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# 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 icon in the top left corner.
  - B. If playing with **4 players**, use the side with the 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!

The diagram illustrates the 'Park Sheet Setup' process. It shows a central 'Cretaceous Planet' sheet with various tracks and sections. Arrows point from numbered steps 1 through 6 to specific parts of the sheet: 1 to the 'Making Dinosaurs' checklist, 2 to the DNA tracks, 3 to the building cards, 4 to the specialist cards, and 6 to the DNA tracks. Below the main sheet are four player-specific DNA tracks labeled 'Player 1' through 'Player 4'. At the bottom, two examples of building and specialist cards are shown with their cost boxes filled in, corresponding to steps 3 and 4.



# GAME OVERVIEW

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

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

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

## SEASONS

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

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

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

# KEY CONCEPTS

## COLLECTING RESOURCES

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

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

### RESOURCE TYPES

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



## DNA

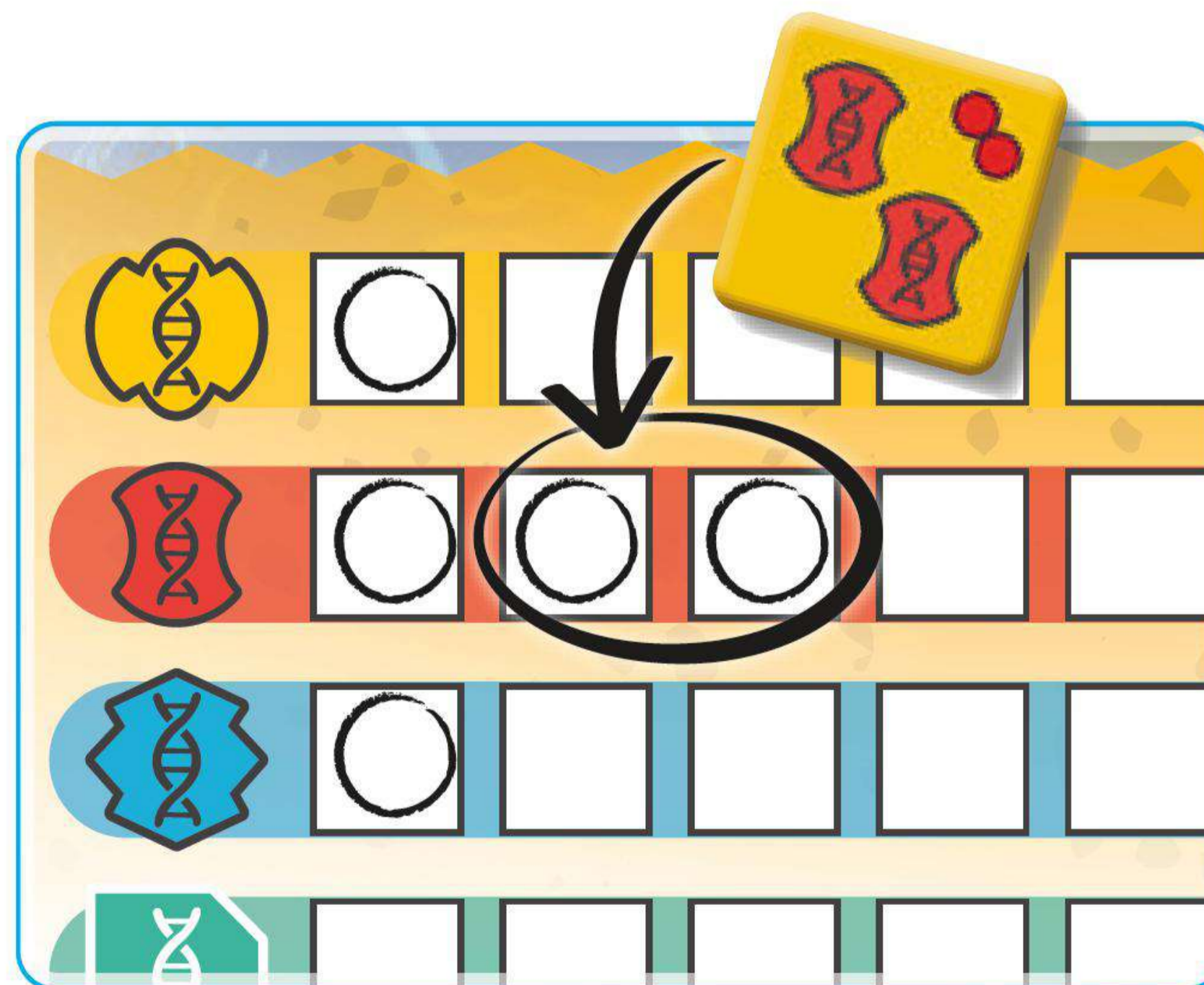
DNA is used to make **Dinosaurs**! It comes in 2 varieties:

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

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

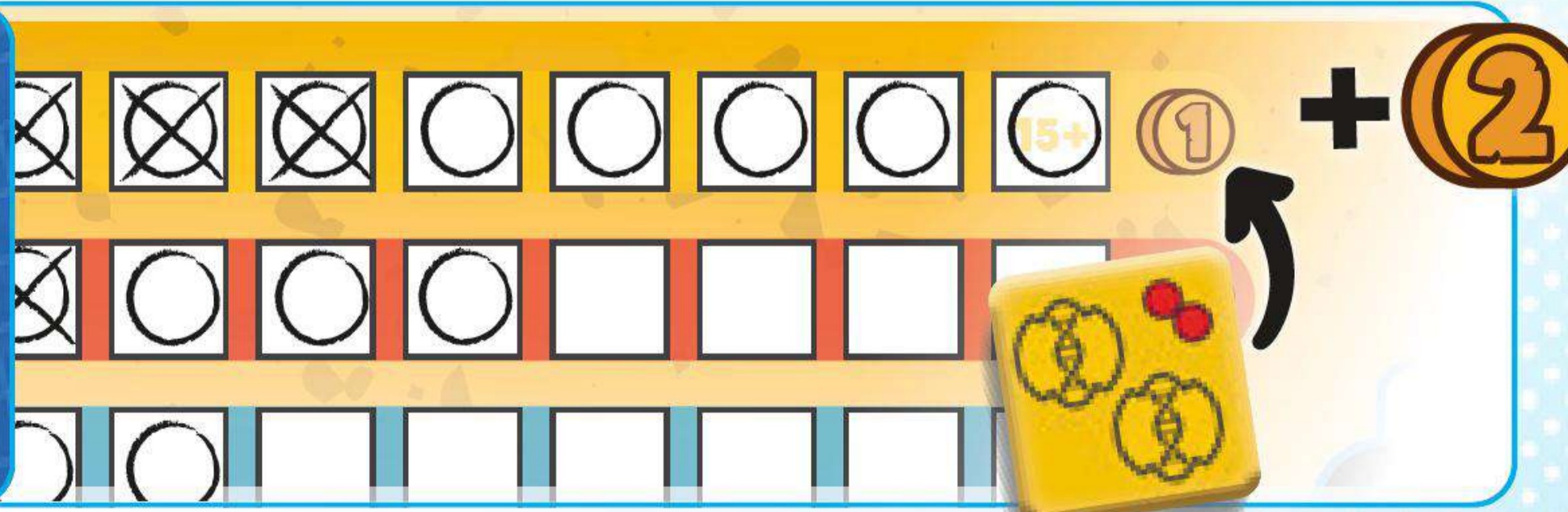
Whenever you gain DNA, draw a **circle** in 1 box on the corresponding **DNA track** in your **Storage** area. The icons and mean you may **choose** the type of basic or advanced DNA that you gain.

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



### TOO MUCH DNA?

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




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

## 1 COINS

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

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

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


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



▲ When you gain , cross off 1 Coin box.



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



A



●	●	●	●	●	○
●	■	■	■	■	★

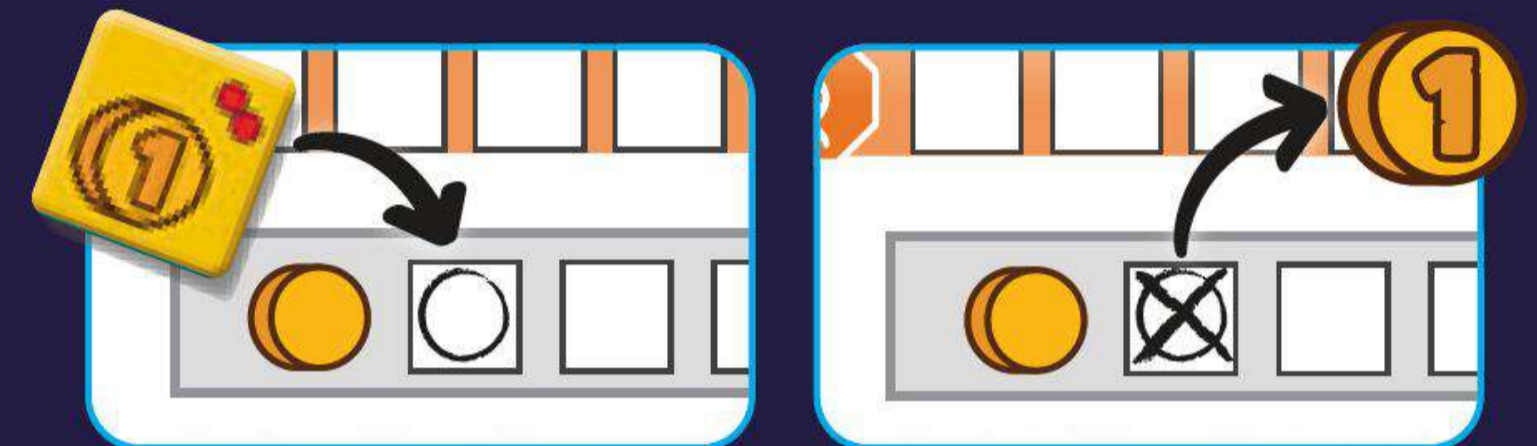
**STARTUP COSTS**

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  to complete Building card A.

## STORING COINS & ROADS

Whenever you gain a Coin  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!

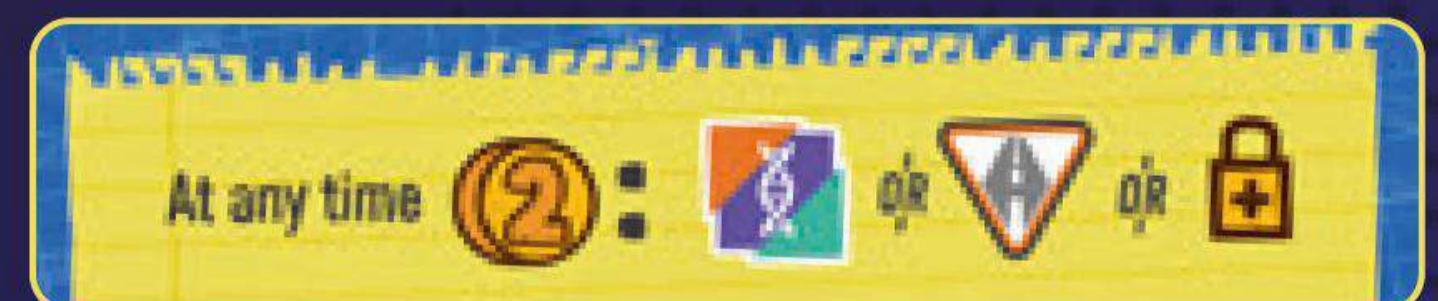


▲ No room to store new Coins!

## 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  each.

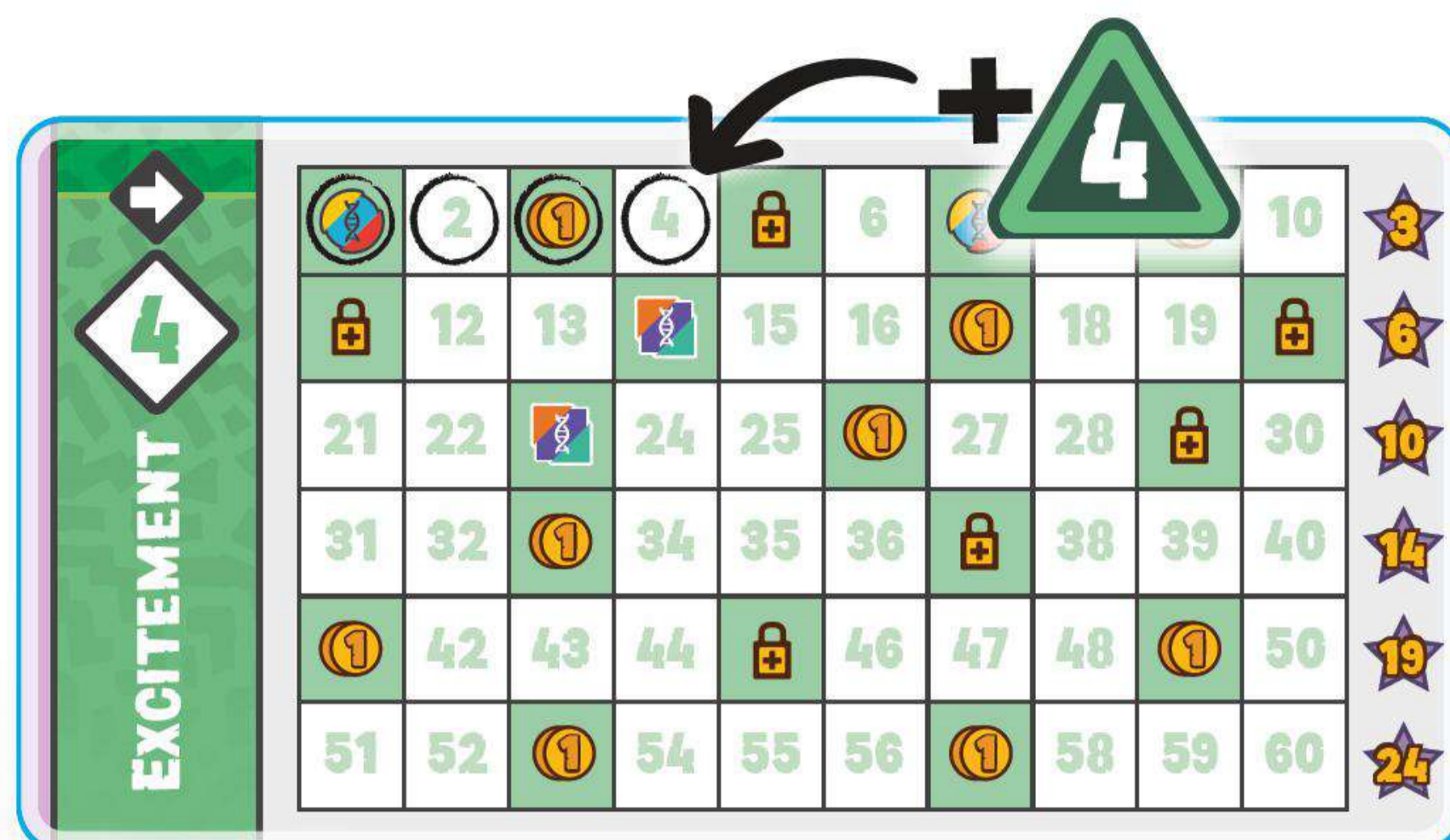
You do **not** need to mark Coins spent this way on your sheet (unless you are spending them from Storage). Simply mark the resources you purchased in the appropriate area.



# 1 EXCITEMENT

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

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




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


## TOO MUCH EXCITEMENT?

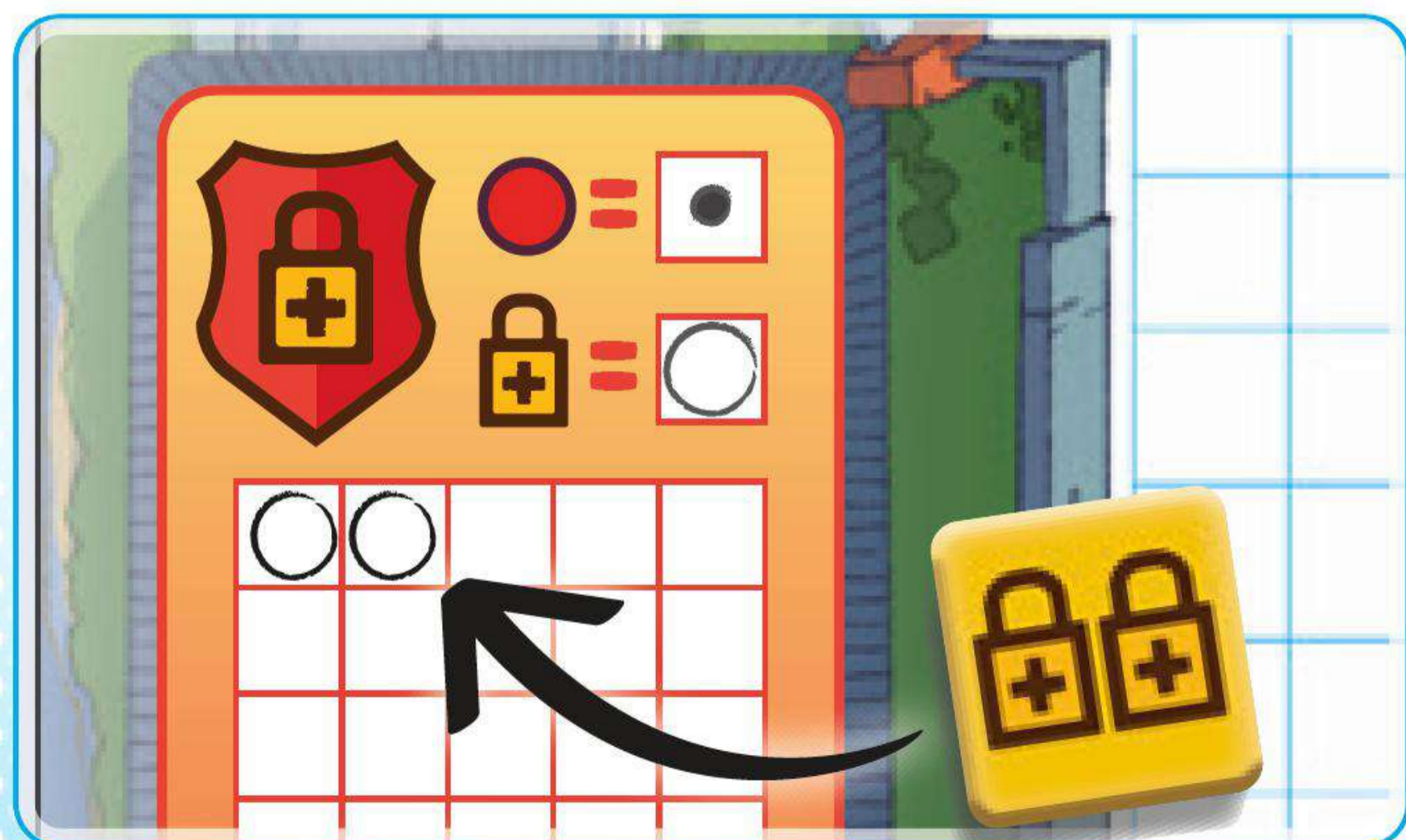
If you **completely fill up your Excitement track**, record any **excess** Excitement you gain in the "61+" box on the right. At the end of the game, each excess Excitement is worth !




# SECURITY AND THREAT

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

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





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

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

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

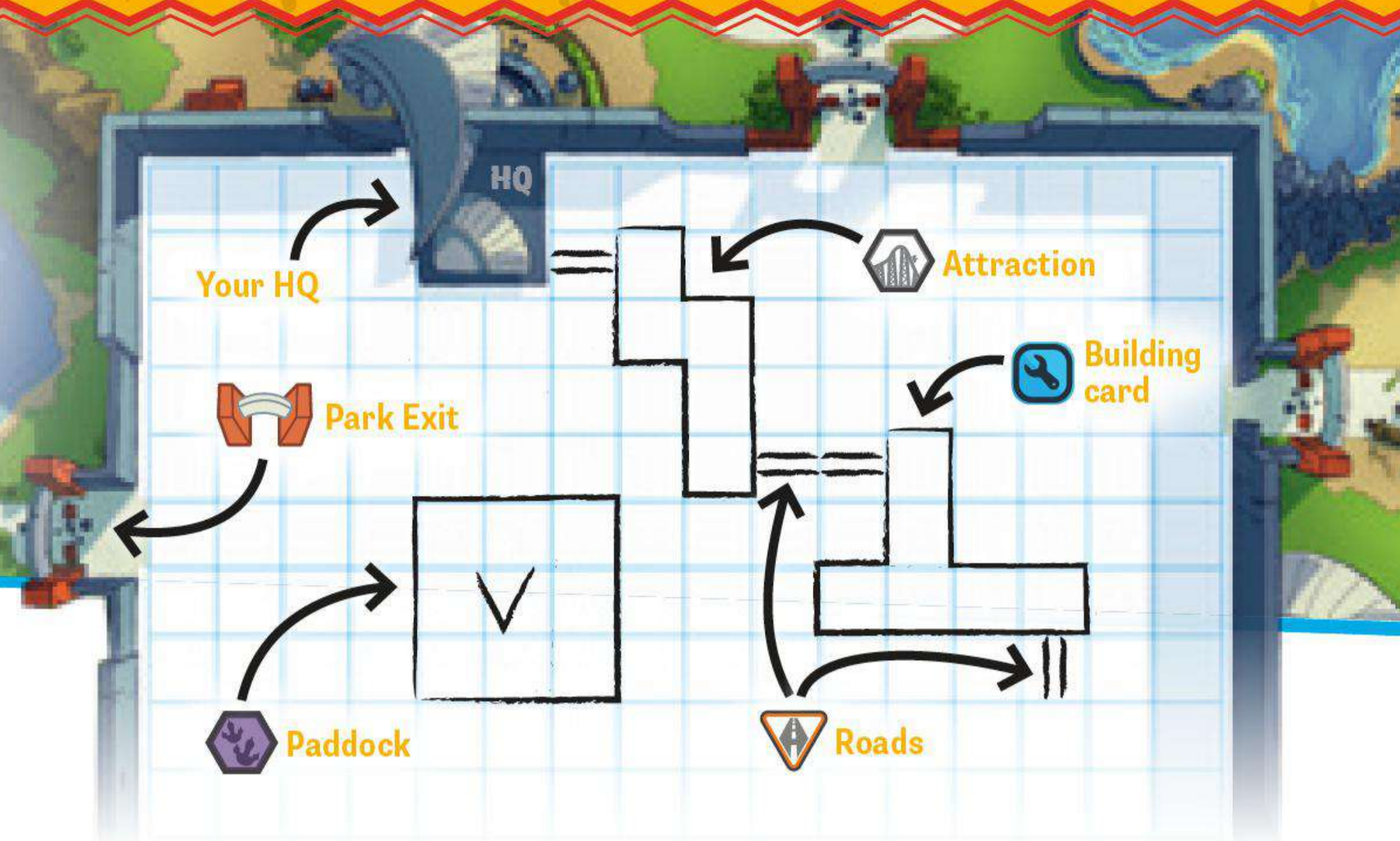


▲ If you gain 3 , draw dots in 3 boxes on your Security track.

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)



### Attractions

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



### Building cards

Purchased with **Coins** (1). Provide **instant bonuses** (lightning bolt icon) and **end-game VP** (star icon) (pg. 19)



### Your HQ

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

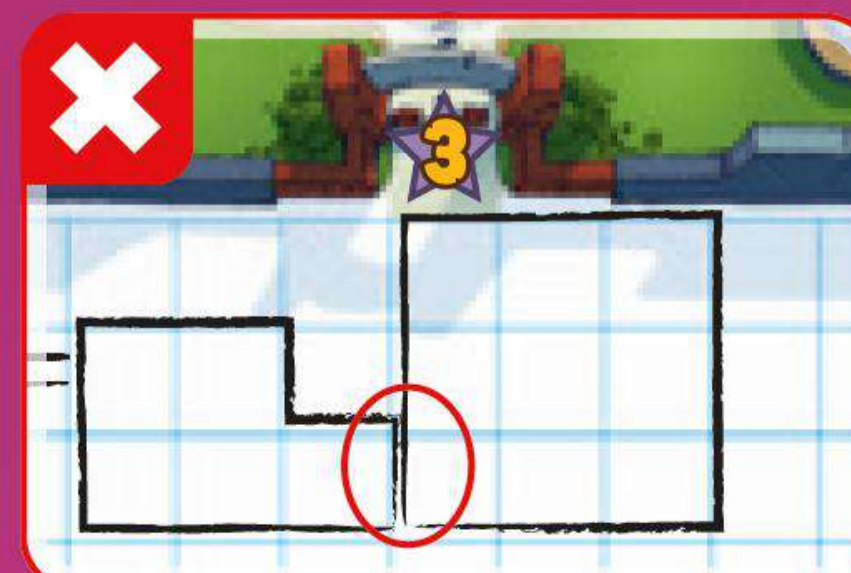
## PLACING BUILDINGS

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

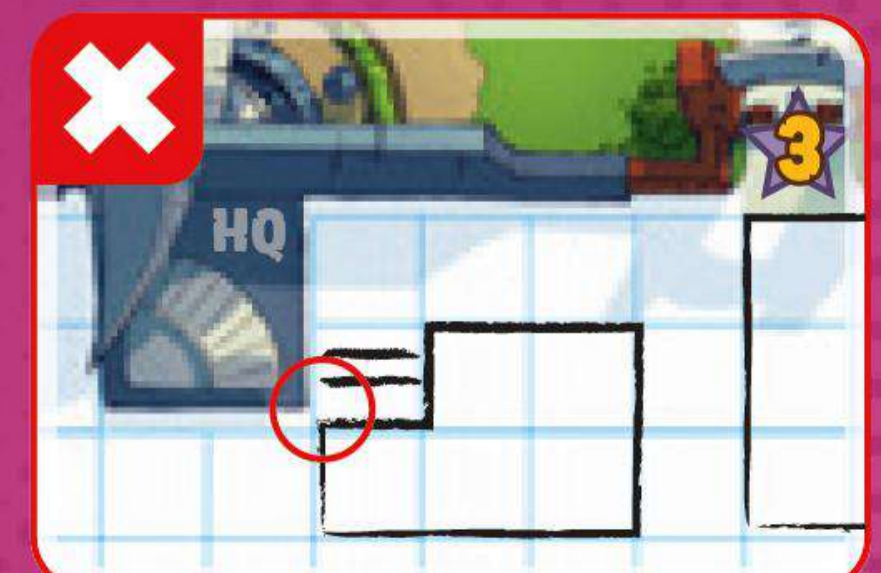
- ▶ You **MAY** place Buildings **anywhere** there is enough space. (Buildings do not need to be near your HQ or connected to a Road.)
- ▶ You **MAY** **rotate** or **mirror** a Building's shape when you place it.
- ▶ You **MAY NOT** place Buildings touching **other Buildings**, even at the **corners**.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



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



▲ Buildings **CAN'T** touch each other...



▲ ...even at corners!



## ROADS

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

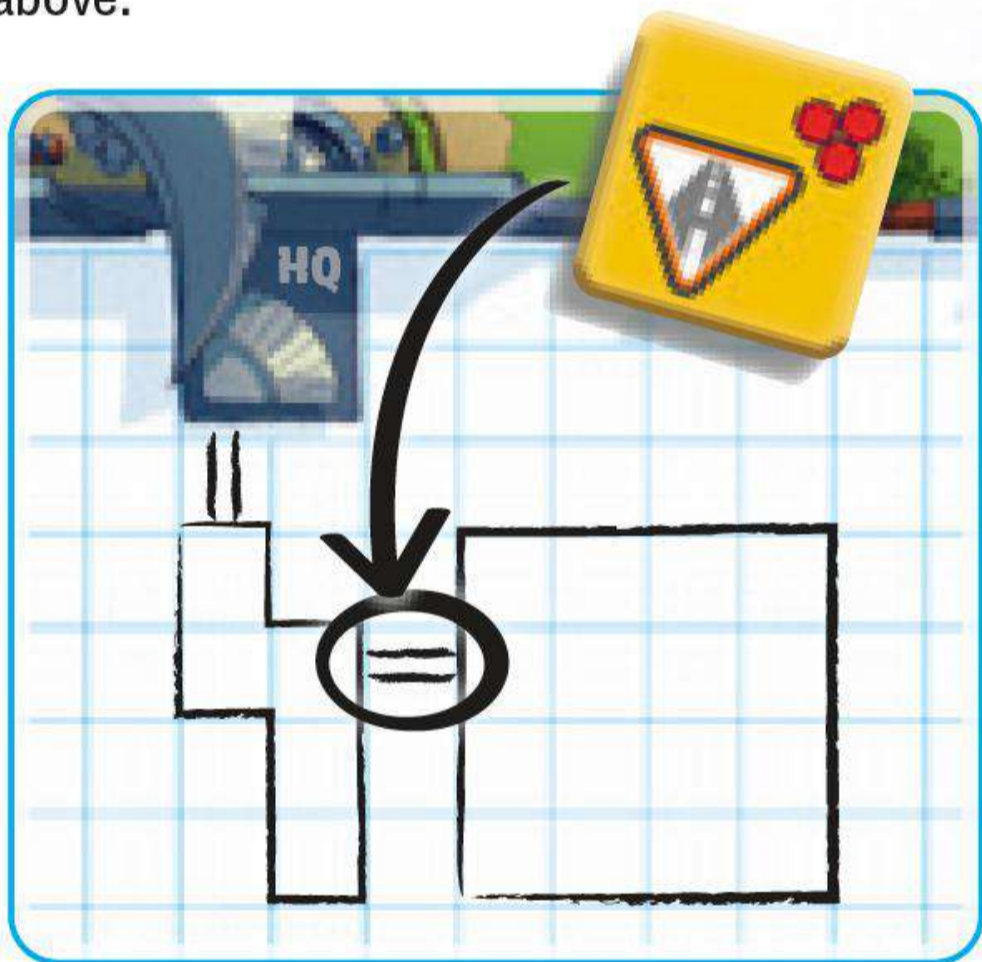
Each Road takes up **1 square** on your map, and connects **any 2 edges** of the square:

LEGAL ROADS ▶

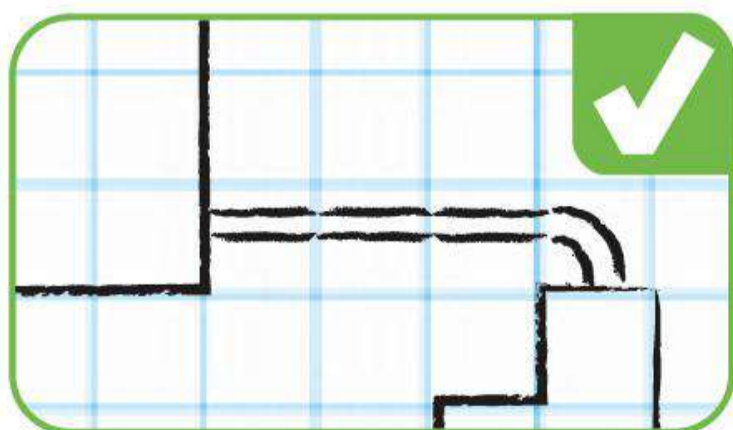


These can be rotated in any direction.

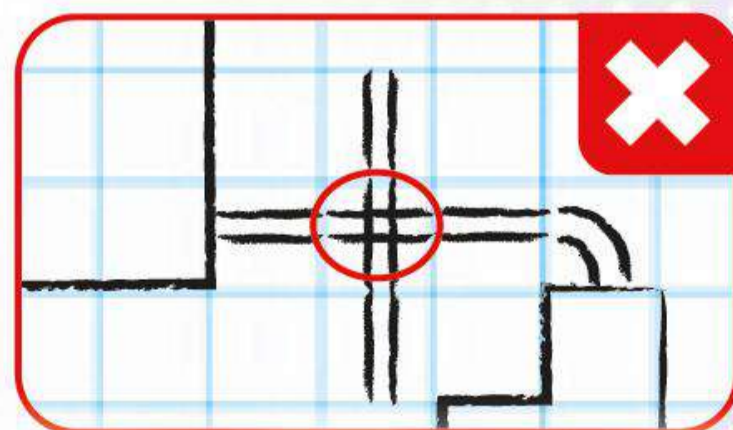
Any time you gain 1 or more Roads, you may **immediately** draw that many 1-square Roads in your park. You may draw each Road in **any square** in your park (*that is not occupied by a Building or other Road*), and in any of the configurations above.



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



▲ You **CAN** extend Roads...



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

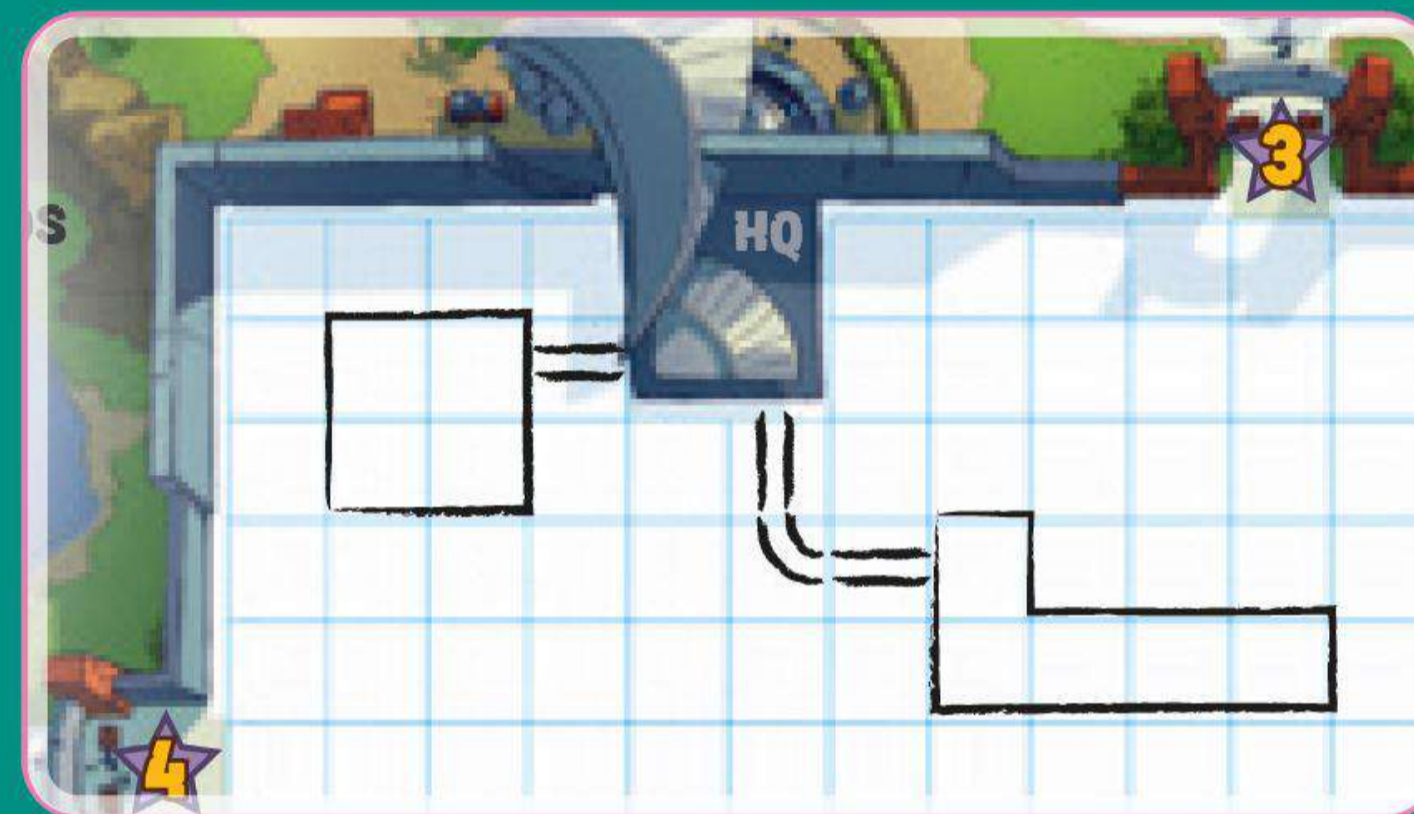
If you **don't** want to build a Road immediately, you can place it in your **Storage** area (*see previous page*).



## CONNECTING BUILDINGS

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

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



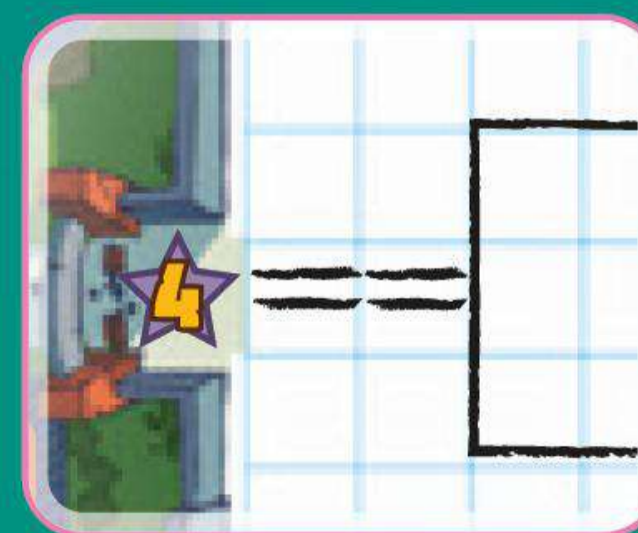
▲ Both these buildings are connected to your HQ.



## CONNECTING TO PARK EXITS

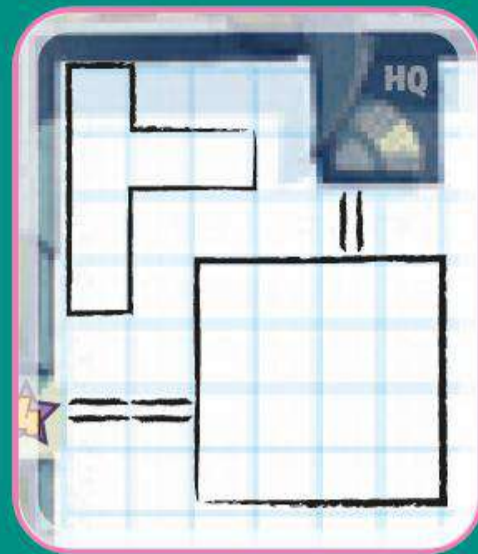
**Park Exits** are points on your Park Map where visitors can enter or leave the island.

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



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





▲ 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!

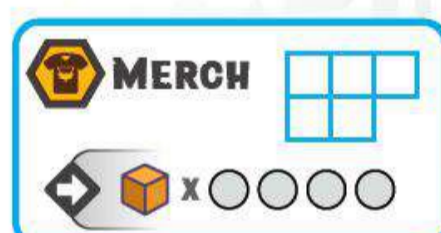


## ATTRACTIONS

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).

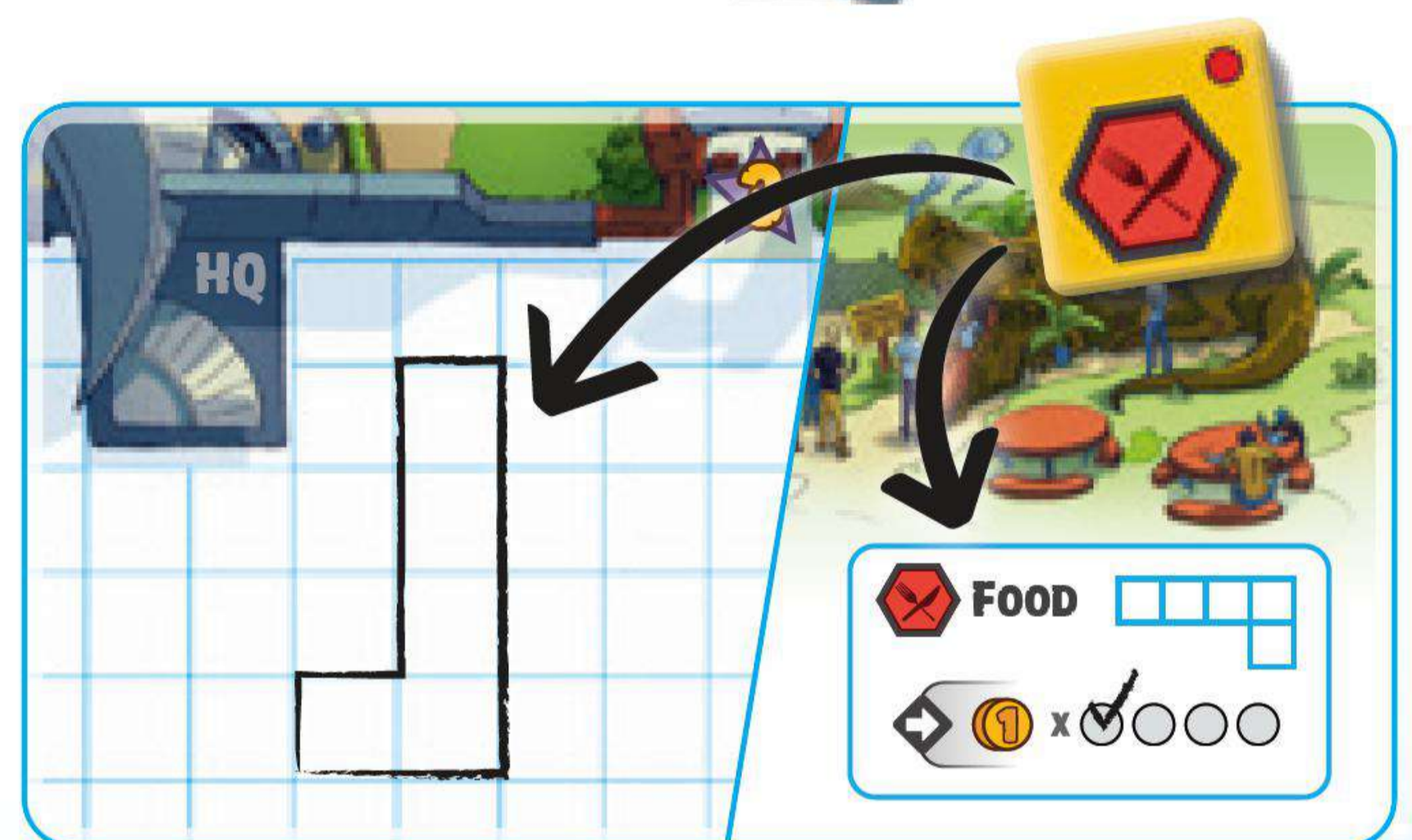
### ATTRACTION TYPES



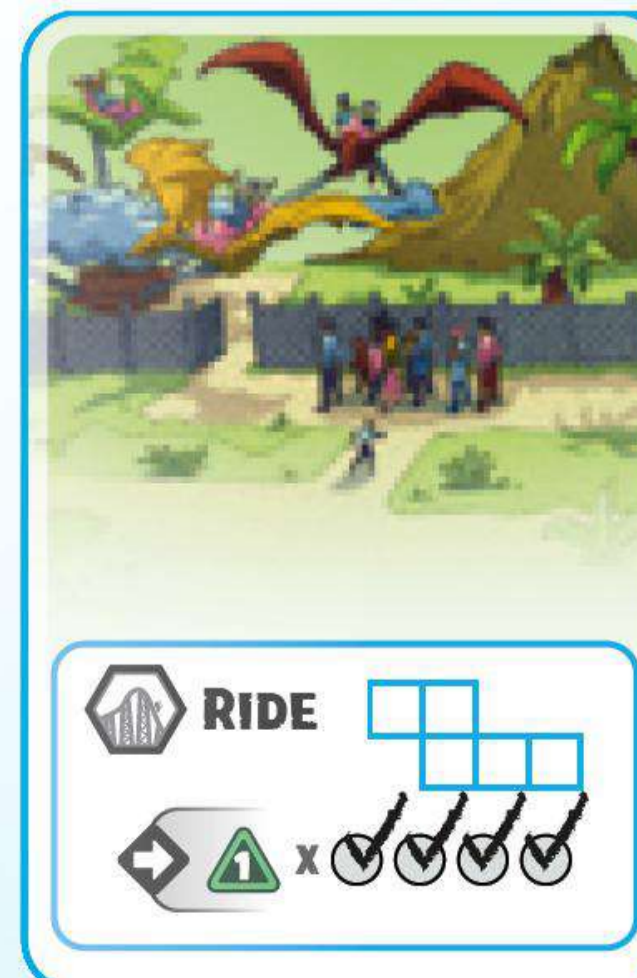
Whenever you gain an Attraction - either by drafting a **die**, taking the **Build action**, or acquiring certain **Specialists** and **Buildings** - you get to build that Attraction in your park **immediately**. A 🛒 icon means you can build an Attraction **of your choice**.

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.



▲ You can no longer build Rides!

### 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).

# 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.



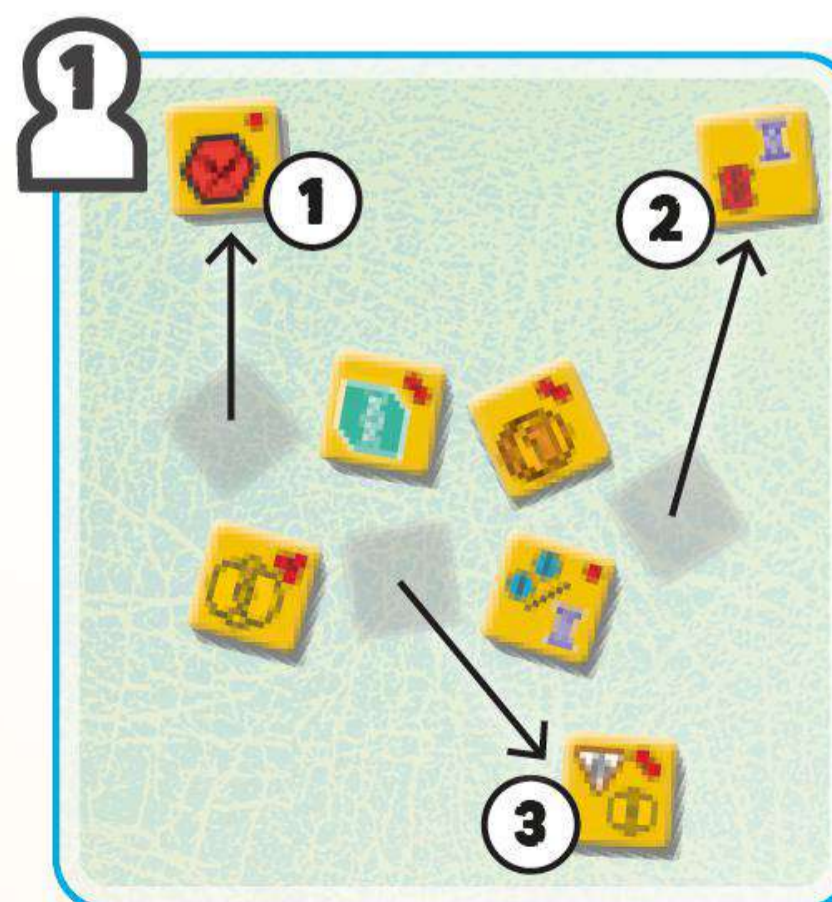
▲ An example dice pool in a 3-player game

### B. Draft Dice

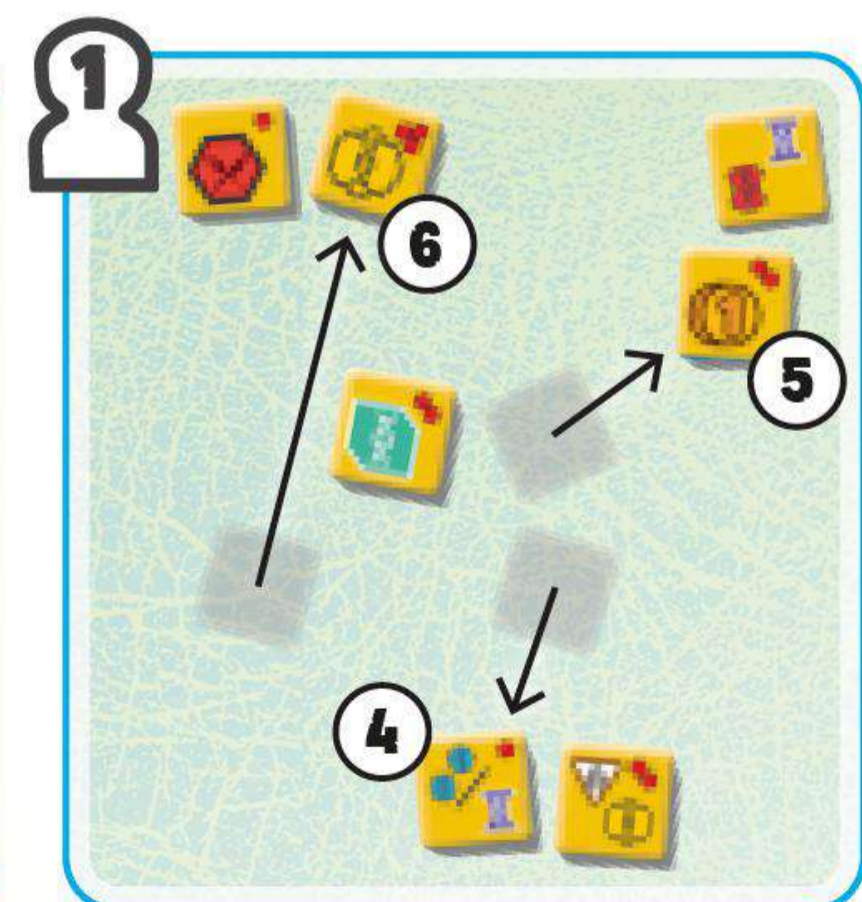
Starting with the **first player** and going **clockwise**, each player chooses **1 die** in the pool and places it near their sheet (*without changing its face*).

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.



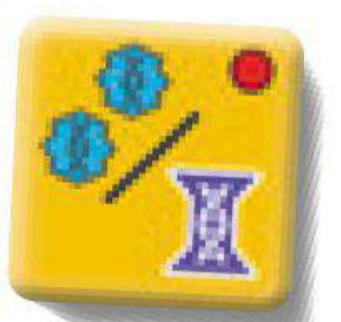
▲ Players draft their 2nd die counterclockwise.

### 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.)

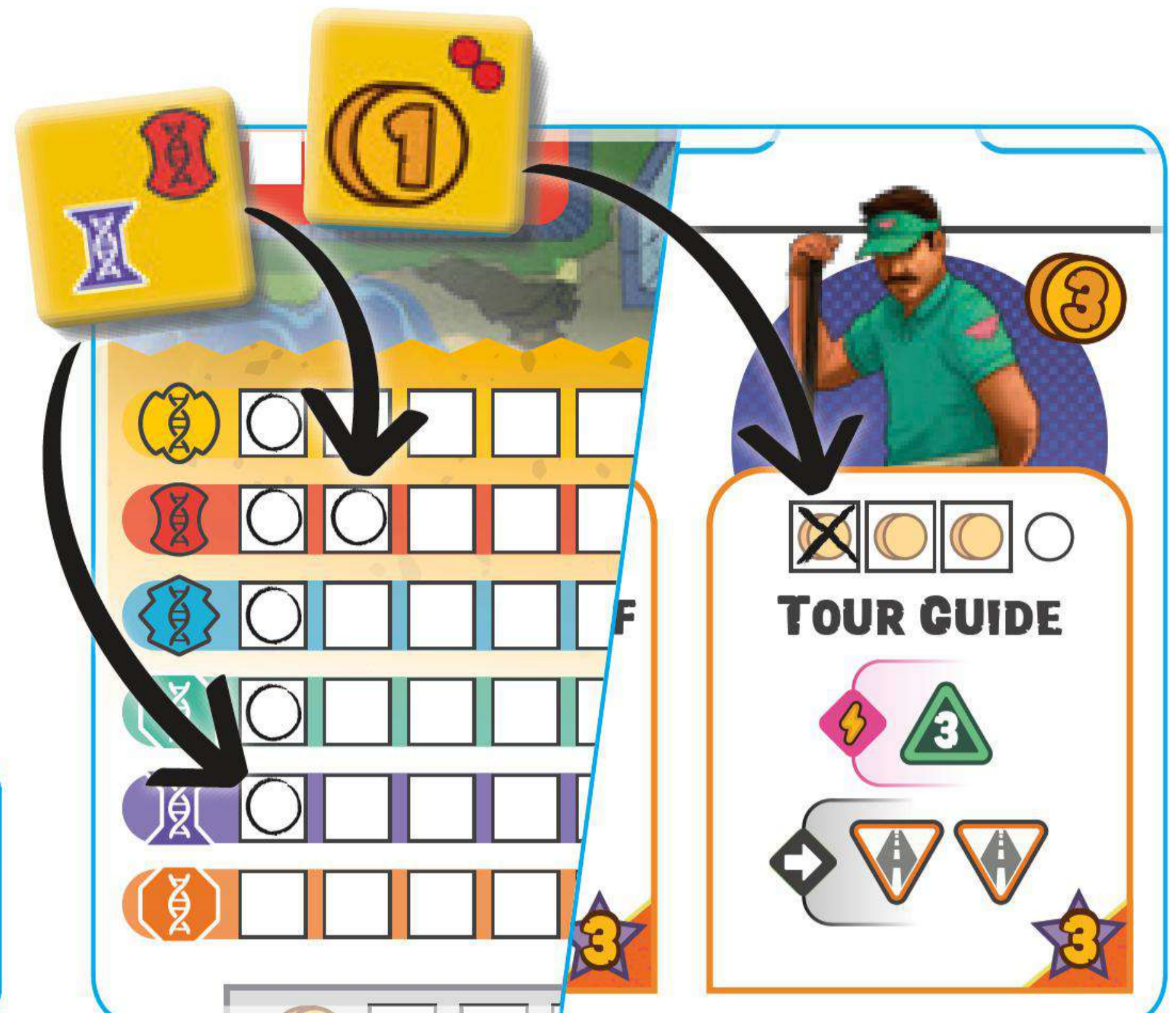
- ▶ If you gain **DNA** 🧬 / 🧬 or **Security** 🛡️, mark them on the appropriate tracks on your sheet.
- ▶ If you gain **Coins** 🪙, spend them immediately by marking **Specialist** and/or **Building** tracks (or store them).
- ▶ If you gain **Attractions** 🎡 or **Roads** 🛣️, build them immediately in your 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 1 🪙 toward her Tour Guide.

### D. Gain Leftover Die

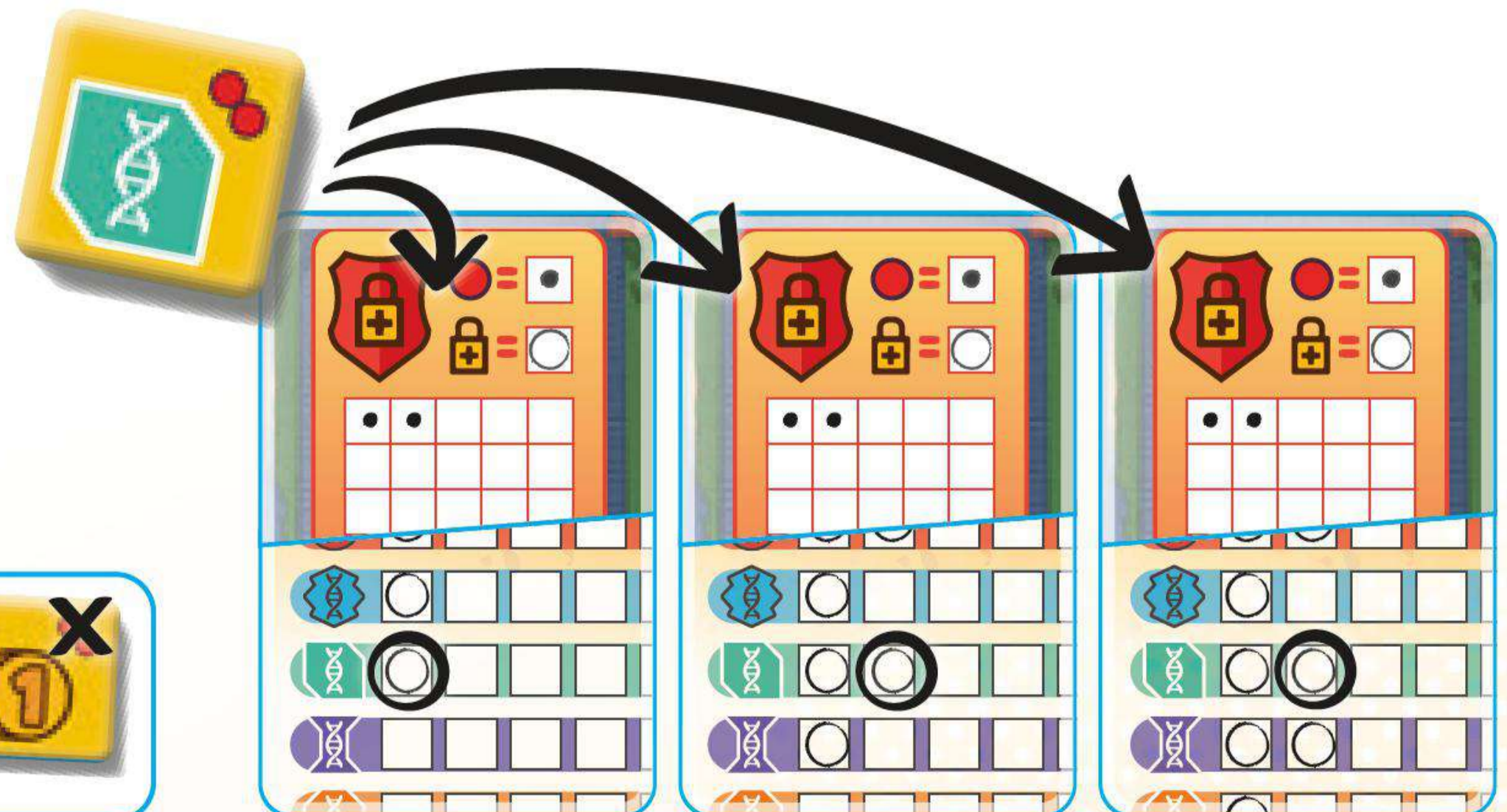
After gaining your own dice, **everyone** gains the **resources AND the Threat** ● on the **leftover die**.

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

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



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

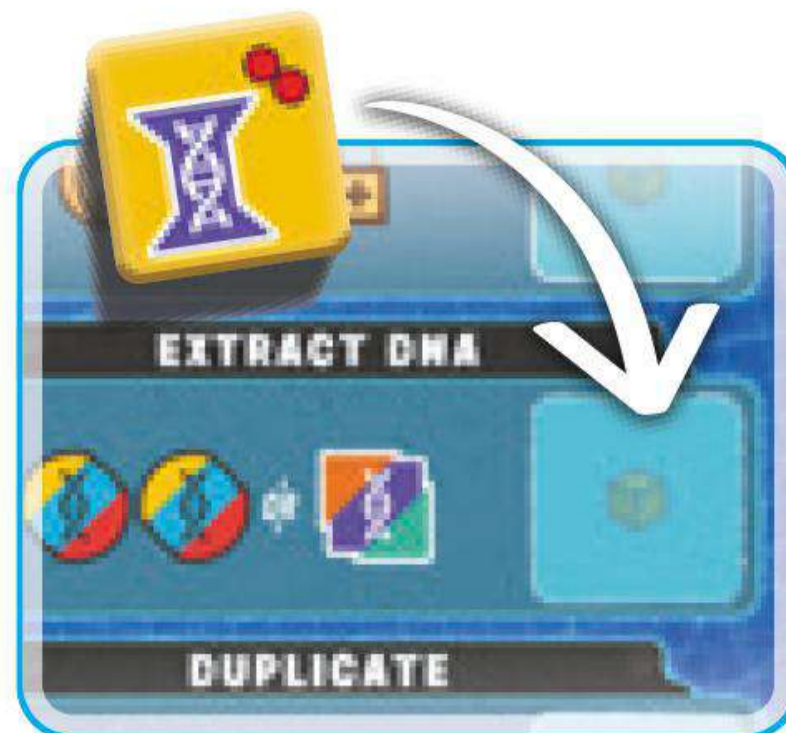


▲ All 3 players gain 2 ● and 1 🧬 from the leftover die.

## 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

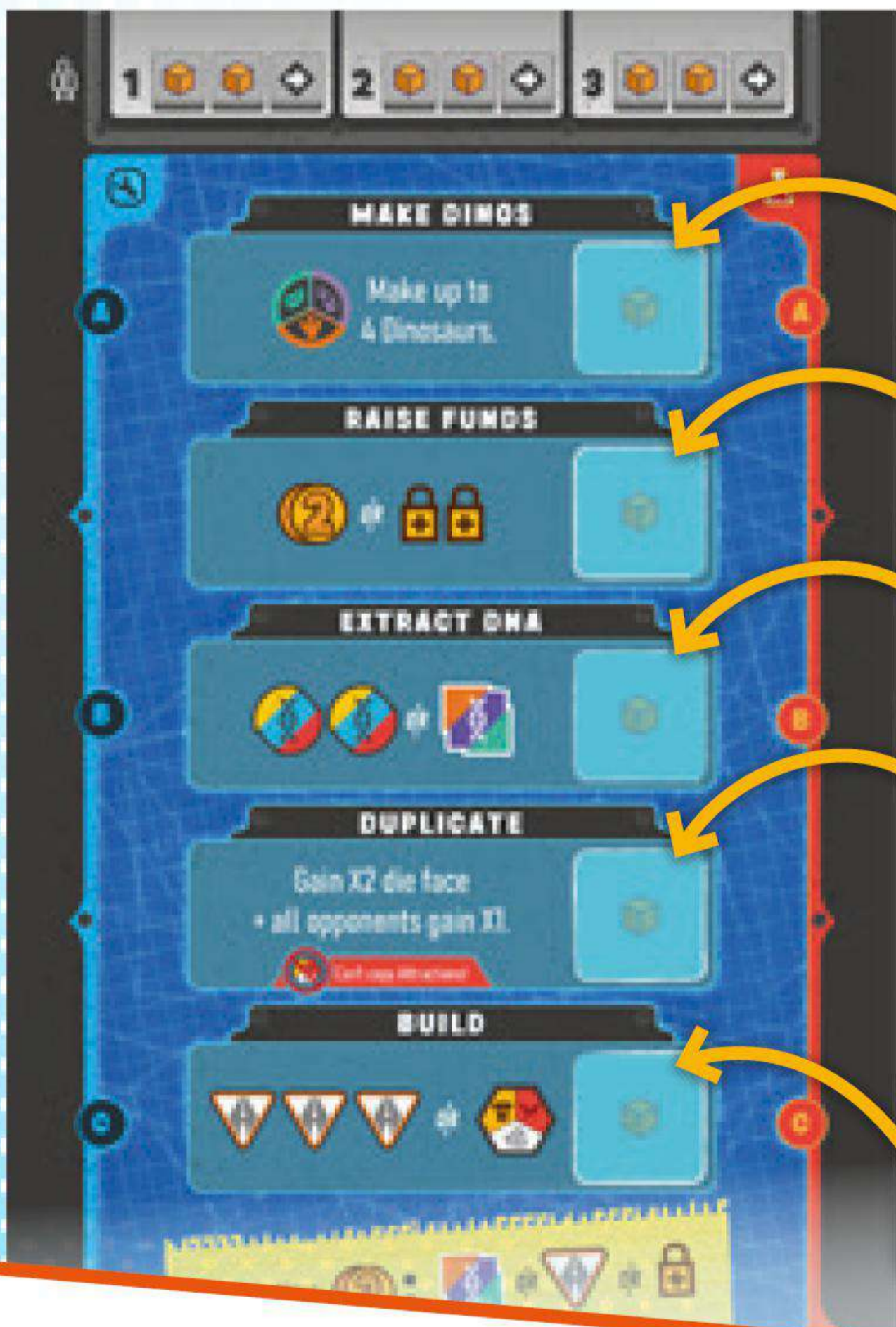
**Make Dinos:** Spend DNA to make up to 4 Dinosaurs (see next page).

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

**Extract DNA:** Gain any 2 basic DNA (DNA), or gain any 1 advanced DNA (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 (Attractions here has no effect).

**Build:** Build 3 Roads (Road) or 1 Attraction (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** (Die) icon, resolve another **Action Phase**. If it has a **Run** (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** (Threat) on the **occupying die**.



▲ Placing on this die gives you 2 Threat.

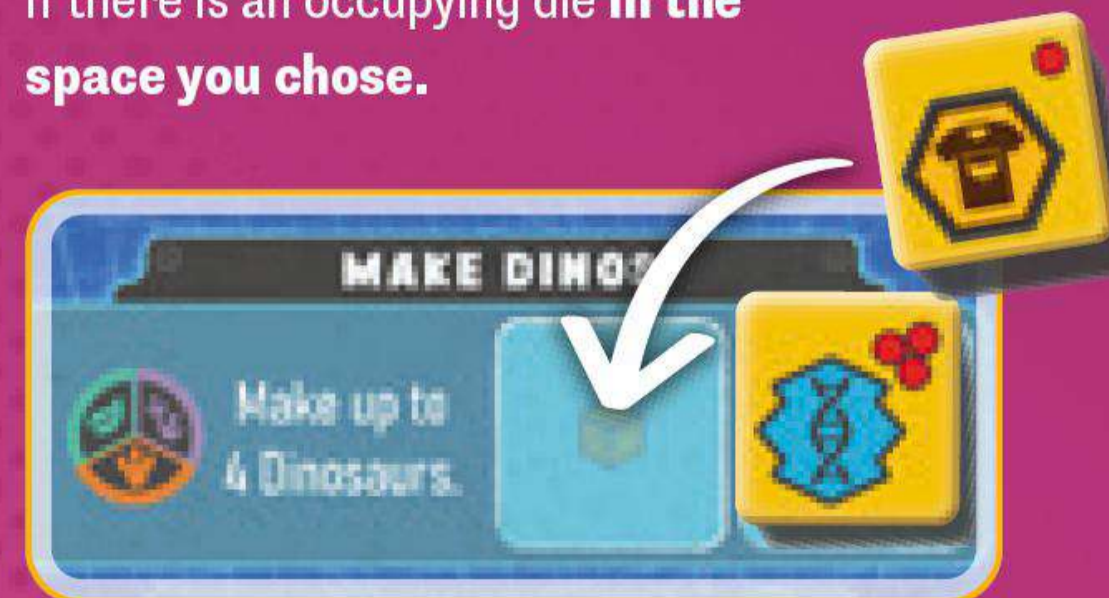
If you place on top of a **stack** of multiple dice on a space, you only take Threat (Threat) that is **visible** on the **top die** in the stack (you can ignore all dice that have been covered up).



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

## 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 (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 Threat.

# 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.

Species selection cards for Brachiosaurus, Triceratops, Velociraptor, and Pteranodon. Each card shows the species name, a DNA cost icon, and a checkmark area.

▲ 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.

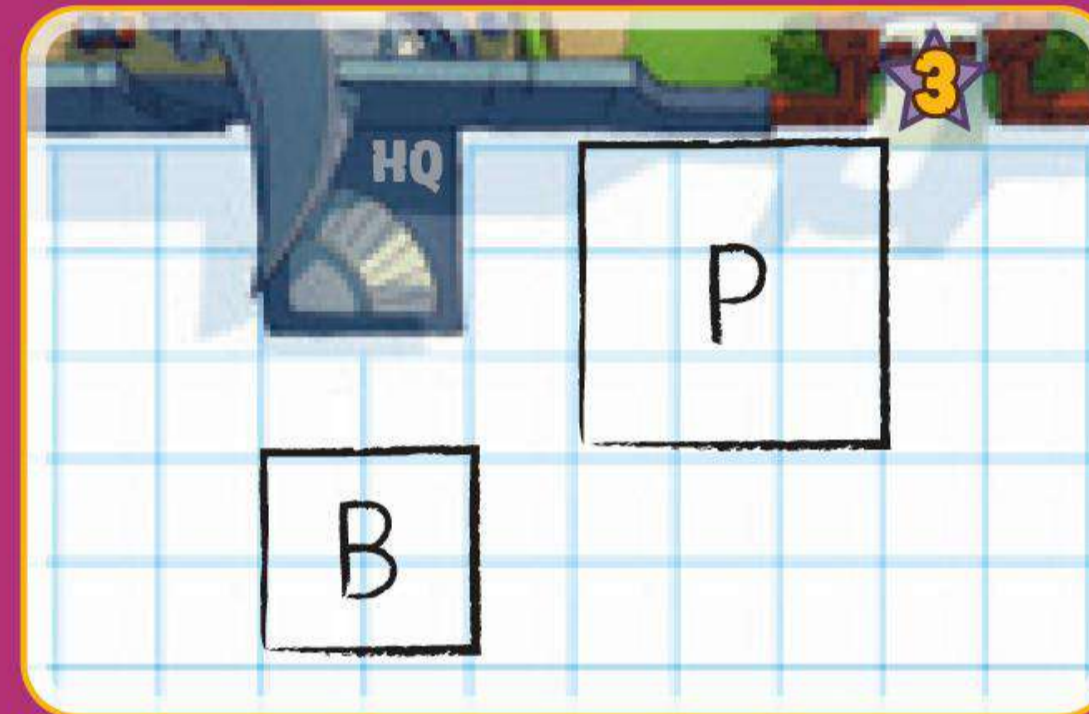
DNA cost tracking grid with columns for each species and rows for DNA types.

▲ Each Brachiosaurus costs Rex 2 DNA and the Pteranodon costs 3 DNA.

## 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.

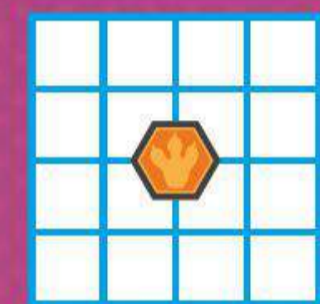
## PADDOCK SIZES



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.

Pteranodon species card showing a threat icon and a checkmark.

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

## 5. Gain Excitement

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

Excitement tracking grid with columns for each species and rows for excitement levels.

▲ Each Brachiosaurus gives Rex 1 Excitement 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.)

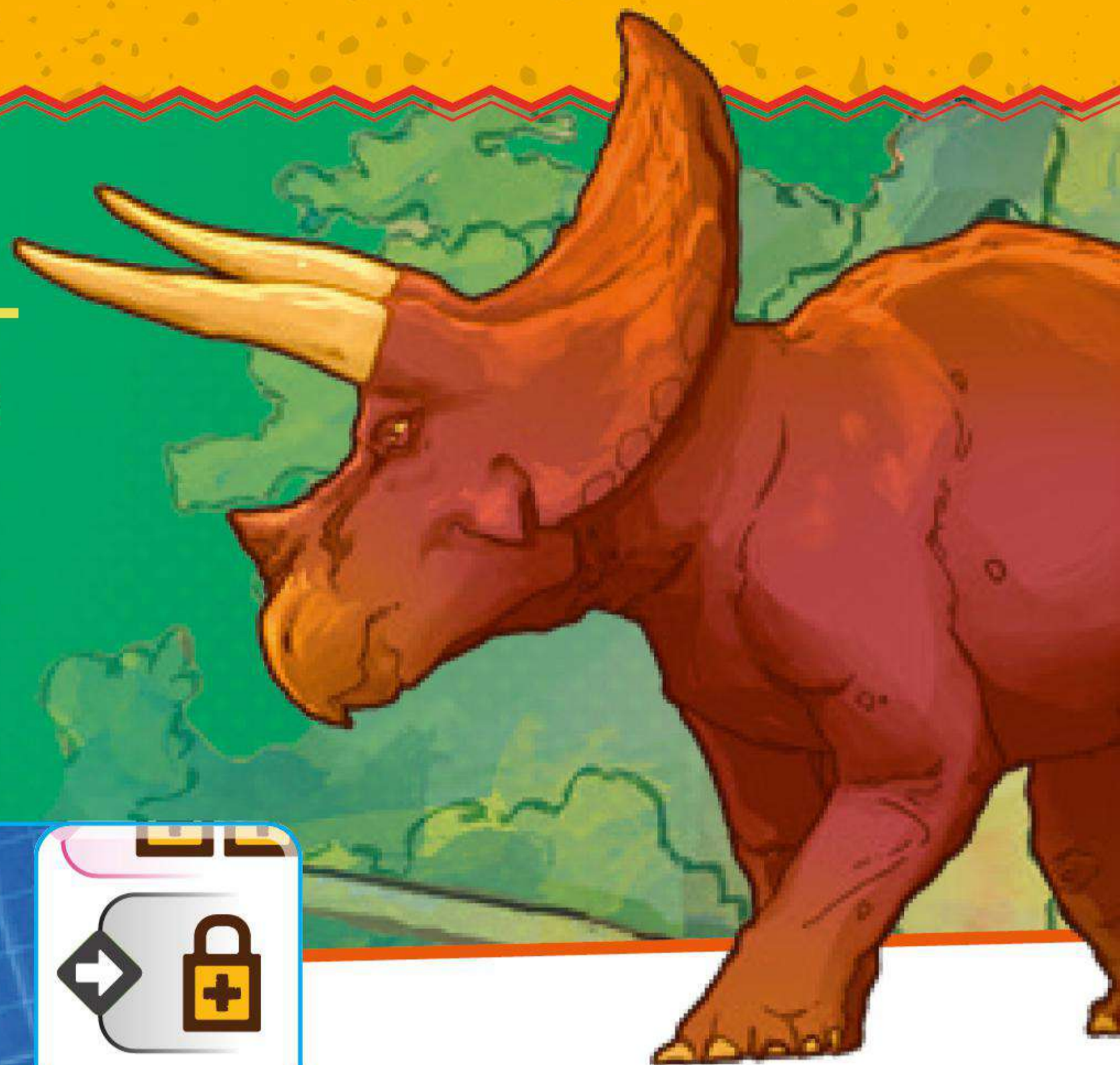
# RUN PARK PHASE

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 .

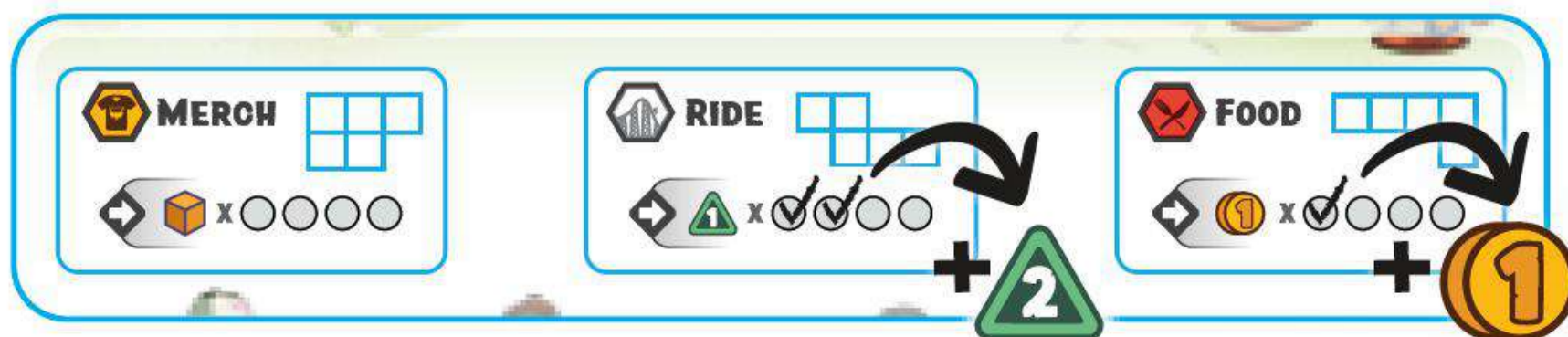


**Ride:** For each  in your park, gain  on your Excitement track.



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




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



▲ Sora gains  and  from running her Attractions.

## 2 ➡ SPECIALISTS

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

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




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

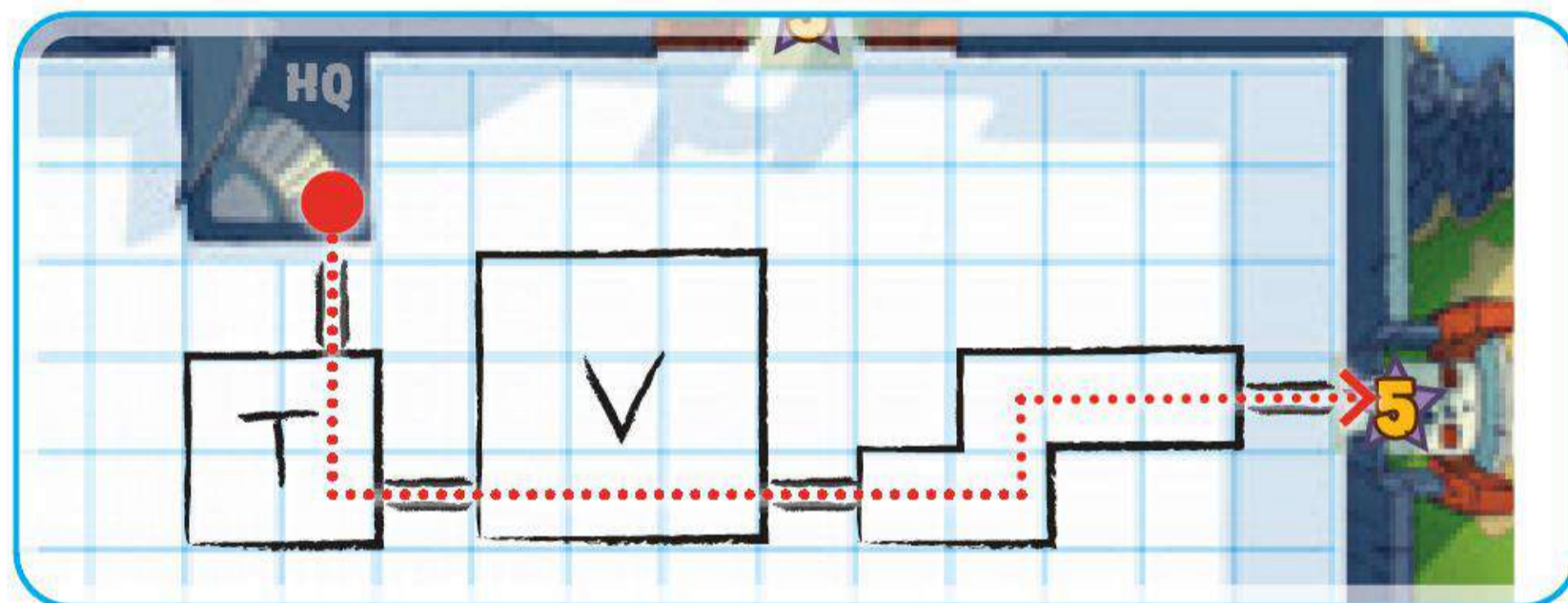
# 3 DINO TOUR

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

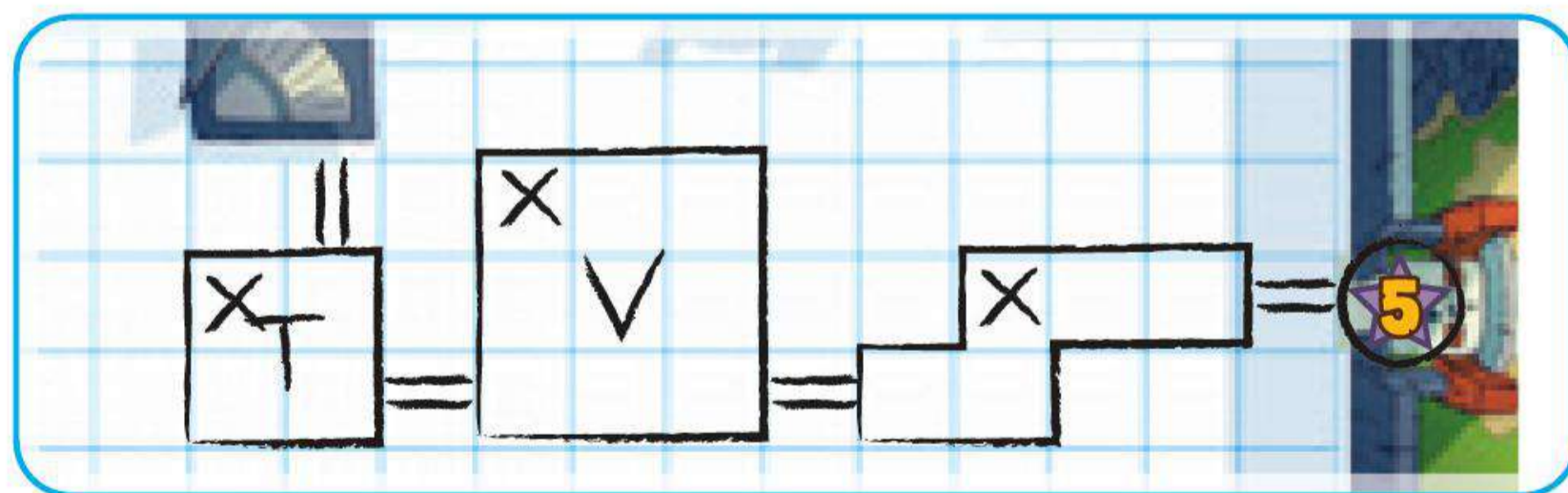
Start by planning a **tour route** that follows these rules:

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


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



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



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

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

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

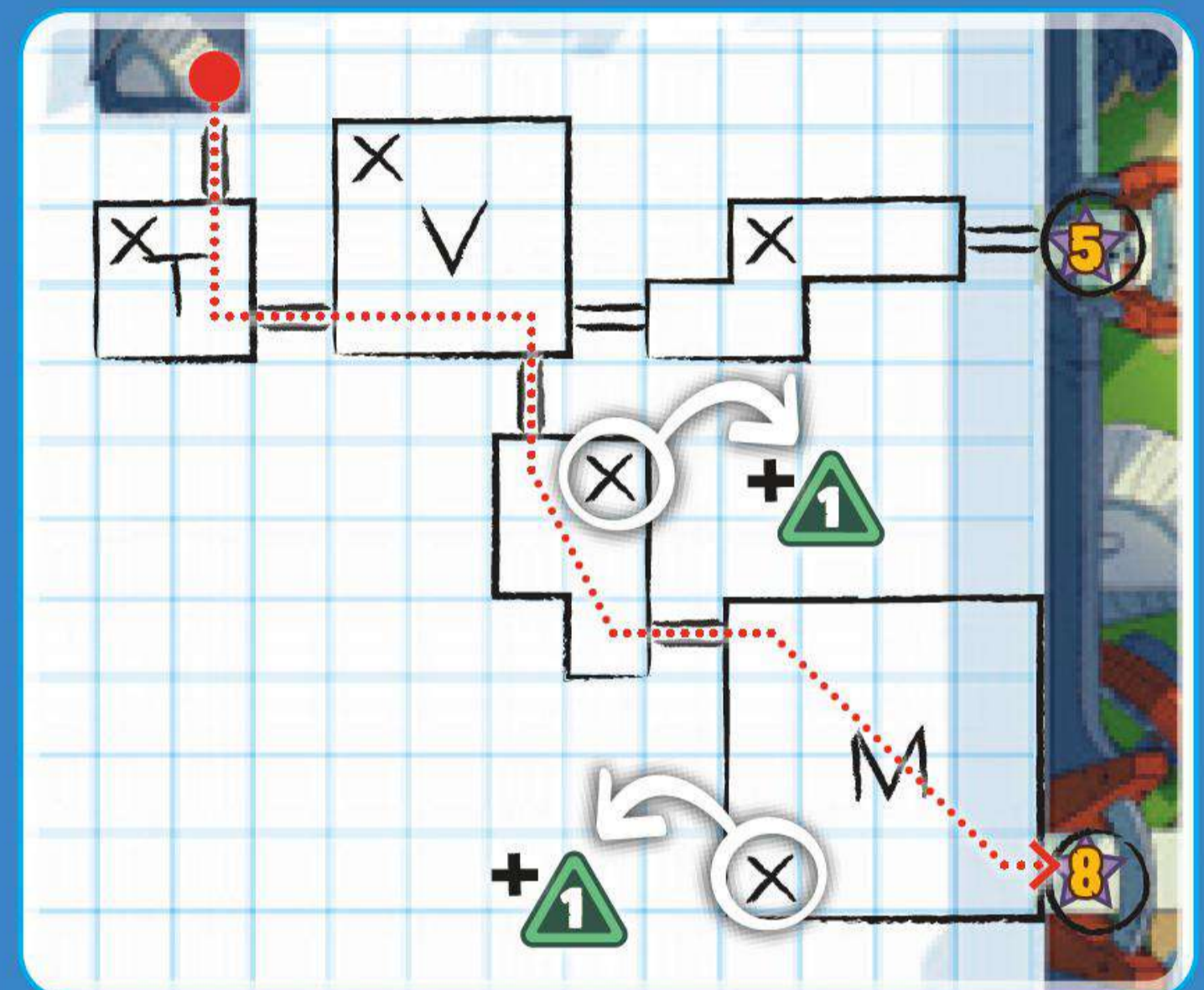


▲ Sora's tour earns  and .



## REVISITING BUILDINGS

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



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

## CIRCLING PARK EXITS

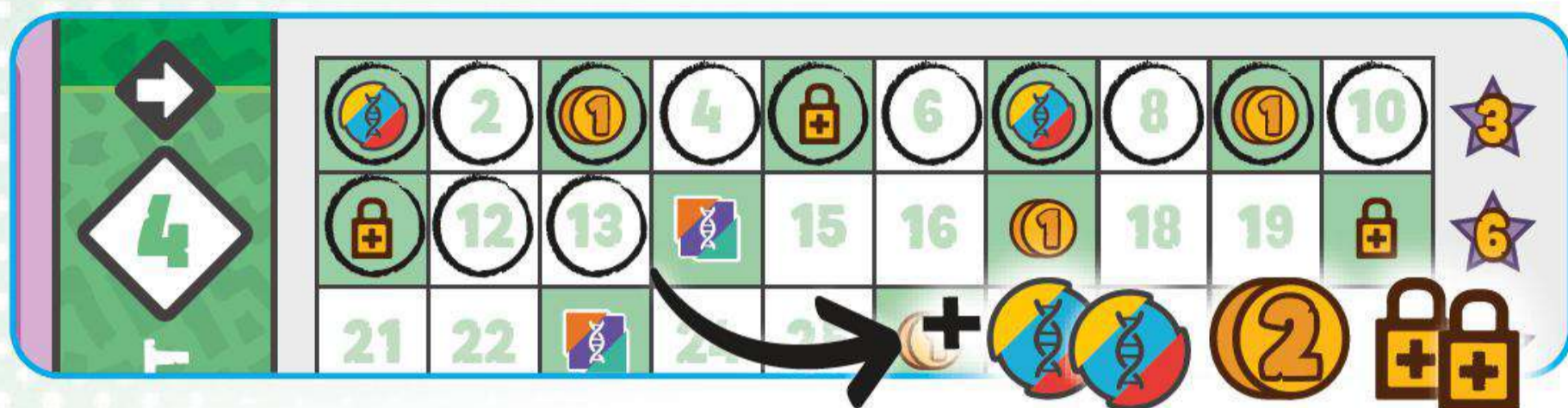
When sending a tour to a Park Exit, bear in mind the following rules:

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



# 4 EXCITEMENT

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



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

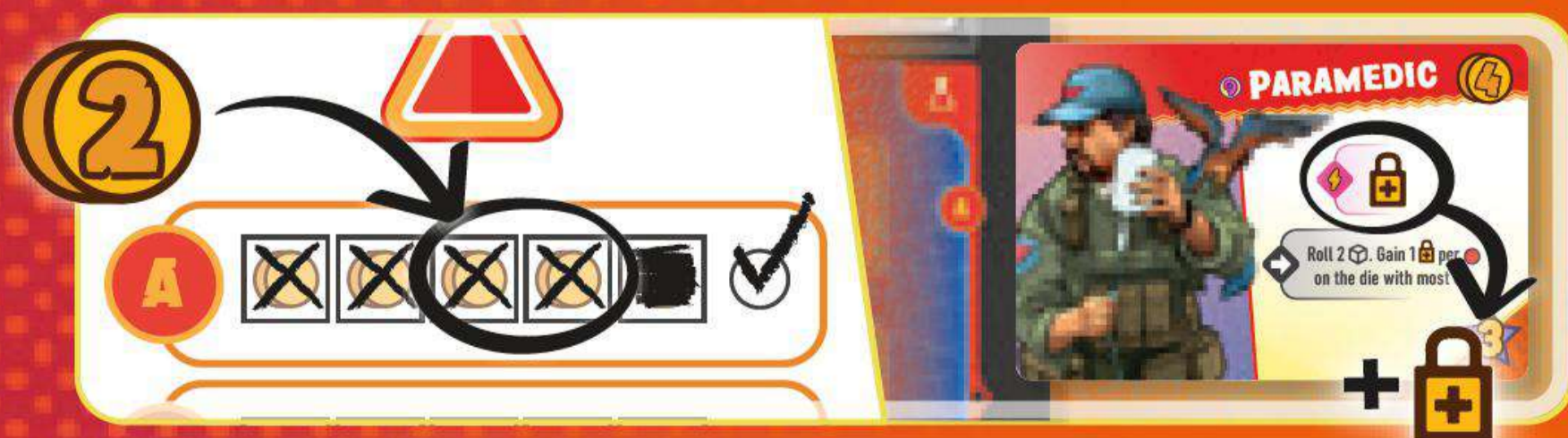
If you gain **new Excitement** during this step (for example from the **instant bonus** ⚡ on a **Specialist** 🧪 or **Building** 🛠️), you **immediately** gain resources from any **additional icons** you circle.

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

## TIMING OF INCOME AND EFFECTS

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

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

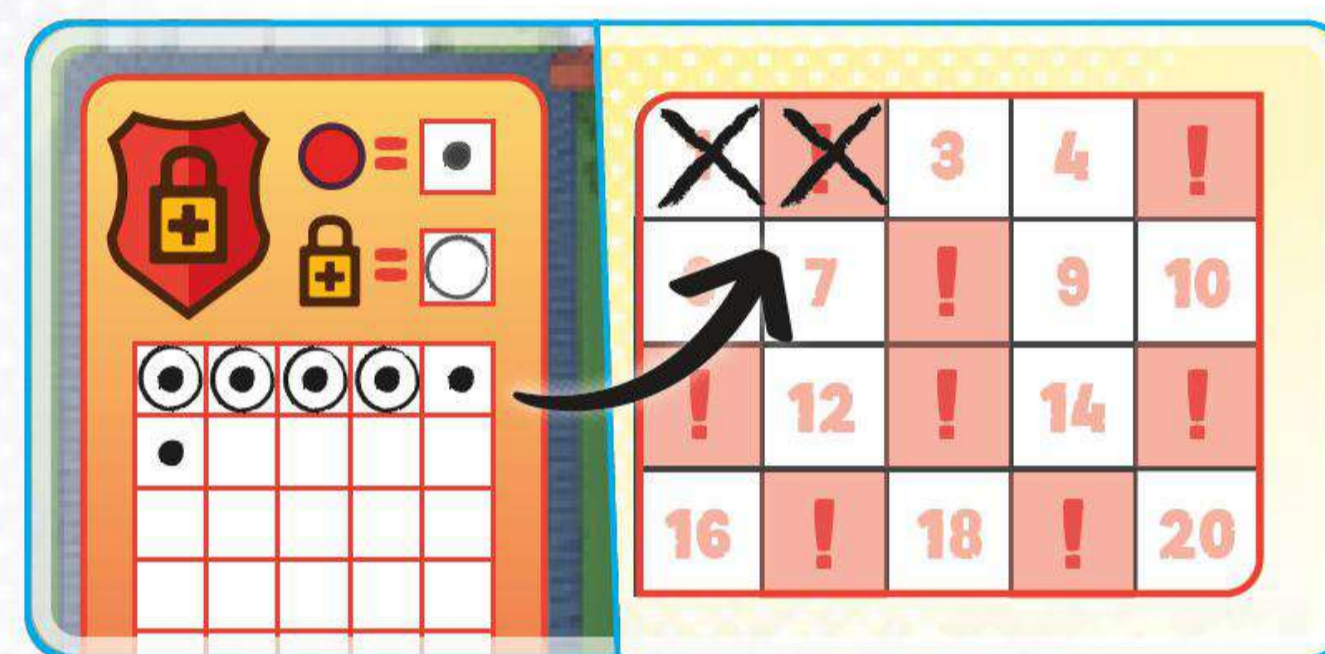


▲ Sora uses the 🪙 she gained from Excitement to complete the Paramedic 🧑‍⚕️. She gains his ⚡ bonus, but she can't use his ability until the next Run Park Phase.

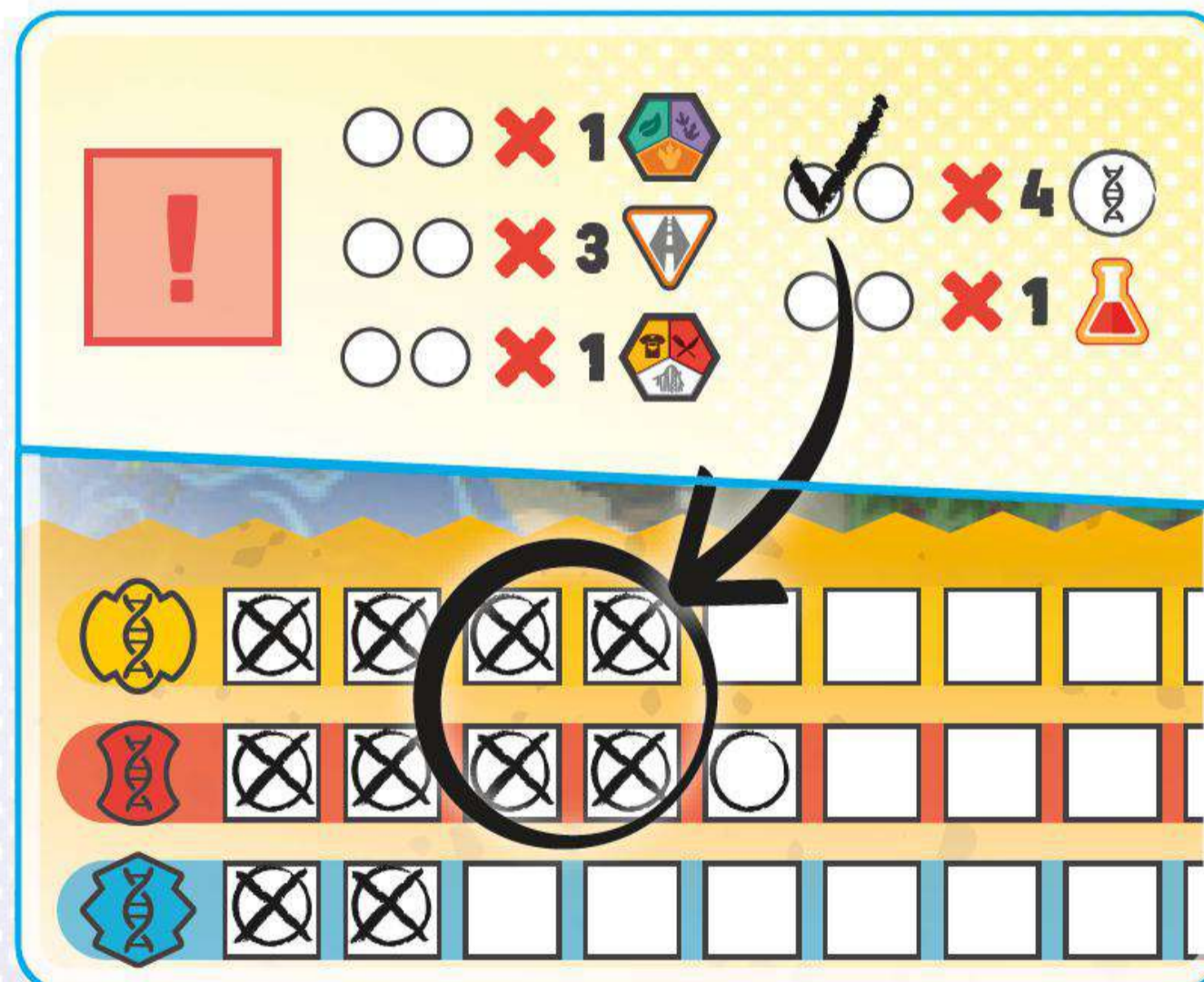
# 5 DEATH TOLL

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!**

21+
2





# 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.

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

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

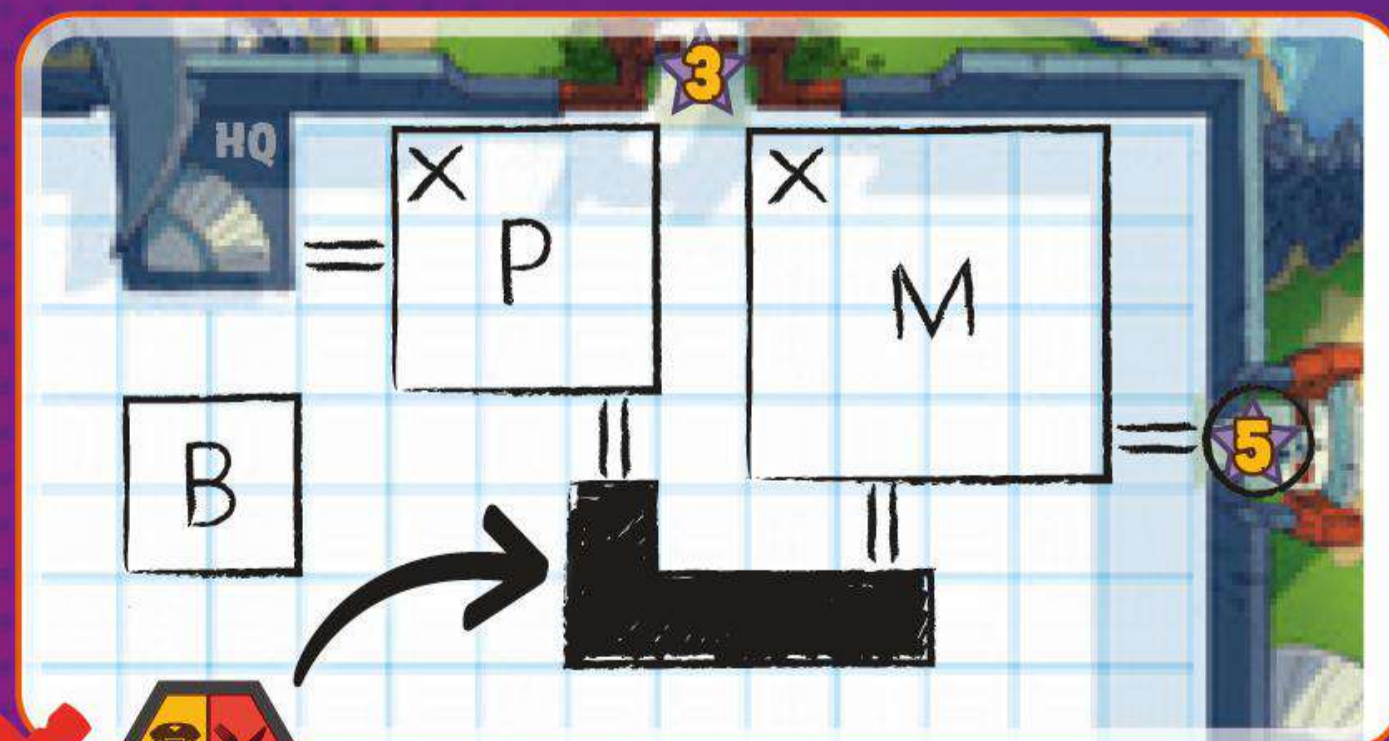
**X 1** **Destroy Attraction:** Destroy any 1 Attraction in your park and scribble over its check mark in your Attractions area.

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

**X 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

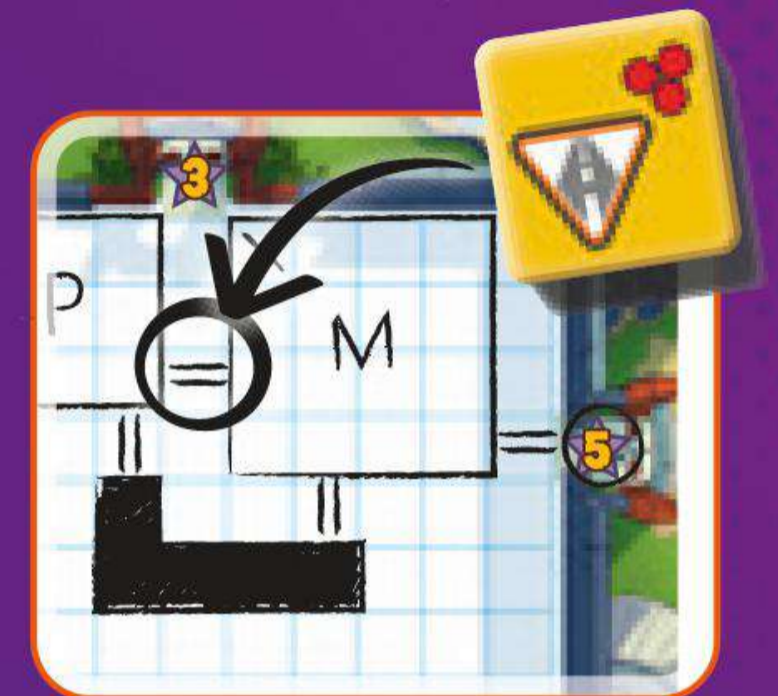
Note the following rules for destroyed areas:

- ▶ 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 ▲ 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 **Brachiosaurus** , you can only make 2 more.

## LOSING DINOS

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

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

## LOSING ATTRACTIONS

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



## LOSING SPECIALISTS

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



## RUN PARK CLEANUP

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

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

## FINAL SCORING

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

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



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

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



# SPECIALISTS

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

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

## PARK SHEET SPECIALISTS

	⚡	➡
<b>SECURITY CHIEF</b>	Gain 2 🗝️.	Gain 1 🗝️.
<b>TOUR GUIDE</b>	Gain 3 🌿.	Build 2 🏠 in your park (or Storage).
<b>JR. SCIENTIST</b>	Gain 2 🧬.	Spend DNA to make up to 2 Dinosaurs 🦖 of any type. Follow all rules for making Dinosaurs on pg. 13.

## SPECIALIST CARDS

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

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



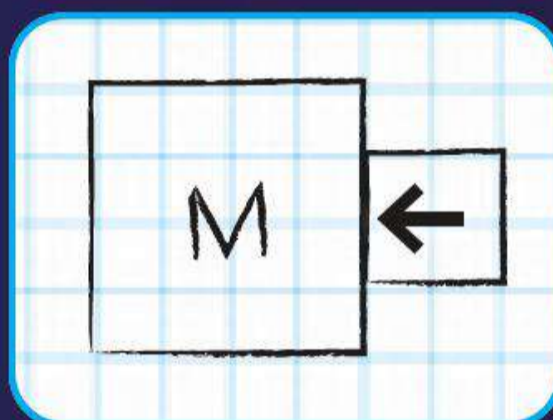
# BUILDING CARDS

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

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

## Attached Buildings

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

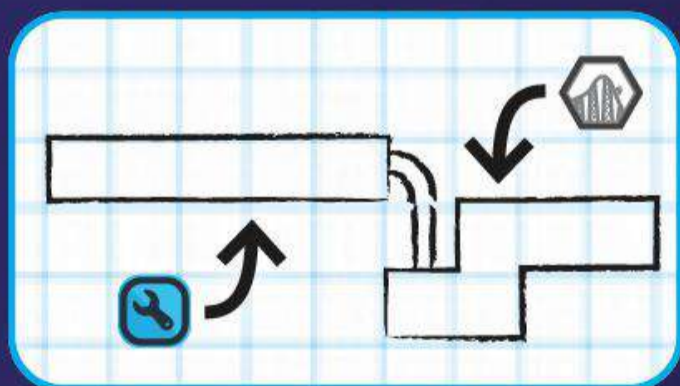


▲ The Goat Pen must be attached to a 🏠.

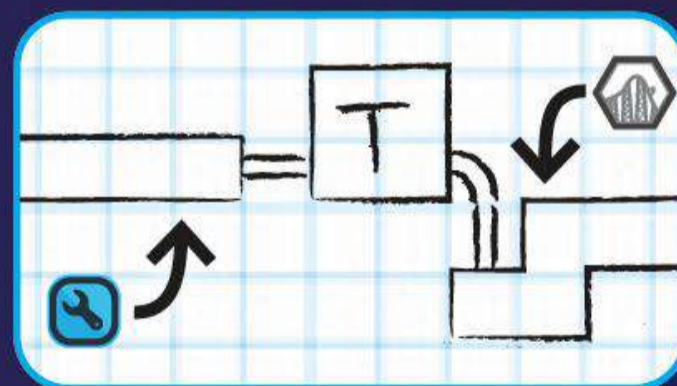
- ▶ You **MAY ONLY** place an Attachment adjacent to **one other Building** of the indicated type.
- ▶ During a **Dino Tour**, visiting a Building with an Attachment gives you **2** (1 for the Building and 1 for the Attachment).

## 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



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

## BUILDING CARDS





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

## FREQUENTLY OVERLOOKED RULES










## Action Phase

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









## Run Park Phase

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

## Resources

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

## Park Map

- ▶ You can **only** have 1 Paddock  for each **species**. When you make 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

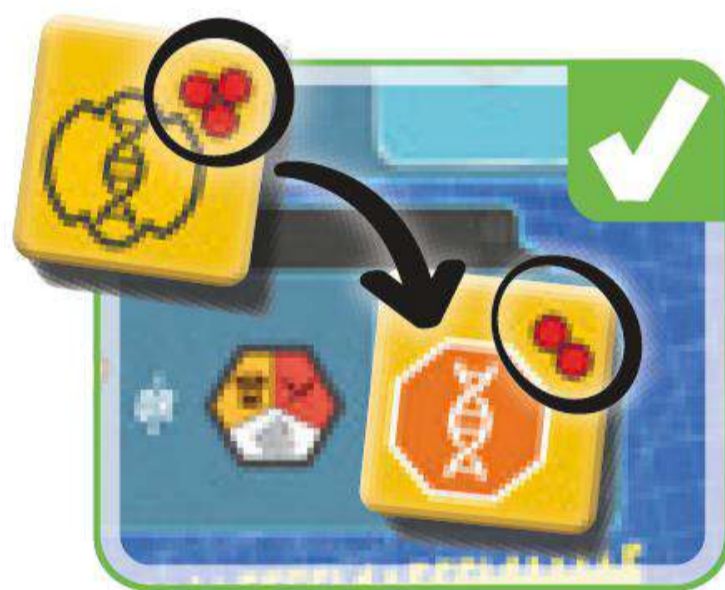
Once you're comfortable with the standard game, try these variants for more competitive and challenging play!

## 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 Threat.



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

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 Threat, placing a die with 3 Threat on an space guarantees that **no one can use that space** for the rest of the current Action Phase.

▲ Dice **CAN'T** be placed here.

## SPECIALIST & BUILDING DRAFT

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

### SETUP CHANGES

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

1. Each player draws 4 **Specialist** cards and 4 **Building** cards.
2. Simultaneously, all players choose 1 card from their hand and place it **face down** 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 face down 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.

Score	Achievement
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!

	<b>BASIC DNA</b>		<b>ATTRACTION</b>
	<b>BASIC DNA OF ANY TYPE</b>		<b>ATTRACTION OF ANY TYPE</b>
	<b>ADVANCED DNA</b>		<b>DINOSAUR</b>
	<b>ADVANCED DNA OF ANY TYPE</b>		<b>DINOSAUR OF ANY TYPE</b>
	<b>COIN</b>		<b>PADDOCK</b>
	<b>ROAD</b>		<b>PADDOCK OF ANY TYPE</b>
	<b>EXCITEMENT</b>		<b>SPECIALIST</b>
	<b>SECURITY</b>		<b>BUILDING CARD</b>
	<b>VICTORY POINT</b>		<b>PARK EXIT</b>
	<b>THREAT</b>		<b>DEATH</b>



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