adjacent Paddock or Special Building and score 1 per **Herbivore** there. You may take this action **once per Worker** you place, choosing a **different tile** each time.

Raptor Pen — Choose an adjacent Paddock or Special Building and score 1 per **Small Carnivore** there. You may take this action **once per Worker** you place, choosing a **different tile** each time.

Goat Pen — Choose an adjacent Paddock or Special Building and score 1 per **Large Carnivore** there. You may take this action **once per Worker** you place, choosing a **different tile** each time.

Incubator — Make up to **2 Dinosaurs** on any appropriate tile(s). Each Dino costs **1 less DNA** of the type shown (or).

Amber Extraction — Gain **all** of the DNA shown. Then, you may spend **Excitement** 1 to gain the additional DNA shown *(limit once per activation).*

Vault — **Spend DNA** of the amount and type shown to score the indicated 5. You may **repeat** this any number of times in a single activation.

Social Media — Choose a Paddock or Special Building **anywhere** in your Park, and score 1 per **Dino of any type** there. You may take this action **once per Worker** you place, choosing a **different tile** each time.

Photo Booth — **Spend Excitement** 1 in **one** of the amounts shown to score the indicated 5. *(You may not repeat this during a single activation.)*

Danger Tour — **Score** 1 / 2 per **Jeeple Bonus** you have earned. Then make a **Danger roll** using the indicated dice. Gain 1 for each icon you roll.

DNATM — Gain the DNA shown. Then, you may **lose** 2 to gain **any** 2 DNA *(limit once per activation).*

Casino (A) — Draw and roll **5 random DNA** dice from the bag. Then choose 1 DNA icon and gain 1 per die with 1 or more of that icon. When finished, return all dice to the bag. *(You may choose the or icon. These icons do not count as other DNA icons during this action.)*



Choosing earns 3.

Casino (B) — Each **other player** may choose to give you 2 *(or 3 in a 2 player game)* to draw **2 random DNA** dice from the bag, roll them, and gain the results. If **no player** chooses to pay you, instead score 5. When finished, return all dice to the bag.

Resort — **Spend Coins** in **one** of the amounts shown to score the indicated 5. *(You may not repeat this during a single activation.)*

Triceratops Ring Toss — This Building has **1 slot** for a **Dinosaur** of a specific type. Follow normal rules for making a Dinosaur here. This tile **can** be placed next to a Paddock.

Velociraptor Culinary Experience / **T-Rex Jet Ski** — To activate this Building, there must be a **Dinosaur** present, **and** you must place a **Worker** of the indicated type. When activated, first gain/spend **Excitement** *(and Boredom)* as normal, then make a **Danger roll**, and then gain the **VP** and **Threat** shown next to the Danger die.

Frequently Overlooked Rules

Public Actions

» **Workers** spent on Public Actions are returned to the **supply**. They do not occupy spaces and cannot block other players from using Public Actions.

» Each time you **Gather DNA**, you always choose **1 DNA die**. You can spend **up to 3** Workers to **multiply** the amount of DNA you gain from that die. After gathering a die, return it to the dice bag.

» Any **VP** printed at the top of a tile is gained **immediately** when you build it.

» **Dino Paddocks** cannot be built **adjacent** to other Dino Paddocks.

» You may never have **2 tiles** with the **exact same name**.

Private Actions

» **Any color of Worker** can be used to take **any** Private Action. Using specific colored Workers grants a **bonus**.

» When you **Refine DNA**, each Worker allows you to take **one** combine or split action.

» When your **Jeeple Upgrade track** reaches a new zone, **immediately** slot a Jeeple Bonus token and gain the bonus printed on it. *(Note you will gain the bonus **again** during Cleanup.)*

» When you **Make Dinosaurs**, you may make **1 Dino per Worker** you place. If you place multiple Workers, you may make each Dino on the same tile, **or** on different tiles.

» Each Dino has a base DNA cost **PLUS** the DNA cost for its slot. Each Dino placed produces the **Threat** and **VP** printed in its slot.

Jeeple Tour

» Your Jeeple may only visit each tile **once** each Round. This means you cannot move back through your **Welcome Center/Park Entrance**.

» You do **not** have to activate tiles when you visit them. Visiting tiles without activating them still costs **movement**.

» If you visit a **Dino Paddock** that has **no Dinos**, you **may not** activate it.

» If the **total Excitement value** on a tile *(printed Excitement minus Boredom token)* is **negative**, you must **spend** Excitement to activate the tile. If you do not have enough Excitement to spend, you may **not** activate the tile.

» When you activate a tile that has **multiple Worker slots**, you may take the action **once** for **each Worker** you place. *(You must be able to spend the Excitement required to place each Worker.)*



Cleanup & General

» All players **reset** their **Excitement** **to 0** at the end of the Round.

» When the **Round marker** reaches the yellow hexagon, all players replace their **Welcome Center** with a **Park Entrance**.



» If multiple players score an **Objective** in the **same phase**, the player who is **first in Turn Order** claims the higher VP spot.

» If the **Dino Paddocks** stack is empty, shuffle the discards to form a new stack.

» If the **Special Buildings** stack is empty, do **not** shuffle the discards. No new Special Buildings may be drawn for the rest of the game.

Quick Reference

ACTION ICONS

	Excitement
	Coins
	Security
	Victory Points
	Threat
	Deaths
	Random DNA Die
	Adjacent Tile
	Immediate Effect

DNA

/ /	Basic DNA
	Any Bas. DNA
/ /	Advanced DNA
	Any Adv. DNA

DINO TYPES

	Herbivore
	Small Carnivore
	Large Carnivore
	Any Dinosaur

BUILDINGS & ATTRACTIONS

	Science Building
	Security Building
	Administrative Building
	Social Building
	Merchandise Shop
	Restaurant
	Roller Coaster
	Basic Security Building

WORKER BONUSES

	Seasonal Hire	No bonus
	Scientist	**Gather DNA (Public):** Gain / **DNA Refinement (Private):** Gain (after refining)
	Security Worker	**Security (Private):** Pay 1 less to increase Security
	Administrator	**Build Dinosaur Paddock (Public):** Spend 1 less Worker **VC Funding (Private):** Gain 1
	Park Ranger	**Jeeple Garage (Private):** Pay 1 less to upgrade Jeeple

Credits

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