BRIAN LEWIS DAVID McGREGOR MARISSA MISURA

DINOSAUR ISLAND

RAWR 'N WRITE



PANDA SAURUS GAMES

COMPONENTS

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

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GAME BOARD SETUP

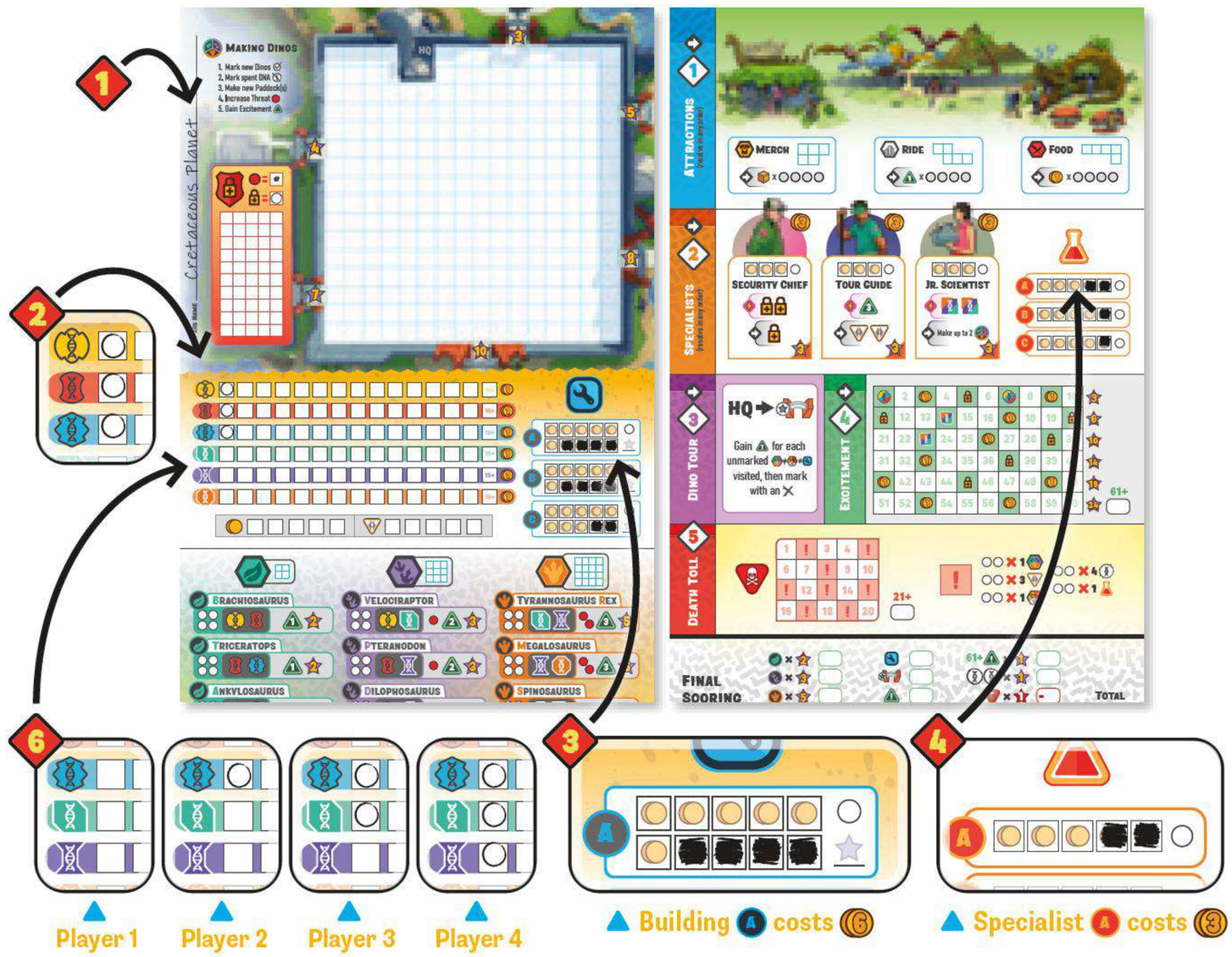


1. Place the **game board** in the middle of the table.
   - **A.** If playing with **2 or 3 players**, use the side with the 2-3 icon in the top left corner.
   - **B.** If playing with **4 players**, use the side with the 4 icon in top left corner.
2. Prepare the **Building** and **Specialist** cards: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

Park Sheet Setup

Each player does the following:

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





Game Overview

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

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

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

Seasons

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

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

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

KEY CONCEPTS

Collecting Resources

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

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

RESOURCE TYPES

	Basic DNA
	Advanced DNA
	Coins
	Security
	Roads
	Excitement



DNA

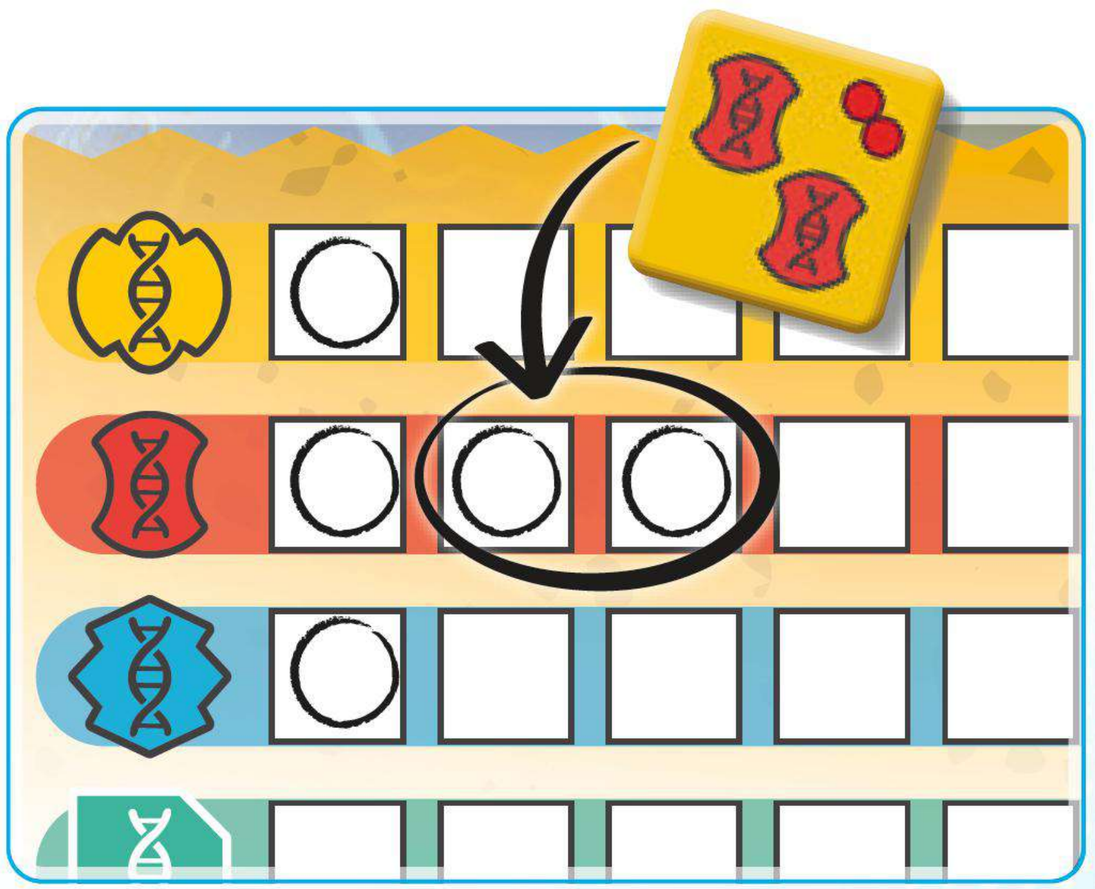
DNA is used to make **Dinosaurs**! It comes in 2 varieties:

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

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

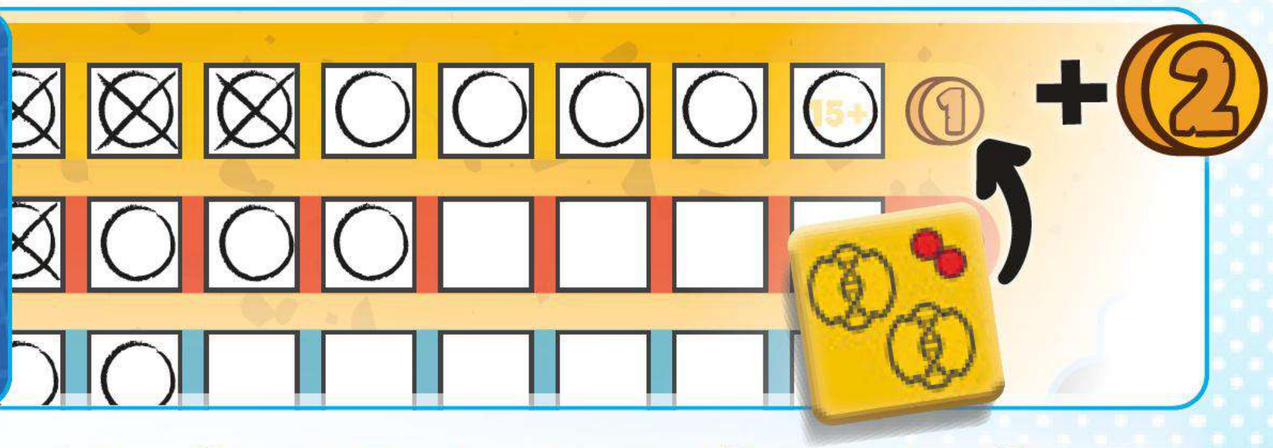
Whenever you gain DNA, draw a **circle** in 1 box on the corresponding **DNA track** in your **Storage** area. The icons and mean you may **choose** the type of basic or advanced DNA that you gain.

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



TOO MUCH DNA?

If you completely **fill up** a DNA track, each **excess** DNA that you gain of that type is immediately **sold** for (1) each *(which you may spend as normal; see next page)*.



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

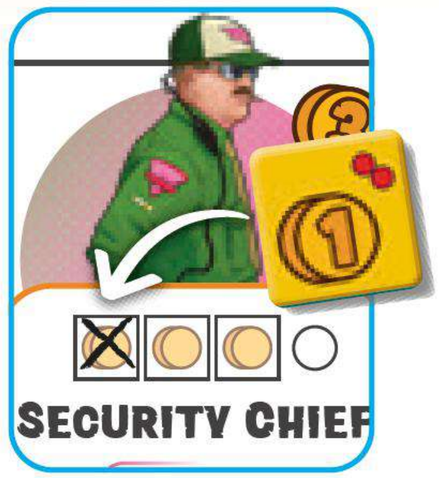
COINS

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

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

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

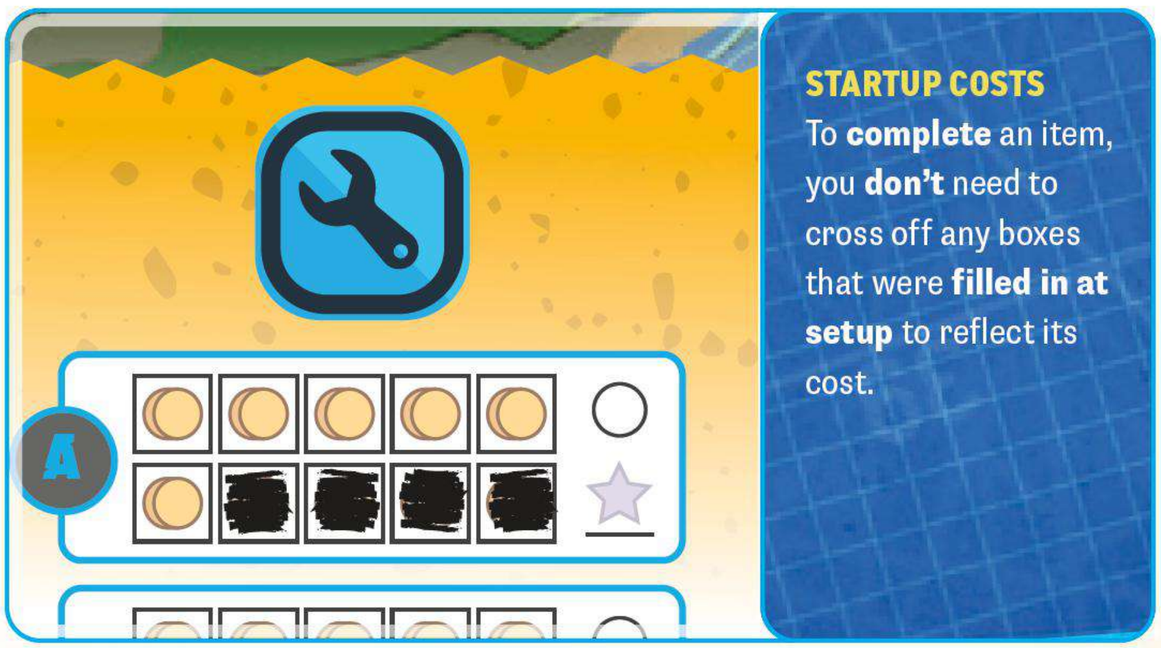
If you want to **save** your Coins for later, you can place them in your **Storage** area instead of spending them *(see sidebar).*



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



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



STARTUP COSTS

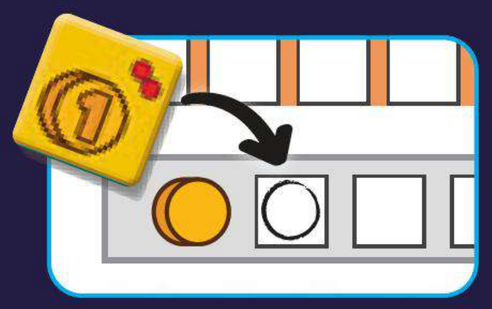
To **complete** an item, you **don't** need to cross off any boxes that were **filled in at setup** to reflect its cost.

▲ You only need to spend (6) to complete Building card A.

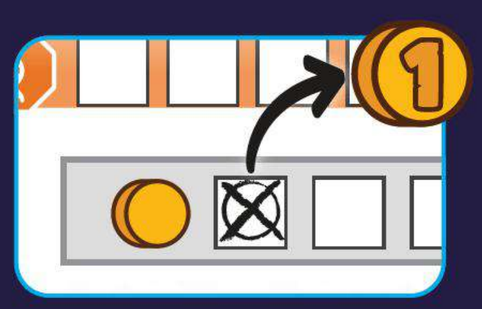


STORING COINS & ROADS

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



▲ Storing a Coin



▲ Spending a stored Coin

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



▲ No room to store new Coins!

BUYING OTHER RESOURCES

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

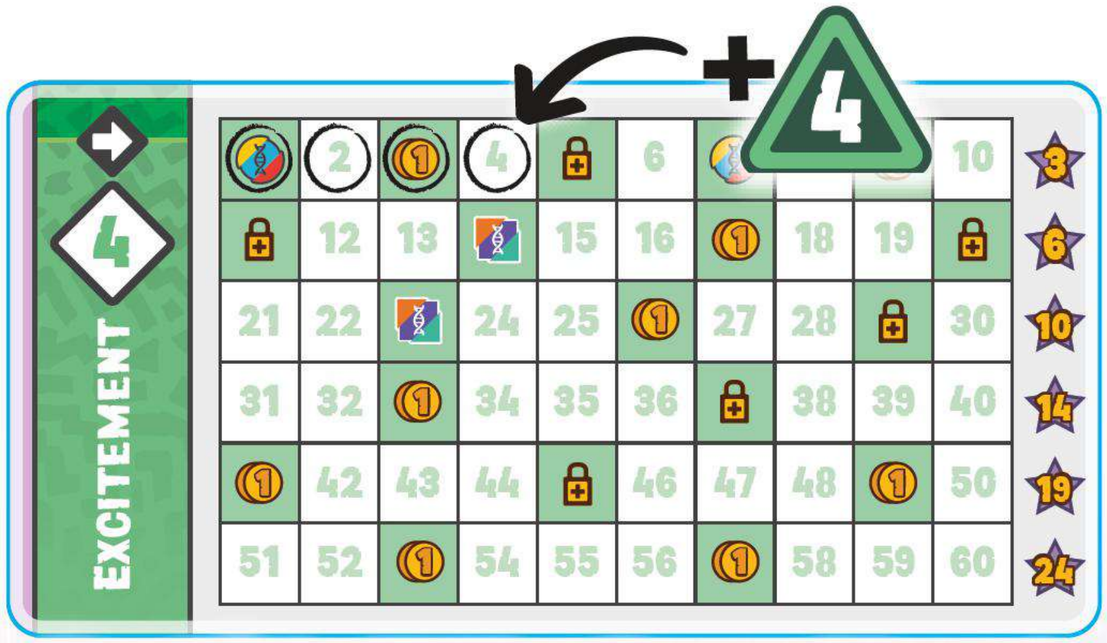
You do **not** need to mark Coins spent this way on your sheet *(unless you are spending them from Storage)*. Simply mark the resources you purchased in the appropriate area.



Excitement

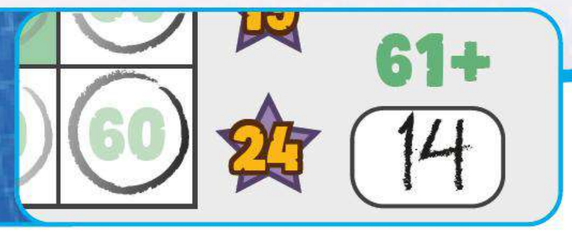
Your **Excitement track** tells you how excited visitors are about your park. You can increase your Excitement by making **Dinosaurs** *(see pg. 13)*, running your **Dino Tour** *(see pg. 15)*, and taking other actions. The more Excitement you have, the more **resource income** you earn when you **run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

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



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

TOO MUCH EXCITEMENT?
If you **completely fill up your Excitement track,** record any **excess** Excitement you gain in the **"61+"** box on the right. At the end of the game, each excess Excitement is worth 1 !

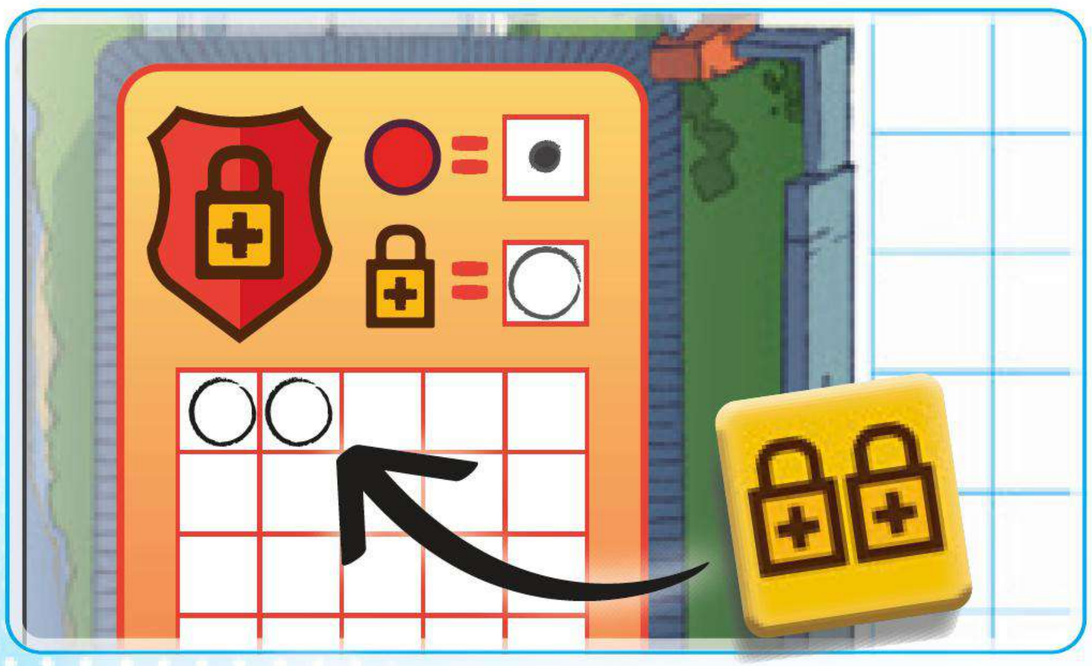


Security and Threat

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

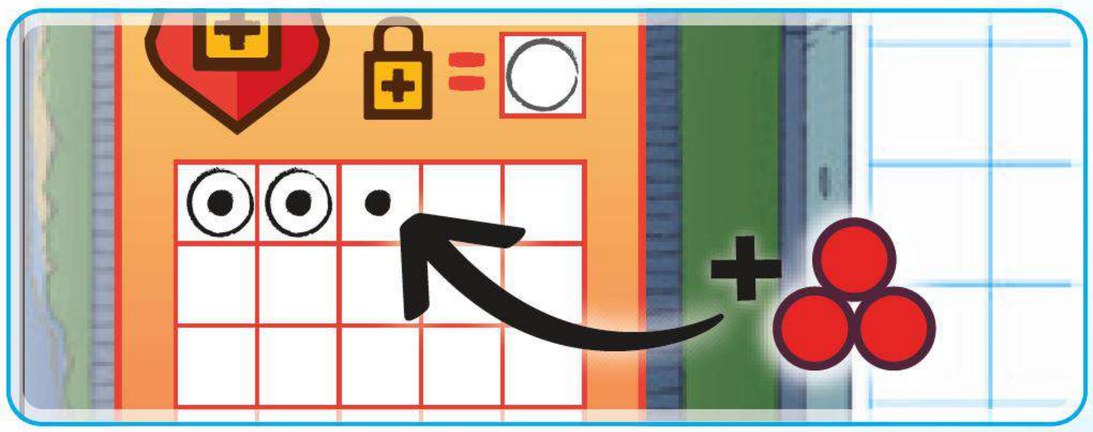
Threat: Represents danger to your park's visitors from Dinosaurs, lack of maintenance, and competitors' shenanigans.

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



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

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

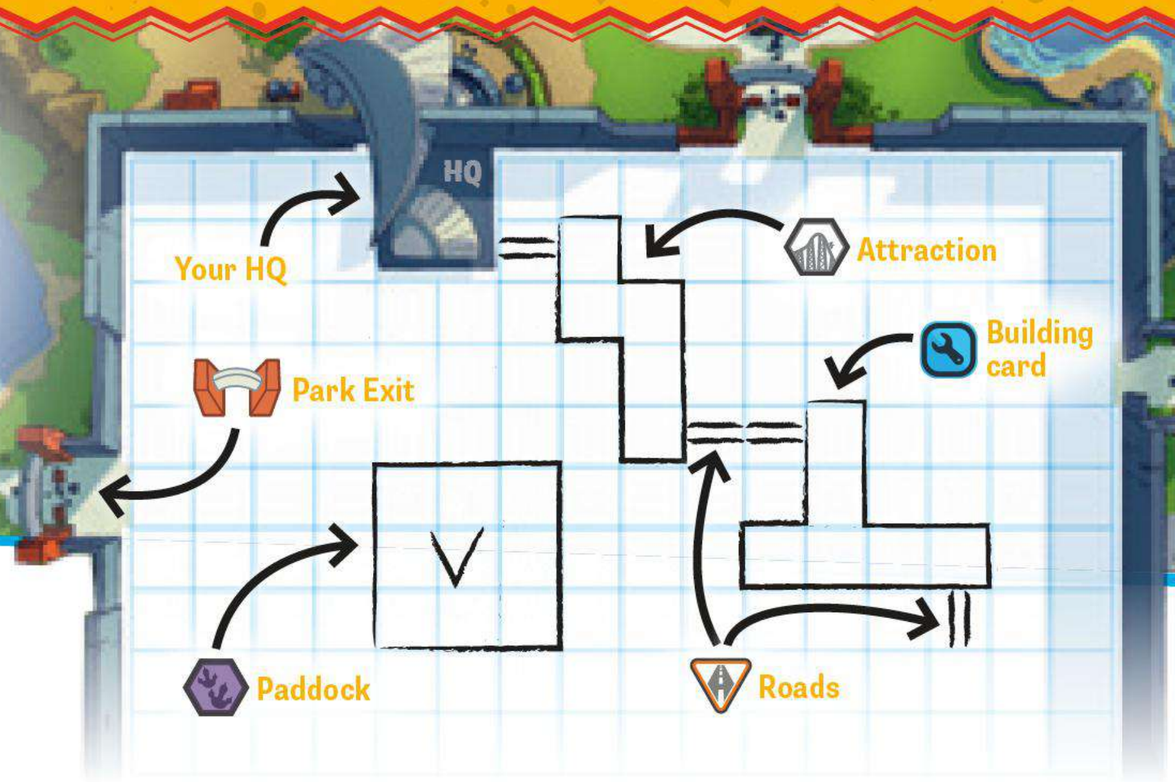


▲ If you gain 3 , draw dots in 3 boxes on your Security track.

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

YOUR PARK MAP

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



BUILDINGS

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

Paddocks
Where **Dinosaurs** are kept *(pg. 13)*

Building cards
Purchased with **Coins** . Provide **instant bonuses** and **end-game VP** *(pg. 19)*

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

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

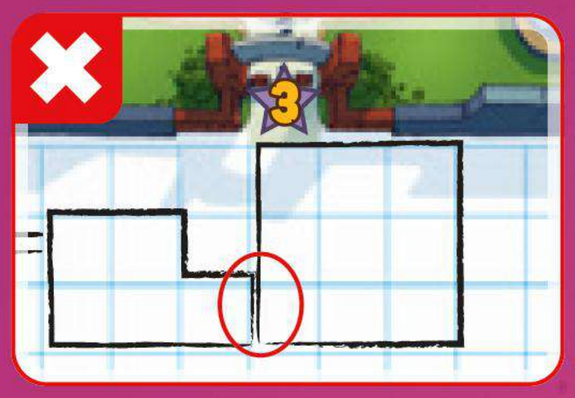
PLACING BUILDINGS

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

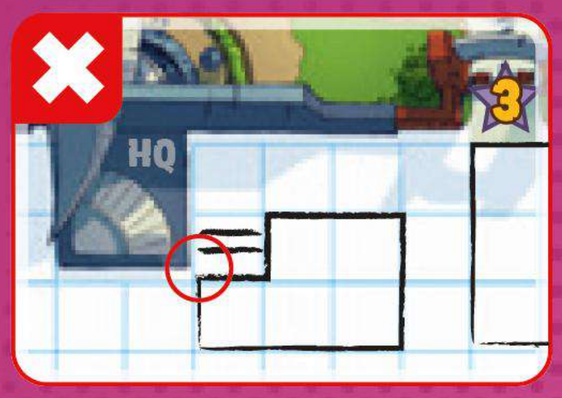
- You **MAY** place Buildings **anywhere** there is enough space. (*Buildings do not need to be near your HQ or connected to a Road.)*
- You **MAY** **rotate** or **mirror** a Building's shape when you place it.
- You **MAY NOT** place Buildings touching **other Buildings**, even at the **corners**.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



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



▲ Buildings CAN'T touch each other...

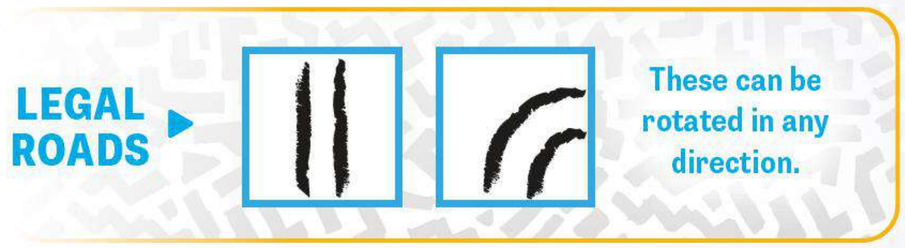


▲ ...even at corners!

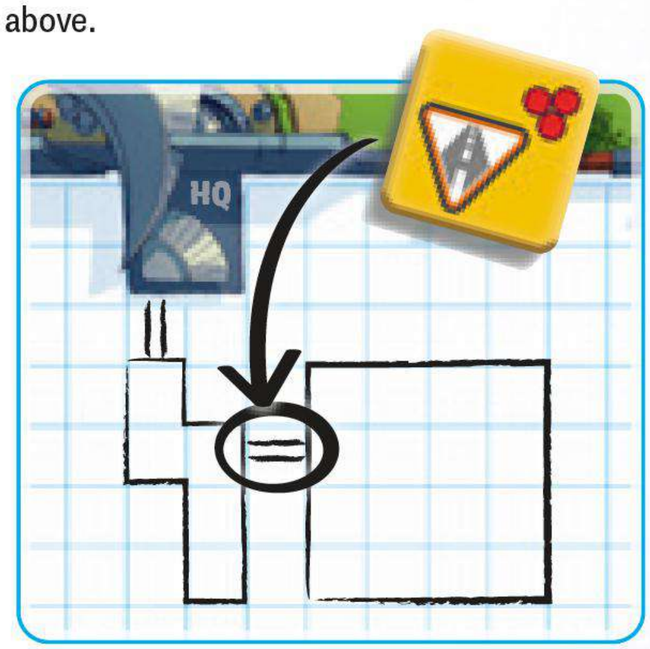
Roads

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

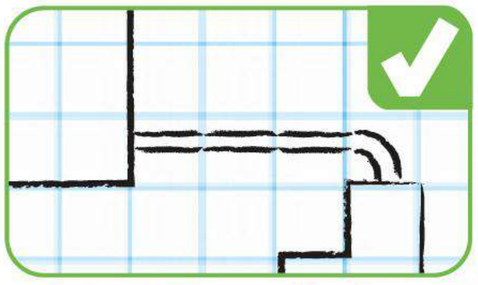
Each Road takes up **1 square** on your map, and connects **any 2 edges** of the square:



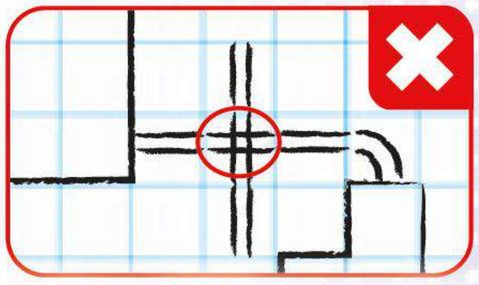
Any time you gain 1 or more Roads, you may **immediately** draw that many 1-square Roads in your park. You may draw each Road in **any square** in your park (*that is not occupied by a Building or other Road*), and in any of the configurations above.



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



▲ You CAN extend Roads...



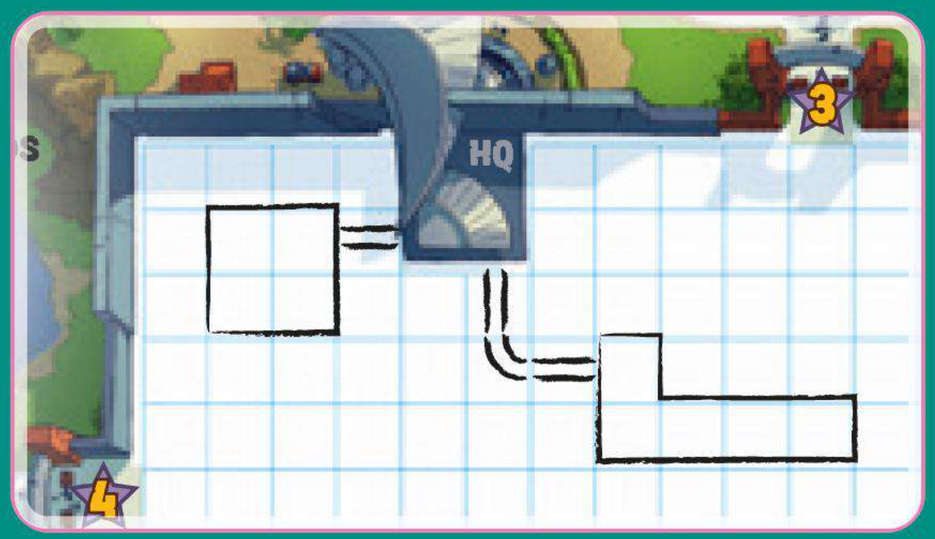
▲ ...but you CAN'T cross over them.

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

Connecting Buildings

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

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

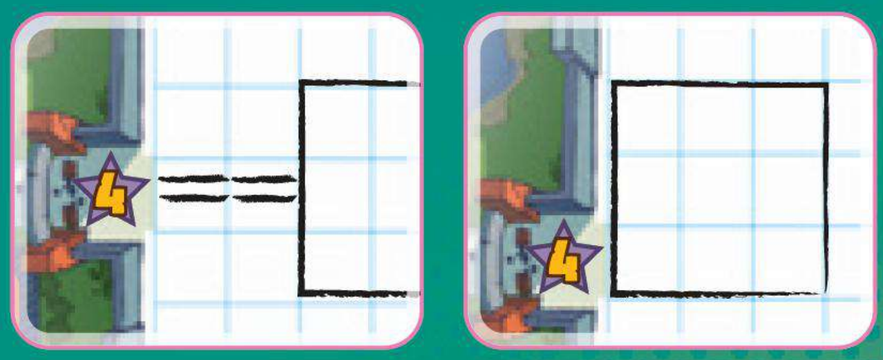


▲ Both these buildings are connected to your HQ.

Connecting to Park Exits

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

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



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



▲ Both Buildings score full VP

UNCONNECTED BUILDINGS

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

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

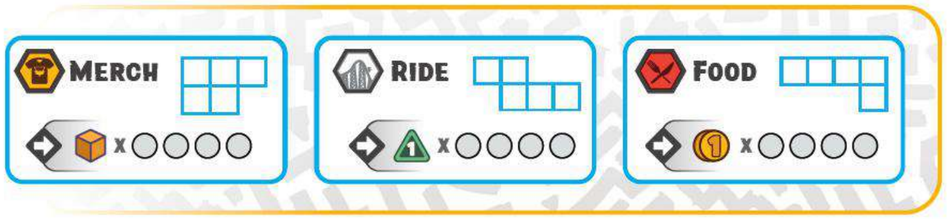


ATTRACTIONS

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

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

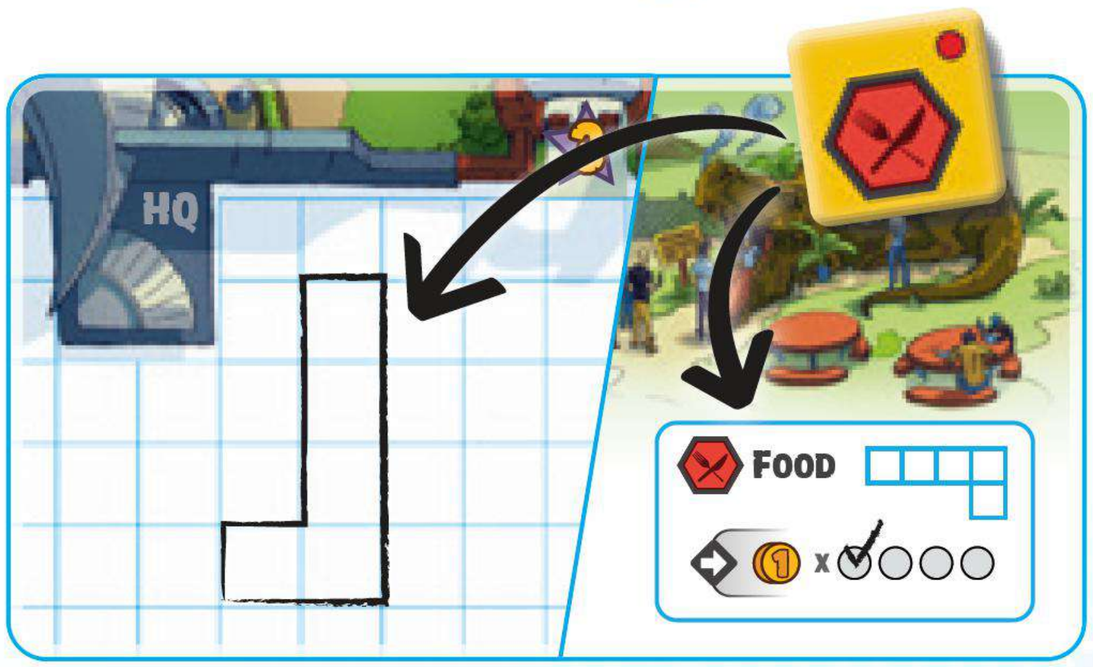
ATTRACTION TYPES



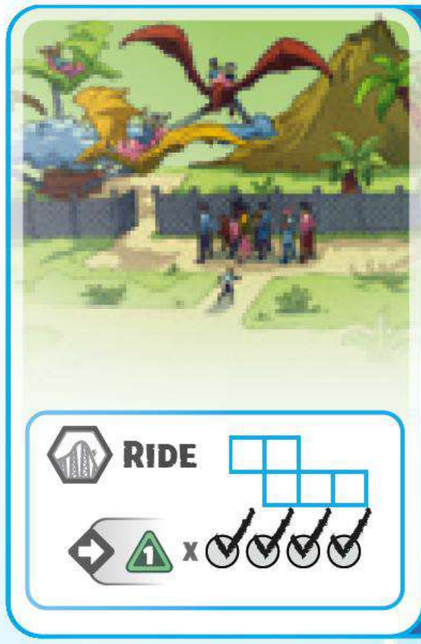
Whenever you gain an Attraction – either by drafting a **die**, taking the **Build action**, or acquiring certain **Specialists** and **Buildings** – you get to build that Attraction in your park **immediately.** A icon means you can build an Attraction **of your choice**.

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

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



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



MAX 4 OF EACH ATTRACTION

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

▲ You can no longer build Rides!

ACTION PHASE

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

ACTION PHASE STEPS

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



1 DRAFT DICE

A. Prepare Dice Pool

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



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

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



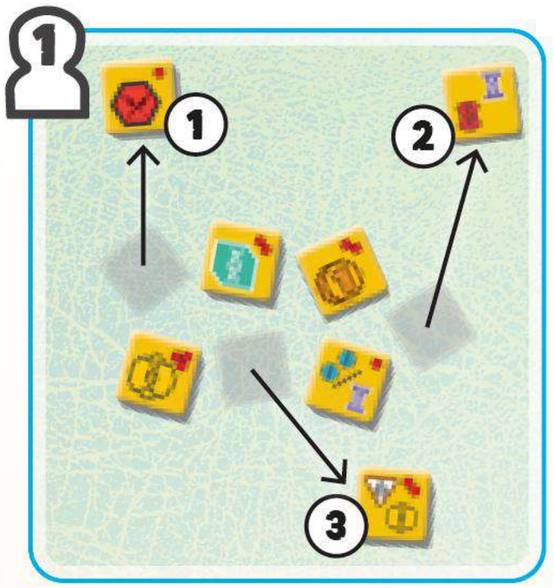
▲ An example dice pool in a 3-player game

B. Draft Dice

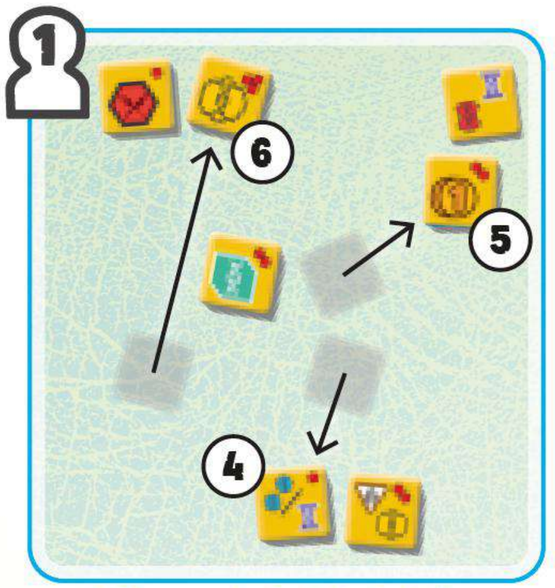
Starting with the **first player** and going **clockwise**, each player chooses **1 die** in the pool and places it near their sheet (*without changing its face*).

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

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



▲ Players draft their 1st die *clockwise.*



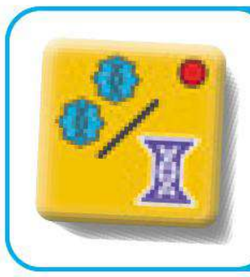
▲ Players draft their 2nd die *counterclockwise.*

C. Gain Resources

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

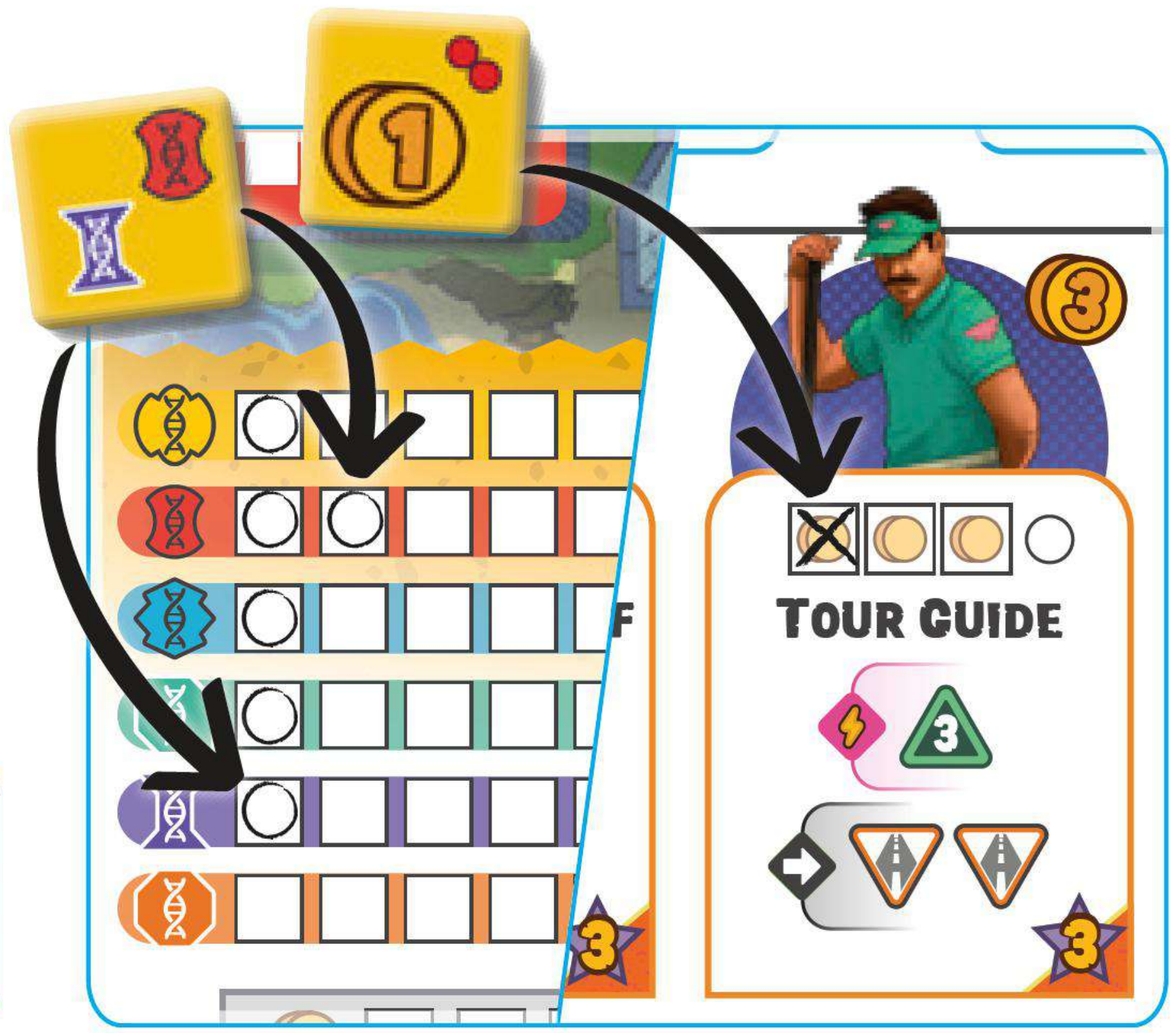
- If you gain **DNA** / or **Security**, mark them on the appropriate tracks on your sheet.
- If you gain **Coins**, spend them immediately by marking **Specialist** and/or **Building** tracks (*or store them*).
- If you gain **Attractions** or **Roads**, build them immediately in your park (*or store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

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



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

▲ This die gives 2 OR 1 (not both!)



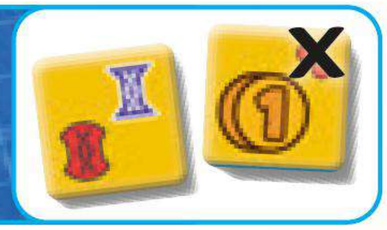
▲ Player 2 marks her new DNA and spends toward her Tour Guide.

D. Gain Leftover Die

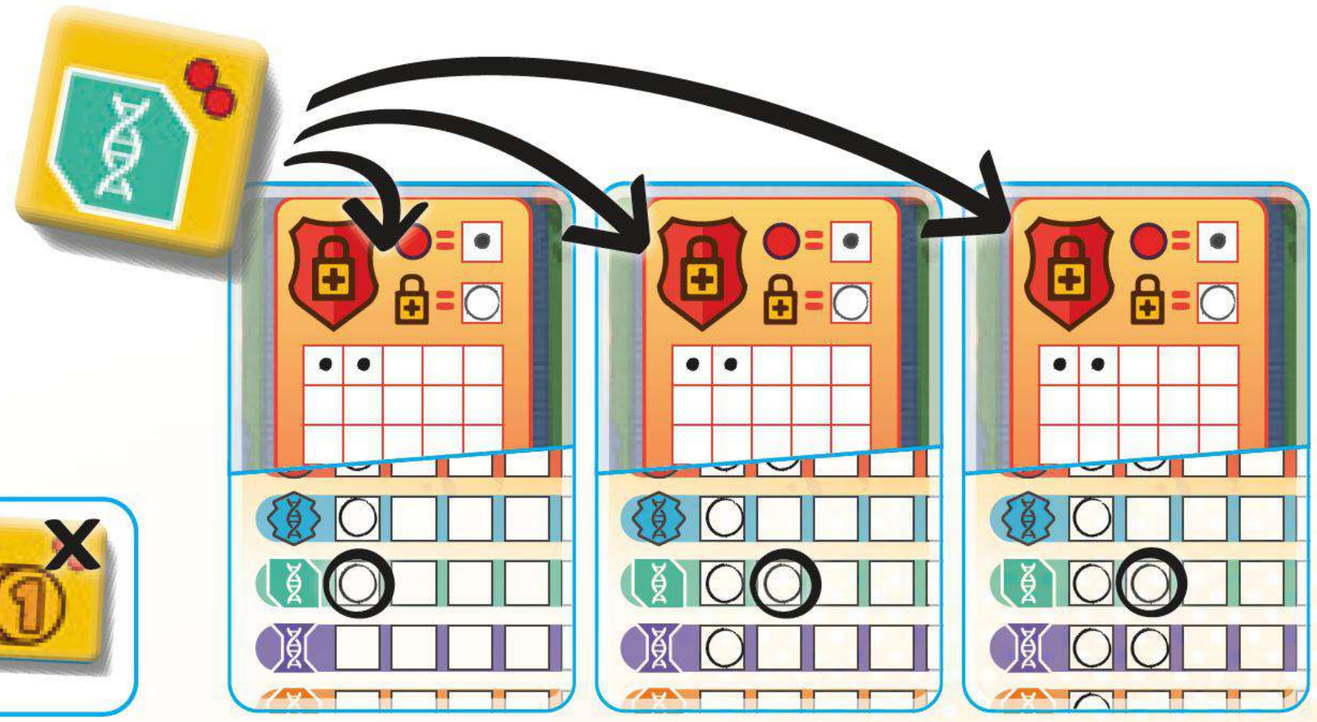
After gaining your own dice, **everyone** gains the **resources AND the Threat ●** on the **leftover die.**

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

DON'T TAKE THREAT FROM YOUR OWN DICE!
Remember that during the draft, you **only** take **Threat ●** from the **leftover die.**



▲ Player 2 ignores the 2 ● on her own dice.

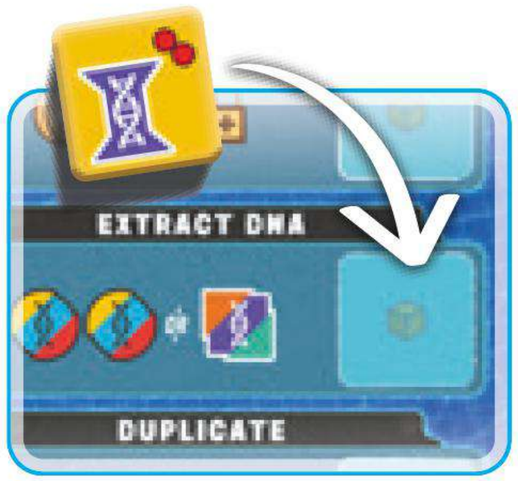


▲ All 3 players gain 2 ● and 1 from the leftover die.

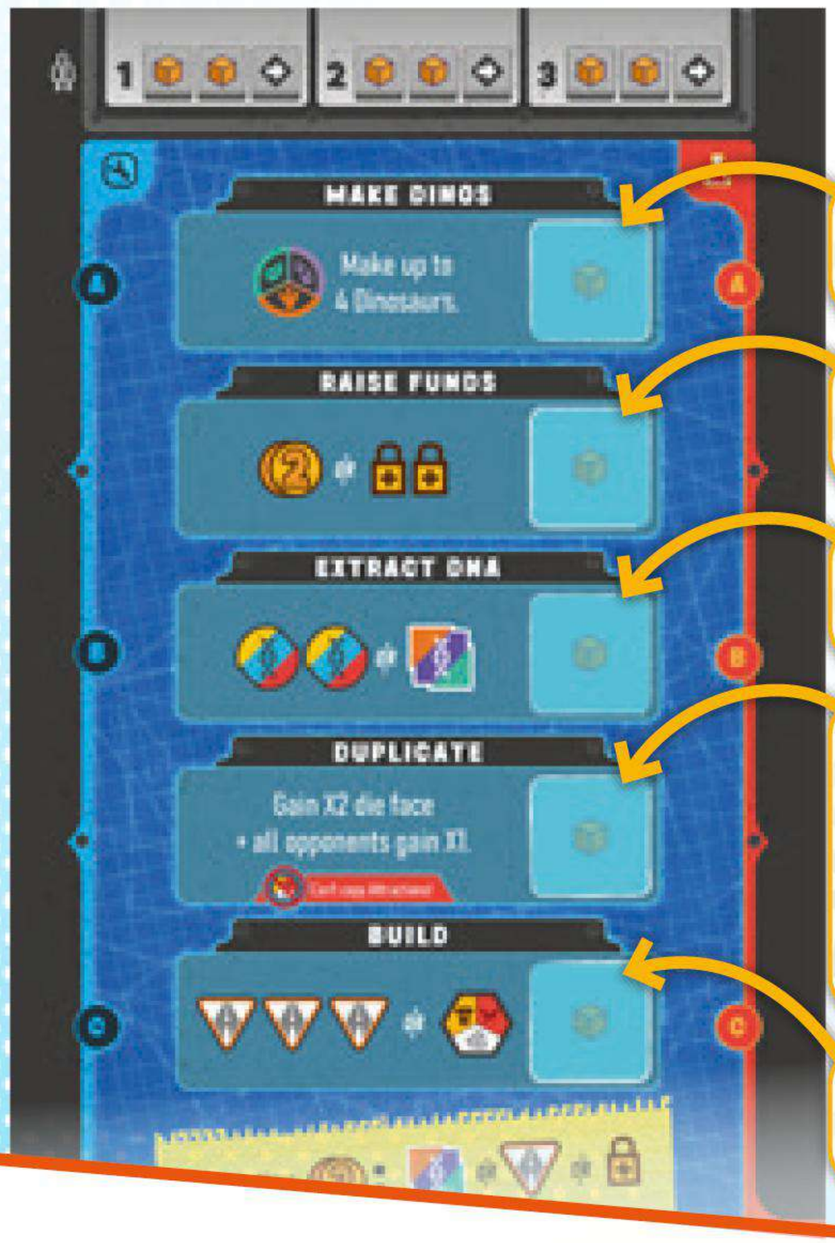
2 TAKE ACTIONS

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

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



▲ Place any die here to take the Extract DNA action



AVAILABLE ACTIONS

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

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

Extract DNA: Gain any **2 basic DNA**, *or* gain any **1 advanced DNA**.

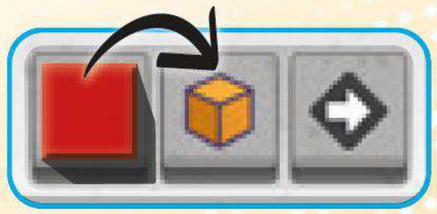
Duplicate: Gain **2 copies** of the **resources** on the die you've placed here (*as if you just drafted it*). All **other** players gain **1 copy** of the die face. You may **not** copy any **Attractions** (*placing Attractions here has no effect*).

Build: Build **3 Roads** *or* **1 Attraction** of your choice in your park.

3 CLEANUP

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

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



▲ Another Action Phase is next.

STACKING DICE

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



▲ Placing on this die gives you 2 .

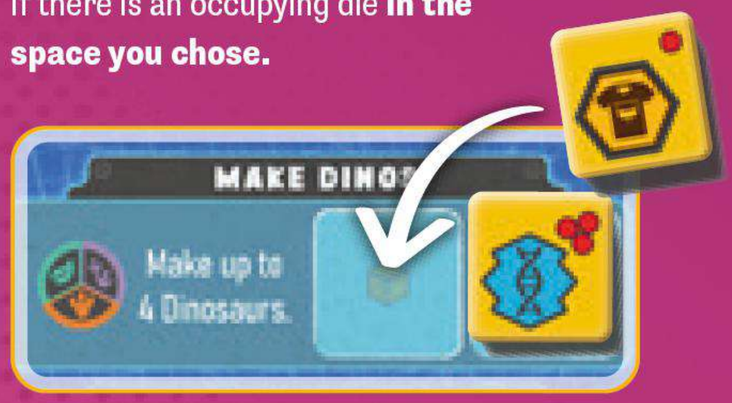
If you place on top of a **stack** of multiple dice on a space, you only take Threat that is **visible** on the **top die** in the stack (*you can ignore all dice that have been covered up*).



▲ Placing on this stack will only give you 1 .

DOUBLE SPACES

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



▲ You can place on this empty space to Make Dinos without gaining extra .

MAKING DINOSAURS

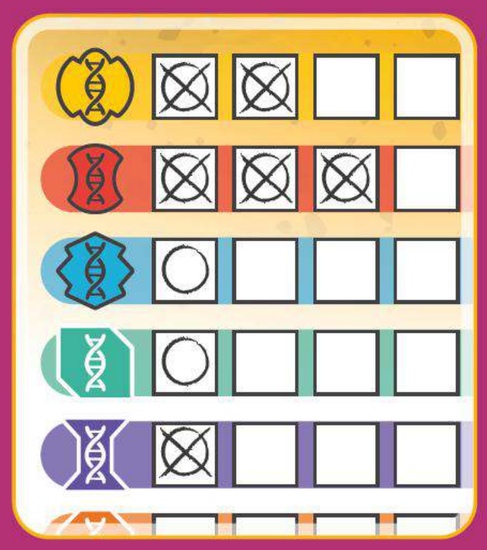
So you want to make Dinosaurs? Easy! Just take the **Make Dinos** action and follow these steps:

1. Mark new Dinos

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



▲ Rex decides to make 2 Brachiosaurs and 1 Pteranodon.



2. Mark spent DNA

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

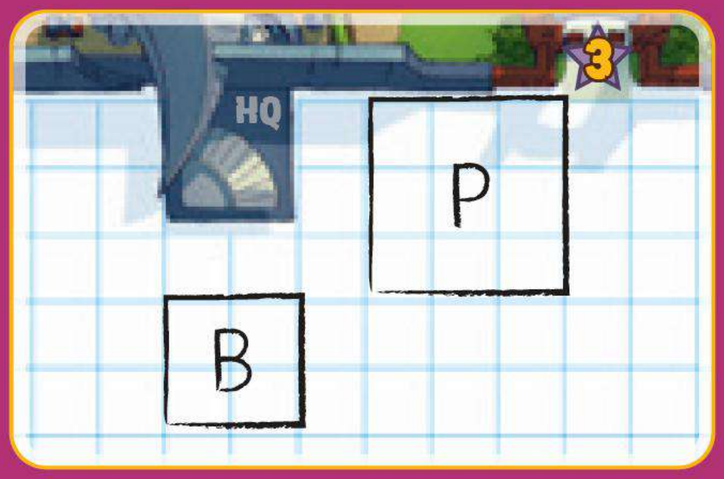
The DNA cost for each Dino is shown under its **species** on your sheet.

▲ Each Brachiosaurus costs Rex + and the Pteranodon costs +.

3. Build new Paddocks

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

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



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

PADDOCK SIZES



▲ Herbivore Paddock



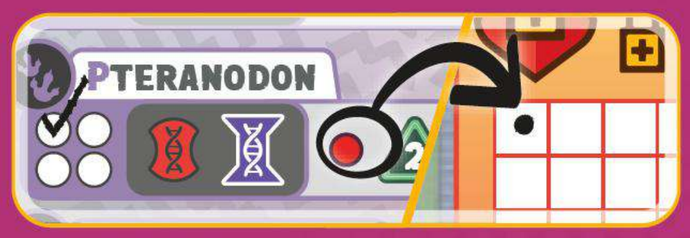
▲ Sm. Carnivore Paddock



▲ Lg. Carnivore Paddock

4. Increase Threat

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



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

5. Gain Excitement

Gain **Excitement** 1 from each **individual** Dino you made. The Excitement each Dino gives is shown under its **species** on your sheet.



▲ Each Brachiosaurus gives Rex 1 and the Pteranodon gives 2.

MAX 4 DINOS PER SPECIES

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



ONE PADDOCK PER SPECIES

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

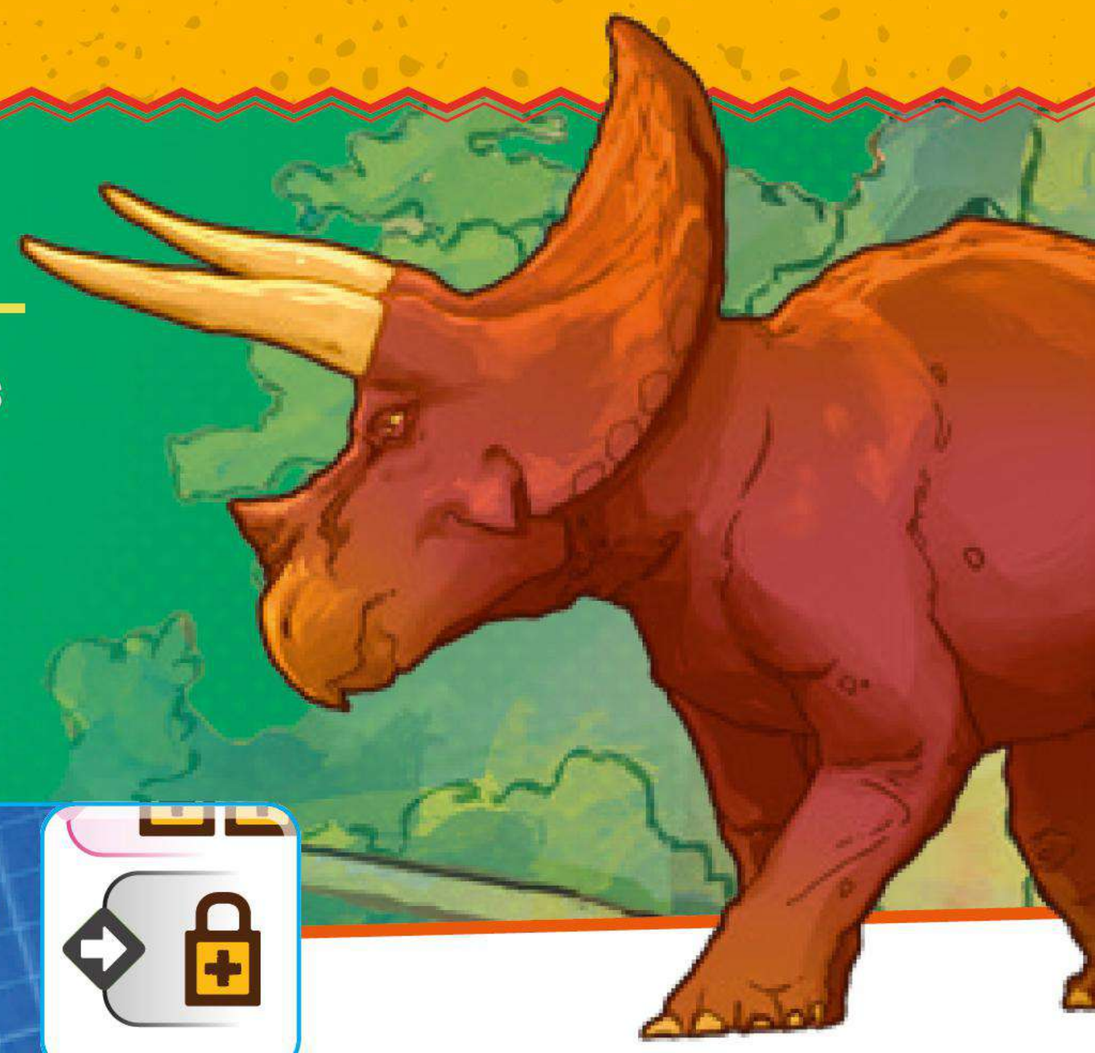
RUN PARK PHASE

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

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

RUN PARK STEPS

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



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

1 ATTRACTIONS

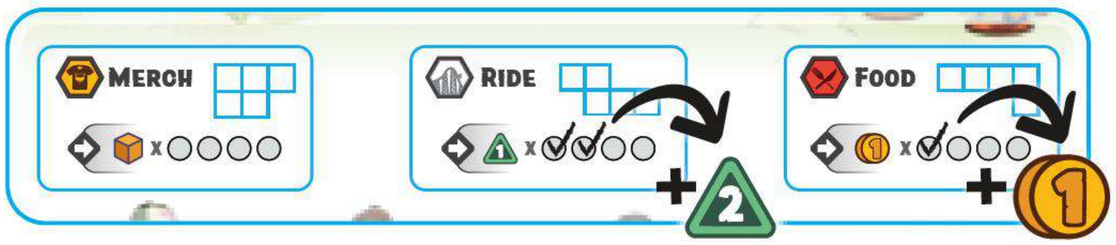
Gain **resource income** from each **Attraction** in your park, in any order. Each type of Attraction provides a different **resource**:

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

Ride: For each in your park, gain 1 on your Excitement track.

Food Stand: For each in your park, gain 1 to spend immediately (*or place in Storage*).

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

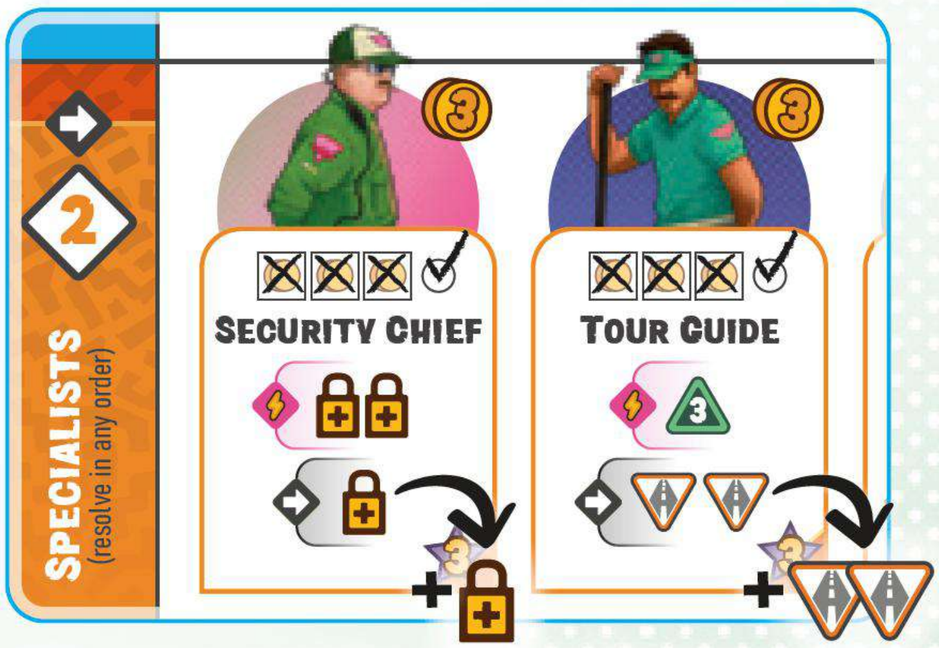


▲ Sora gains 2 and 1 from running her Attractions.

2 SPECIALISTS

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

If you hire a **new Specialist** during this step (*using Coins 1 gained from previously hired Specialists*), you may use their ➔ ability **immediately**. You may always choose **not** to use a Specialist's ➔ ability.



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

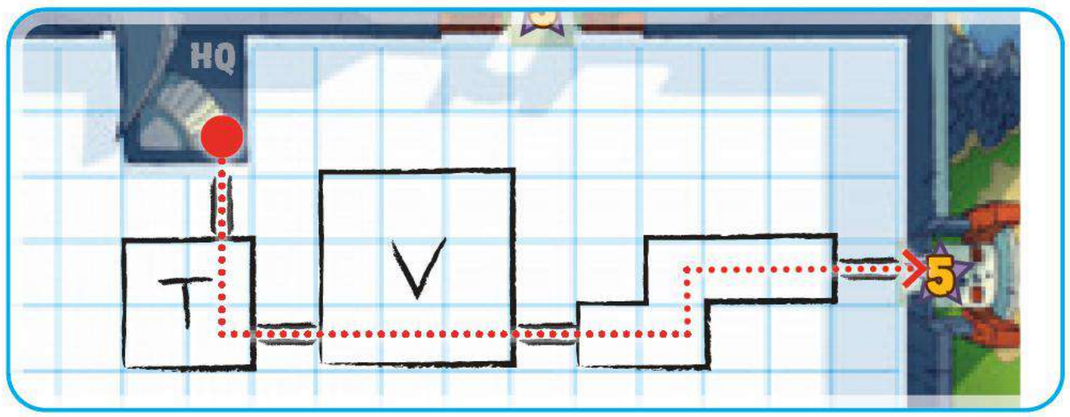
3 Dino Tour

After you use your Specialists, you run a **Dino Tour** to generate extra **Excitement** 1 and earn **VP** !.

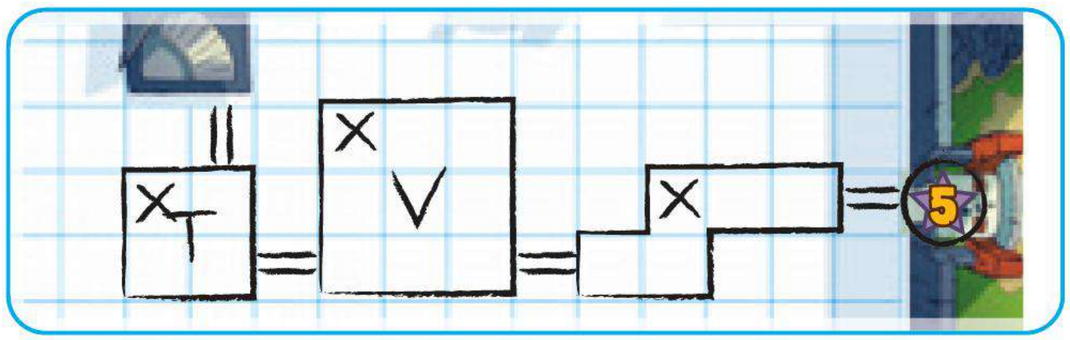
Start by planning a **tour route** that follows these rules:

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

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



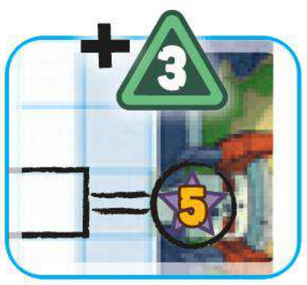
▲ Sora plans her tour through 2 Paddocks and 1 Ride on the way to a 5 Exit.



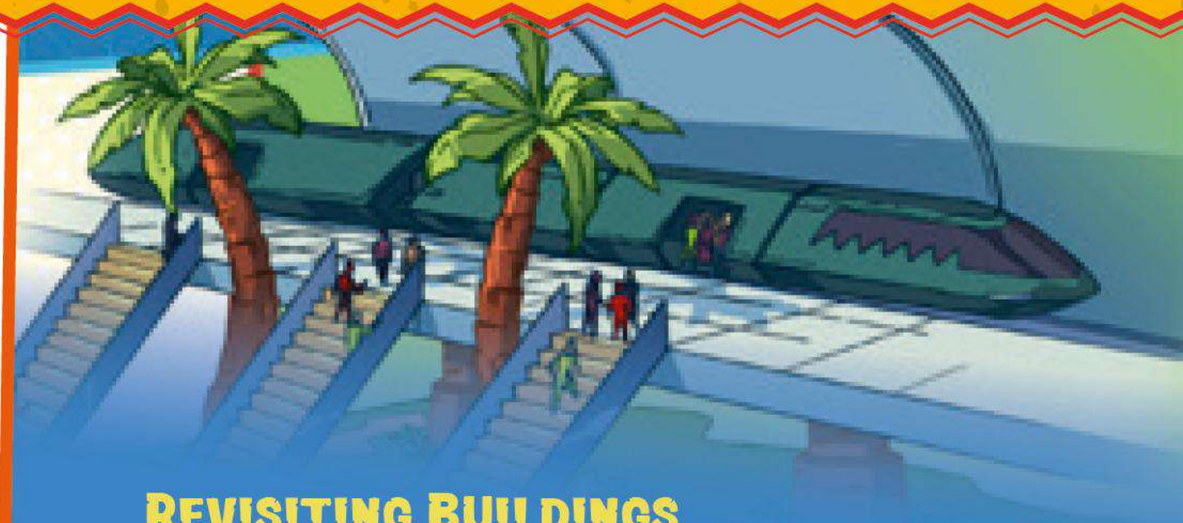
▲ She marks the 3 Buildings and circles the 5 Exit.

Once you've ended your tour, gain 1 for each **Building** that you **marked with an X** (*of any type*).

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

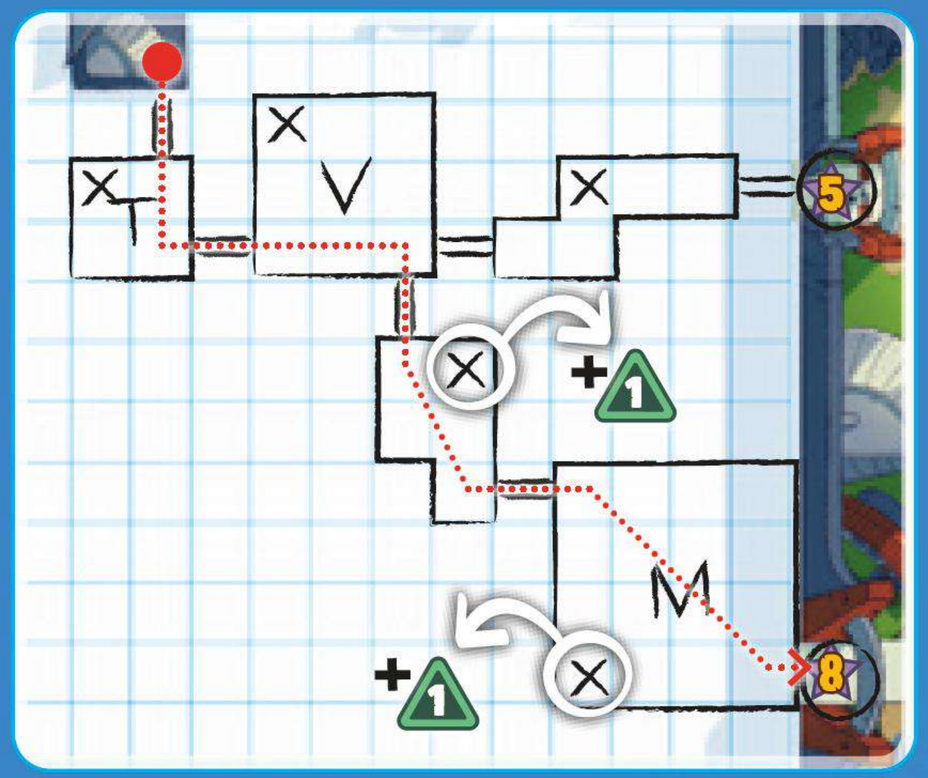


▲ Sora's tour earns 3 and 5.



Revisiting Buildings

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



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

Circling Park Exits

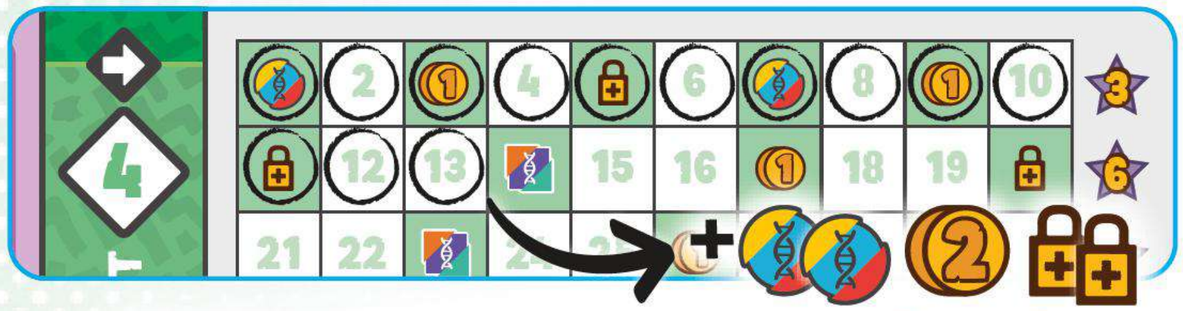


When sending a tour to a Park Exit, bear in mind the following rules:

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

4 EXCITEMENT

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



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

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

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

TIMING OF INCOME AND EFFECTS

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

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

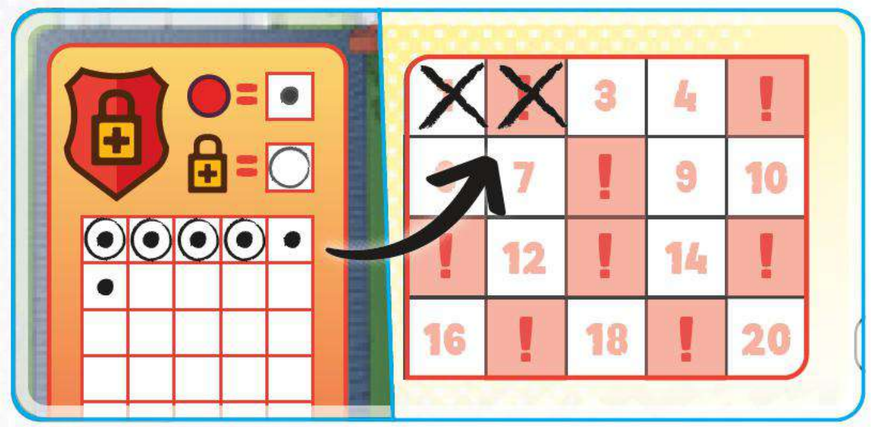


▲ Sora uses the she gained from Excitement to complete the Paramedic . She gains his bonus, but she can't use his effect until the next Run Park Phase.

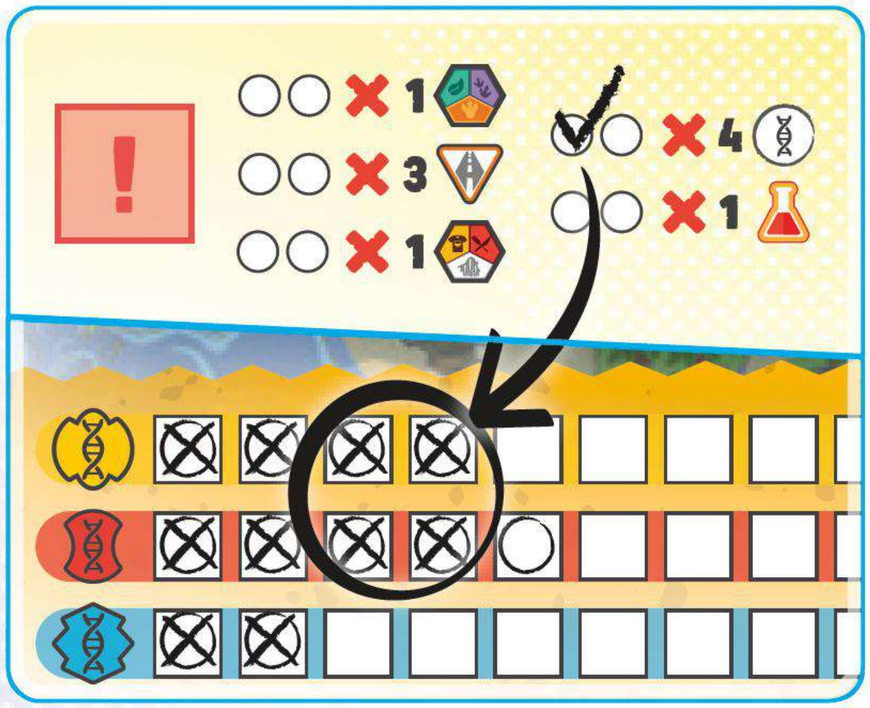
5 DEATH TOLL

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

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

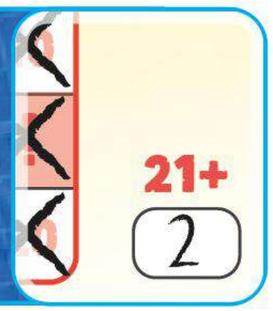


▲ Sora has 6 but only 4 , so she suffers 2 .



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

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



DISASTERS

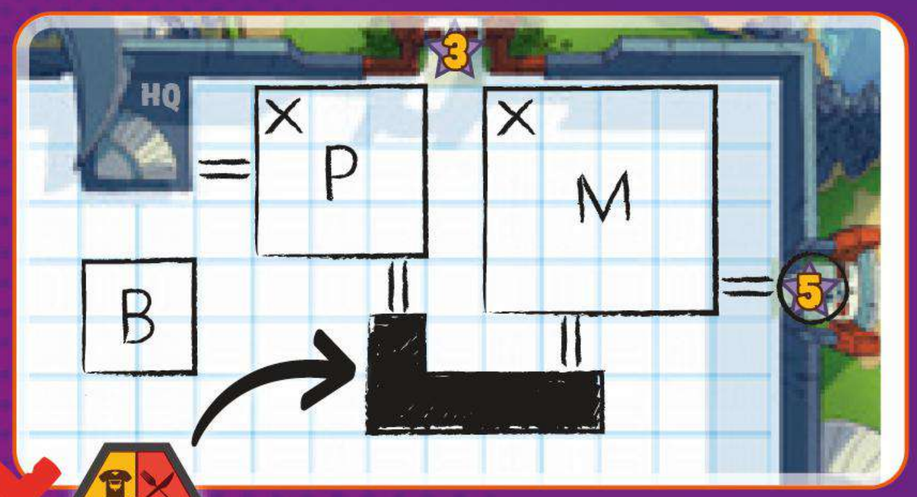
When you suffer a Disaster, you must choose one that you are able to **fully** resolve, if possible (*for example, you must have at least 4 stored DNA to choose "lose 4 stored DNA"*).

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

- ✖ 1 **Destroy Paddock:** Destroy any 1 Paddock in your park and scribble over its Dino check marks in your Dinosaurs area.
- ✖ 3 **Destroy 3 Roads:** Destroy any 3 Roads in your park or in Storage.
- ✖ 1 **Destroy Attraction:** Destroy any 1 Attraction in your park and scribble over its check mark in your Attractions area.
- ✖ 4 **Lose 4 Stored DNA:** Cross off any 4 stored DNA.
- ✖ 1 **Lose Specialist:** Cross out any hired Specialist.

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

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



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

Destroyed Areas

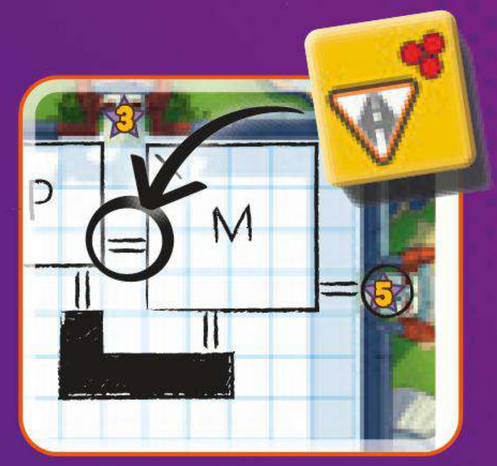
Note the following rules for destroyed areas:

- You **MAY NOT** build **new** Buildings or Roads in destroyed areas (*but you may build adjacent to them, including at the corners; see pg. 7*).
- You **MAY NOT** run your **Dino Tour** through destroyed areas (*but you do not lose Excitement* 1 *gained on previous tours*).

Disconnected Park Exits

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

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



▲ Rex needs to reconnect his 5 Exit if in order to score it.



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

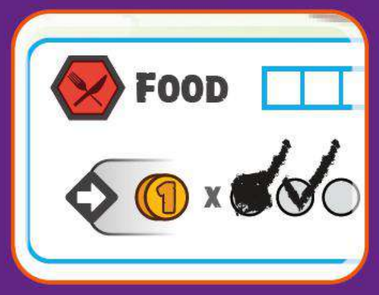
Losing Dinos

If a Paddock is destroyed, you lose **all Dinos** in that Paddock. You do not lose the **Threat** or **Excitement** 1 you gained when making them, but you do not score their **end-game VP**.

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

Losing Attractions

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





Losing Specialists

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



RUN PARK CLEANUP

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

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

FINAL SCORING

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

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



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

× 2	Score 2 per **individual Herbivore** in your park.	6	Rex has 3
× 3	Score 3 per **individual Small Carnivore** in your park.	15	Rex has 5
× 5	Score 5 per **individual Large Carnivore** in your park.	10	Rex has 2
× 3	Score 3 per **Specialist** you've **hired** (*including Specialists on your sheet **and** on cards*).	9	Rex has 3
	Score all **Building cards** you completed. (*You can write individual Building scores next to their Coin tracks.*)	10	Rex has built 1, which scores 2 per
	Score all **Park Exits** you circled. Circled Exits that **can't** be reached from your HQ by a **legal tour route** are worth 0.	13	Rex has circled his 5 and 8 Exits
1	Score the at the end of the **bottom-most row** on your **Excitement track** where you've drawn **at least 1 circle**.	10	Rex has 26
61+ × 1	Score 1 per Excitement in excess of **60**.	0	Rex has under 60
× 1	Score 1 per **2 stored DNA** (*any type*), rounded down.	2	Rex has 3 and 2 left
× 1	Lose 1 per **Death** recorded on your Death track.	-4	Rex has 4
21+ × 2	Lose 2 per **Death** in excess of 20.	-0	Rex has under 20
	Rex's total is...	71	

SPECIALISTS

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

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

PARK SHEET SPECIALISTS

	⚡	➡
Security Chief	Gain 2🔒.	Gain 1🔒.
Tour Guide	Gain 3.	Build 2 in your park (*or Storage*).
Jr. Scientist	Gain 2 DNA.	Spend DNA to make up to **2 Dinosaurs** of any type. Follow all rules for making Dinoaurs on pg. 13.

SPECIALIST CARDS

	⚡	➡
DNA Mixologist	Use this Specialist's ➡ **ability** immediately.	Add **1 free Dinosaur** to any **Paddock** you have already built in your park. This does not cost DNA, but increases **Excitement** 1 and **Threat** 🔴 as normal.
Herbivore Researcher	Gain 2 DNA.	Gain 1 DNA per **Herbivore Paddock** in your park.
Jack of All Trades	Choose 2, 2🔒, or 2.	Choose 1, 1🔒, or 1.
Lg. Carnivore Handler	Gain 1🔒 and 1.	Gain 1🔒 per **Lg. Carnivore Paddock** in your park.
Mascot	Gain 1.	Gain 1 per **Merch Booth** in your park.
Master Chef	Gain 1.	Gain 1 DNA per **Food Stand** in your park.
Ride Operator	Gain 1	Gain 1 per **Ride** in your park.
Senior Scientist	Gain 2 DNA and 2 DNA.	Spend DNA to make up to **4 Dinosaurs** of any type. Follow all rules for making Dinoaurs on pg. 13.

	⚡	➡
Sm. Carnivore Trainer	Gain 1.	Gain 1 per **Sm. Carnivore Paddock** in your park.
Social Media Manager	Gain 1.	Gain 1 for every **5 Threat** 🔴 on your Security track (*rounded down*).
Architect	Build 2.	You may destroy **1 Attraction** of any type in your park to gain 2 on every Building card track. Follow all rules for destroying Attractions on pg. 17.
Chaos Theorist	Gain 1 DNA.	Draw **1 random die** from the bag, roll it, and gain the **resources** on it. All other players gain the **resources** AND the **Threat** 🔴 on the die (*at the start of their Specialists step*).
Cloning Expert	Copy the ⚡ **bonus** of another **Specialist** you've hired.	Copy the ➡ **ability** of another **Specialist** you've hired.
Insider	Choose 2 or 2🔒.	You gain 1🔒. All **other players** gain 1🔴 (*at the start of their Specialists step*).
Lawyer	-	As long as you have the Lawyer, the first **10** you mark on your **Death Toll Track** do not cause **Disasters** ! in your park. During your Specialists step, gain 1 for every 2 on your **Death Toll Track** (*rounded down*).
Mad Scientist	Use this Specialist's ➡ **ability** immediately.	Make up to **4 Compies** (*Compsognathus*). Each Compy you make costs **1 basic DNA** of any type and produces 1🔴 and 2. The first time you make Compies, draw a **1x3 Paddock**, which counts as a **Sm. Carnivore Paddock** for abilities and scoring. You may make an **unlimited number** of Compies. Do **not** mark Compies you've made. Compies are worth 0 and do **not** count as individual Dinos during scoring (*including for Building cards*). Compies can **only** be made by the Mad Scientist.
Paramedic	Gain 1🔒.	Draw **2 random dice** from the bag and roll them. Gain 1🔒 for each Threat 🔴 showing on the die that has more 🔴. (*Do not gain the resources on the die.*)
PR Guy	Gain 1.	Gain 1 for every **Paddock** in your park.
Rent-a-Cop	Build 2.	Gain 1🔒 for each **other Specialist** you've hired.
Union Boss	Build 1 of your choice.	Gain 1🔒 for every **2 Attractions** in your park (*rounded down*).

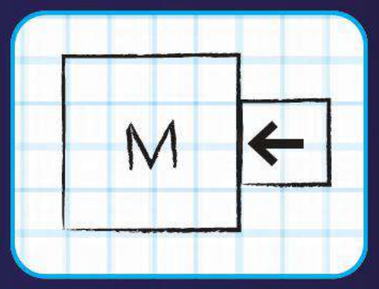
BUILDING CARDS

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

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

Attached Buildings

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

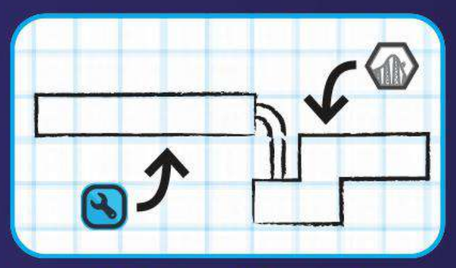


▲ The Goat Pen must be attached to a .

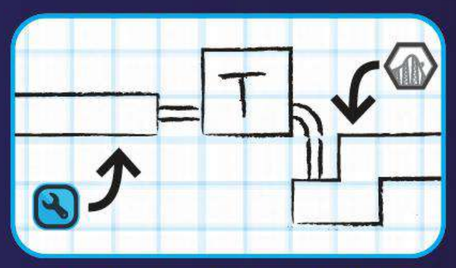
- You **MAY ONLY** place an Attachment adjacent to **one other Building** of the indicated type.
- During a **Dino Tour**, visiting a Building with an Attachment gives you 2 (*1 for the Building and 1 for the Attachment*).

Scoring Connected Buildings

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



▲ The Break Room is connected to the Ride.



▲ The Break Room is NOT connected to the Ride.

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

BUILDING CARDS

CARNIVORE COLOSSEUM	Gain 2.	Score 2 per individual **Large Carnivore** in your park.
CASINO	Build 1.	Score 2 per circled **Coin** icon on your **Excitement** track.
DELUXE BREAK ROOM	Build 1.	Score 3 per **Attraction** of any type that is **connected** to this Building.
HOT SPRING MUD SPA	Build 1.	Score 6 per **set of 3 different Attractions** (+ +) in your park.
PREHISTORIC GARDEN	Gain 3.	Score 2 per individual **Herbivore** in your park.
PTERIYAKI GRILL	Gain 3.	Score 2 per individual **Small Carnivore** in your park.
PTEROSAUR AVIARY	Gain 4 and 2.	Score 12.
SECURITY HUB	Gain 3.	Score 1 per 2 on your **Security track** (*rounded down*).
T-REX JET SKI PARK	Gain 7 and 3.	Score 15.
WELCOME CENTER	Gain 1, 1, and 1.	Score 2 per **Paddock** of any type in your park.
CAMP COMPY	Spend up to 6 of any type(s). For each you spend, gain 1.	Score 2 per **set of 3 different basic DNA** (+ +) you've collected throughout the game. Count both **spent** AND **leftover** DNA.
CLONE ZONE	Use **any** 1 Specialist's ability immediately. You may choose a Specialist you have not hired.	Score 3 per **Specialist** you've hired.
DNA ARCHIVE	Spend up to 3 of any type(s). For each you spend, gain 1.	Score 1 per **advanced DNA** you've collected throughout the game. Count both **spent** AND **leftover** DNA.

BUILDING CARDS

First Aid Hut	Gain 2.	Score 6, AND ▶ +6 if you have **5 or fewer** ; AND ▶ +6 if you have **no** .
Goat Pen	Must be attached to a single **Lg. Carnivore Paddock** . Gain 2 per individual **Large Carnivore** in the attached Paddock.	Score 8.
Main Gate	Must be attached to a **Park Exit** (*in the location shown, but may be flipped or rotated*). Gain 2.	Score 6, AND ▶ +6 if this Building is **connected** to 2 (*or more*) **Paddocks** of any type; AND ▶ +6 if this Building is **connected** to 2 (*or more*) **Attractions** of any type.
Monorail Station	Gain 3.	At the end of the game, plan a new **tour route** from your HQ to the Monorail Station. Score 2 per **Building** (*Paddock , Attraction , and Building card*) this route passes through, including the Monorail Station itself. (*Buildings visited on previous tours are counted.*)
Petting Zoo	Choose 2 or 2.	Score 6, AND ▶ +6 if you do **not** have the highest Threat ; AND ▶ +6 if at least **2 other players** have more Threat than you. (*In a **2-player** game, this Building scores a max of 12.*)
Triceratops Ring Toss	Must be attached to a single **Herbivore Paddock** . Gain 2 per individual **Herbivore** in the attached Paddock.	Score 3.
Velociraptor Culinary Experience	Must be attached to a single **Sm. Carnivore Paddock** . Gain 2 per individual **Small Carnivore** in the attached Paddock.	Score 5.

Frequently Overlooked Rules

Action Phase

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

Run Park Phase

- Your Dino Tour can pass through Buildings you have marked with an X on previous tours, but you **don't** earn Excitement 1 for them. (*pg. 15*)
- Your Dino Tour **cannot** pass through **destroyed areas**. (*pg. 17*)
- In order to circle a **Park Exit**, your Dino Tour must **end** there. (*pg. 15*)
- If you build a new Attraction or Specialist **during** the associated step of the Run Park Phase, you can use the new item's **effect** immediately. If you circle a new **icon** on your Excitement track **during** the Excitement step, you gain the **resource** immediately. (*pg. 16*)

Resources

- You can spend Coins **immediately** when you earn them, no matter what phase of the game you are in. If you fill a Specialist's or Building's Coin track, you gain its bonus **immediately** (*before you do **anything** else*). (*pg. 5*)
- Coins or Roads in **Storage** can be spent at **any time**. (*pg. 5*)
- If a **DNA track** is **full**, any additional DNA of that type you gain is converted into **Coins** . (*pg. 4*)
- At **any time**, you can spend 2 to gain 1 , 1 , or 1 . You may do this any number of times. (*pg. 5*)

Park Map

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

GAME VARIANTS

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

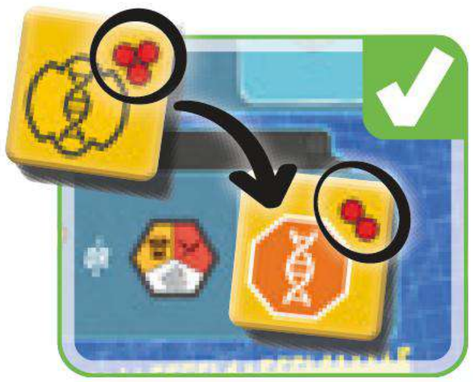


DICE BLOCKING

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



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



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

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



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

▲ Dice CAN'T be palced here.

SPECIALIST & BUILDING DRAFT

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

SETUP CHANGES

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

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

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

GAMEPLAY CHANGES

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

Solo Mode

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

Setup Changes

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



OBJECTIVE CARDS
To complete an **Objective card** and earn its **end-game VP**, you must acquire **all** items shown on the card. You can complete Objective cards at **any time** (*flip completed cards facedown*).

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

Gameplay Changes

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

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

The Action Phase

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

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

AI Instructions

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



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

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

Dice Draft & Actions

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

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

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



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

Final Scoring

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

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

Basic DNA	Attraction
Basic DNA of any type	Attraction of any type
Advanced DNA	Dinosaur
Advanced DNA of any type	Dinosaur of any type
Coin	Paddock
Road	Paddock of any type
Excitement	Specialist
Security	Building card
Victory Point	Park Exit
Threat	Death

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