BRIAN LEWIS   DAVID McGREGOR   MARISSA MISURA

DINOSAUR WORLD

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

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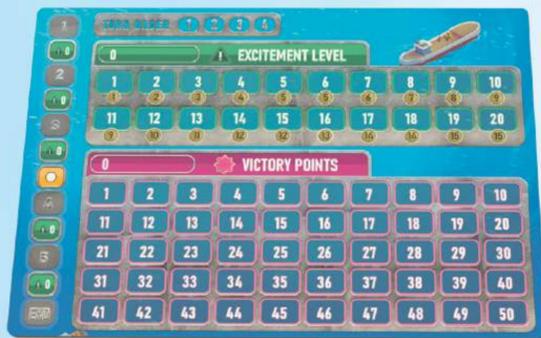
Components

3 CENTRAL ISLAND BOARDS

1 FIRST PLAYER MARKER

1 ROUND MARKER

1 PUBLIC NOTICE BOARD

4 LAB BOARDS

4 PARK BOARDS

16 ATTRACTION TILES

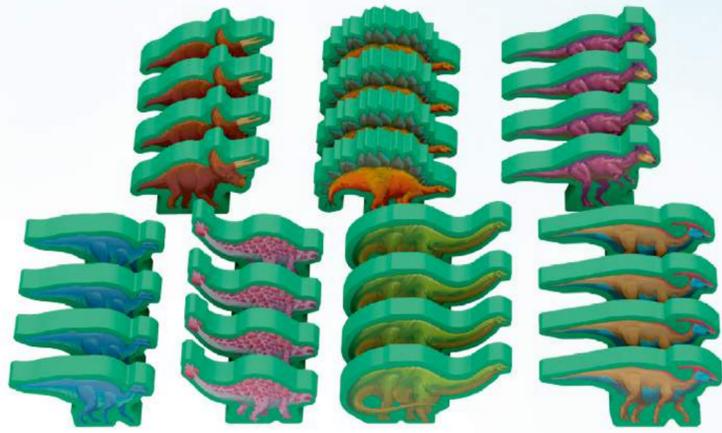30 SPECIAL BUILDING TILES

1 DNA DICE BAG

4 WELCOME CENTER/PARK ENTRANCE TILES
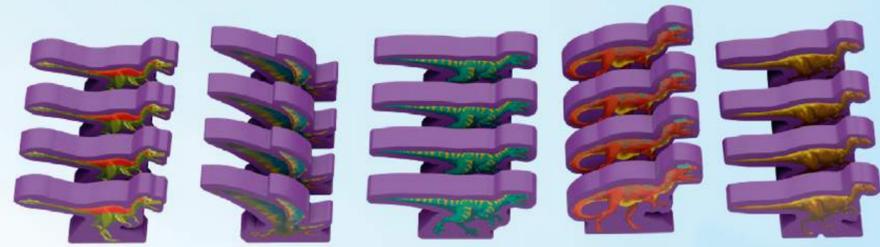
17 DINO PADDOCK TILES

3 DANGER DICE

9 DNA DICE

30 HERBIVORES

22 SMALL CARNIVORES
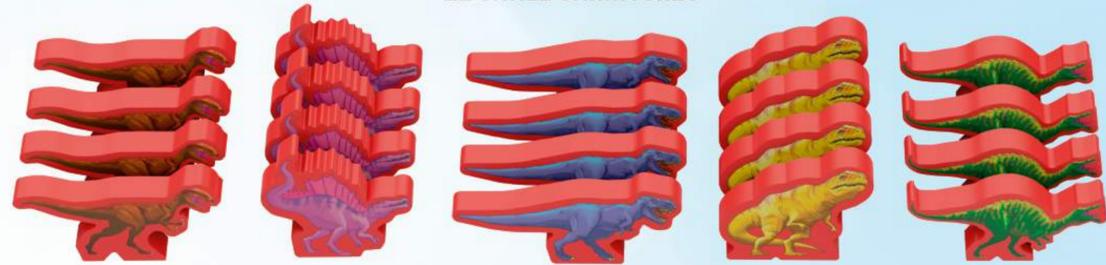
22 LARGE CARNIVORES
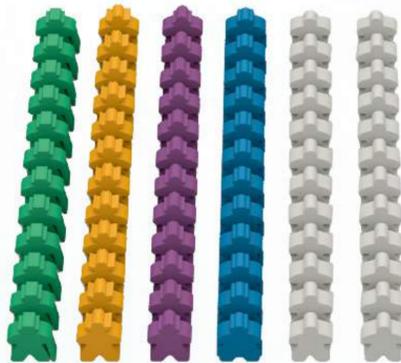
72 WORKER MEEPLES

4 JEEPLES
(1 PER PLAYER)

95 BOREDOM TOKENS

10 WORKER DATABASE CARDS

4 EXCESS SECURITY TOKENS

4 EXCESS VP TOKENS

20 JEEPLE BONUS TOKENS
(5 PER PLAYER)

20 JEEPLE ROUTE TOKENS
(5 PER PLAYER)

54 COIN TOKENS
(1s, 5s, & 10s)
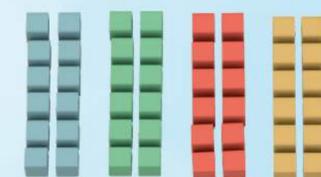
48 RESOURCE MARKERS
(12 PER PLAYER)

18 OBJECTIVE CARDS

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

4 EXCESS THREAT TOKENS

12 OBJECTIVE MARKERS
(3 PER PLAYER)

Central Area Setup

① Central Islands:

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

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

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

1.B Special Building Island:

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

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

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

1.C Dino Paddock Island:

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

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

② General Supply Piles:
Create public supply piles for each of the following components:

2.A Workers *(5 colors)*	**2.E** Boredom tokens
2.B Dino Meeples *(17 types)*	**2.F** Excess Security, Threat, and VP tokens
2.C Coins *(3 denominations)*	
2.D Death tokens *(3 denominations)*	**2.G** Danger dice
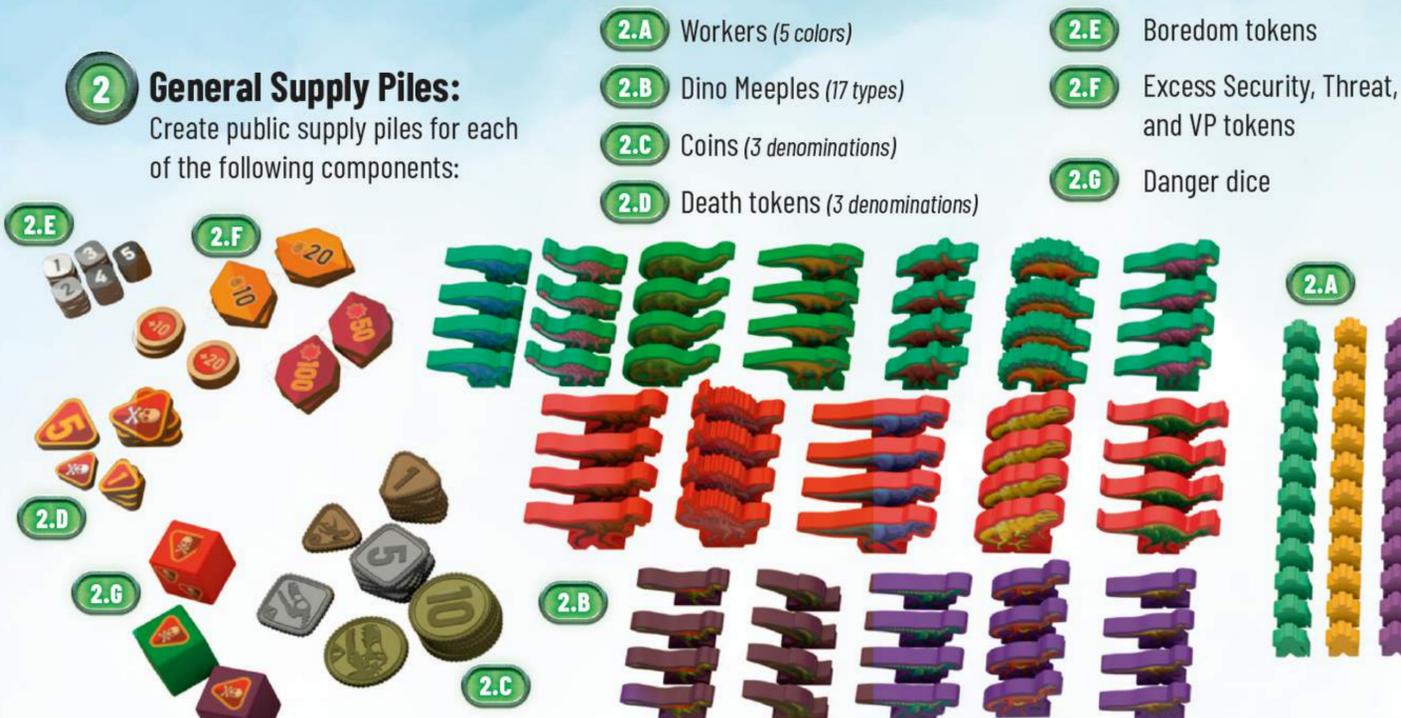
Note: *All supply piles are effectively* **unlimited.** *If you run out of a resource or meeple type, you may use a suitable substitute.*
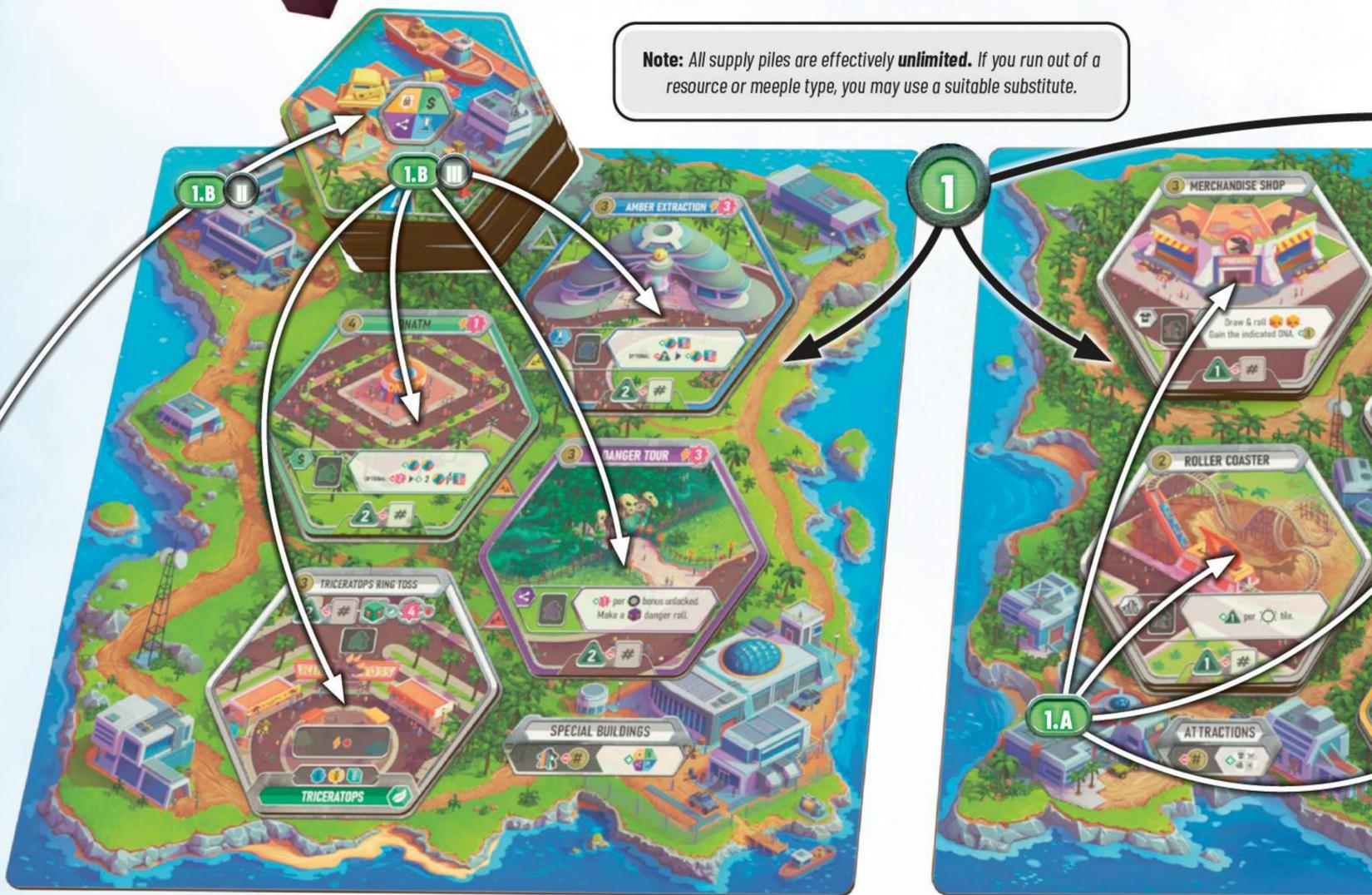
3 **Worker Database Cards:**
Shuffle the Worker Database cards and place them in a facedown stack.

4 **Public Notice board:**
Place the Public Notice board near the Central Islands. Place the **Round marker** on the "1" space of the Round Track.
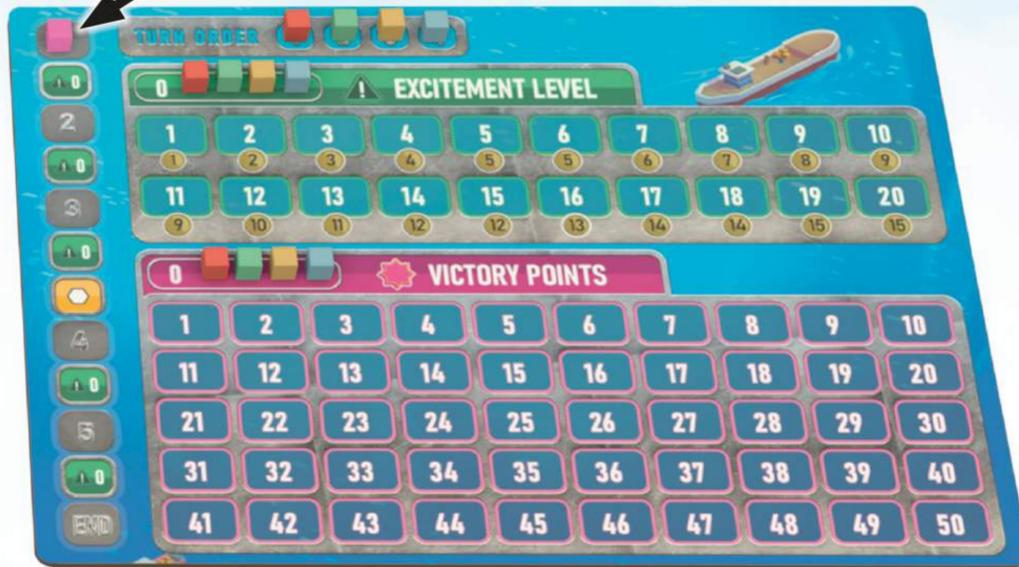
5 **DNA Dice:**
Place all 9 DNA dice in the dice bag.
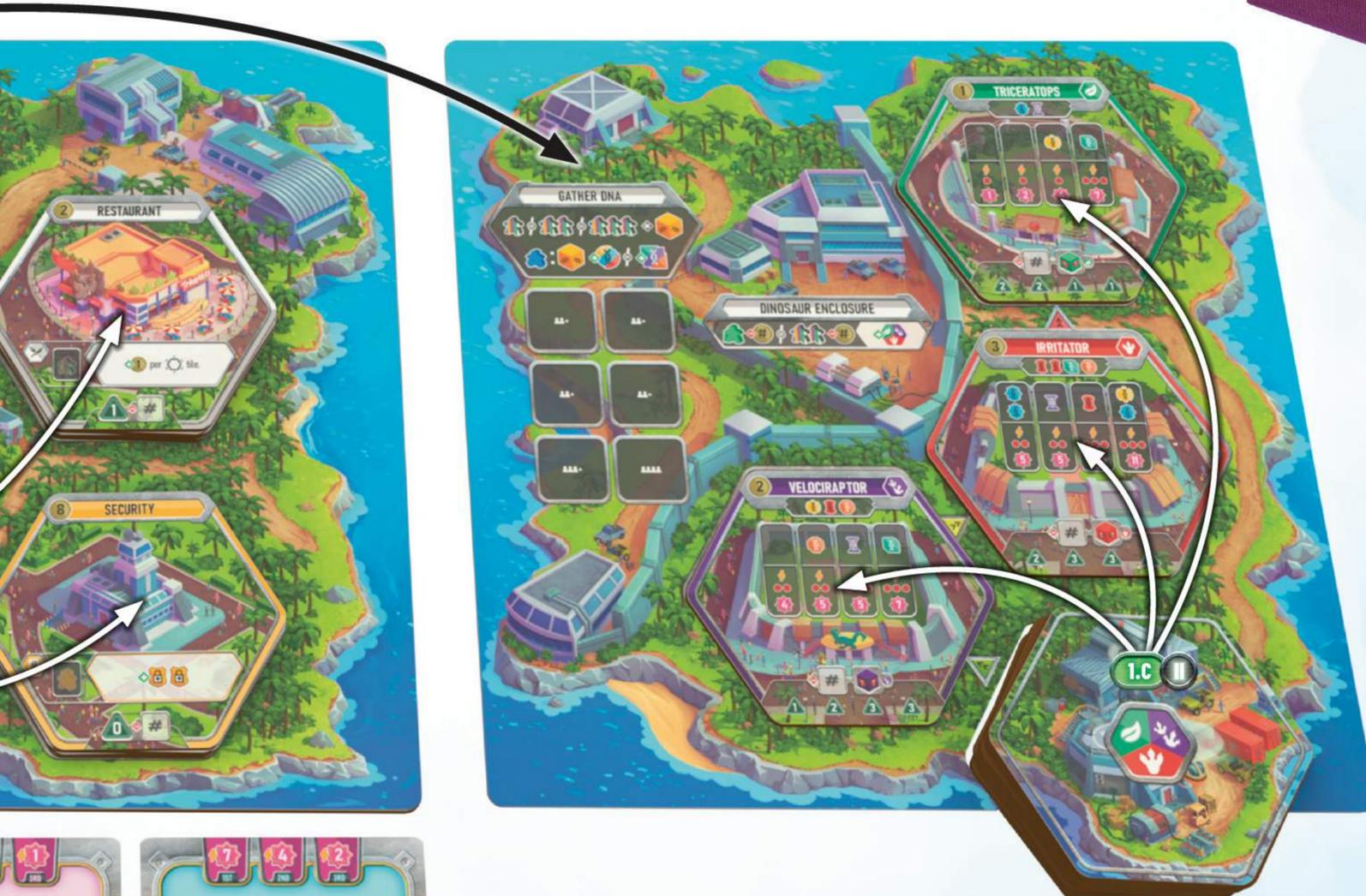
6 **Objectives:**

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

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

Player Area Setup

7 Player Pieces:

Each player chooses a color and takes the following components:

7.A 1 Lab board

7.B 1 Park board

7.C 1 Welcome Center

7.D 1 Jeeple

7.E 5 Jeeple Bonus tokens *(1 of each type)*

7.F 5 Route tokens *(numbered 1–5)*

7.G 3 Objective markers

7.H 12 Resource markers

8 Player Boards:

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

9 Resource Markers:

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

» 1 marker at **"2"** on each **basic DNA** track 👤 👤 👤

» 1 marker at **"1"** on each **advanced DNA** track 🧬 🧬 🧬

» 1 marker at **"0"** on **Security** track 🔒

» 1 marker at **"0"** on **Threat** track 🔴

» 1 marker at bottom of **Jeeple Upgrade** track ⚙️

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

» 1 marker at **"0"** on the **VP** track 🌸

» 1 marker at **"0"** on the **Excitement** track ⚠️

10 Turn Order:

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

11 Objective Markers:

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

12 Welcome Center:

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

13 Jeeple:

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

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

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

14 Starting Coins:

Take Coins from the supply:

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

Park Tile Draft

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

15 **Deal Starting Tiles:**

15.A Reveal tiles from the **Special Buildings** stack equal to the **number of players plus 1**.

15.B Reveal the **same number** of tiles from the **Dino Paddocks** stack.

15.C Place the revealed tiles in view of all players *(but **not** on the Central Islands).*

3 Player example

16 **Draft Tiles:**

16.A Starting with the **first player** and proceeding in **Turn Order**, each player drafts **1 tile** of their choice from the pool.

16.B Then, starting with the **last player** and proceeding in **reverse** Turn Order, each player drafts a **2nd tile** of the **opposite type**. *(For example, if your first tile was a Dino Paddock, you must pick a Special Building.)*

16.C Each player adds the tiles they drafted to their **Park** at no cost, touching any side of the 4 available edges of their **Welcome Center** tile. *(Note: If you drafted a Special Building with ⚡💥 printed next to its name, immediately score that many VP.)*

16.D Place the leftover Paddock and Special Building in separate **discard piles** near the appropriate stacks.

Beginner Variant

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

Triceratops Ring Toss + Proceratosaurus

Amber Extraction + Pteranodon

Casino + Stegosaurus

Raptor Pen + Hadrosaurus

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

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

Game Objective

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

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

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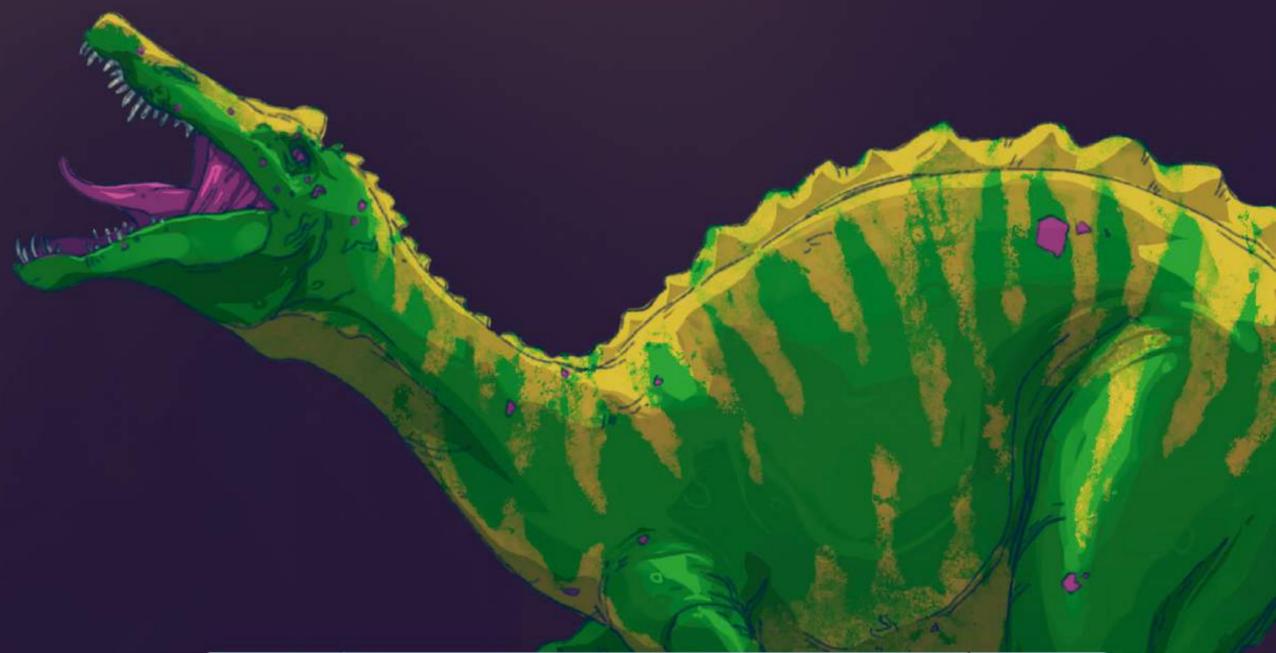
Round Overview

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

Each Round is made up of 5 phases:

1 **Hire Workers:** In Turn Order, players draft Worker Database cards and take the Workers shown on them.

2 **Public Actions:** In Turn Order, players spend Workers to draft DNA dice and purchase Park tiles from the Central Islands.

3 **Private Actions:** All players simultaneously place Workers on their Park boards to take private actions.

4 **Jeeple Tour:** All players simultaneously move their Jeeple to activate tiles in their Park.

5 **Income & Cleanup:** Players check their Threat level, gain income, adjust Turn Order, and advance the Round marker to start a new Round.

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

SCORING OBJECTIVE CARDS

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

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

EXAMPLE:

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

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

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

8

PHASE 1

HIRE WORKERS

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

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

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

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

PHASE 2

PUBLIC ACTIONS

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

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

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

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

AVAILABLE PUBLIC ACTIONS:

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

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

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

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

2.A Gather DNA

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

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

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

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

SCIENTIST
BONUS

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

2.B Build a Dino Paddock

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

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

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

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

ADMINISTRATOR BONUS

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

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

2.C Build an Attraction

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

Building a Restaurant costs ② (but no Workers).
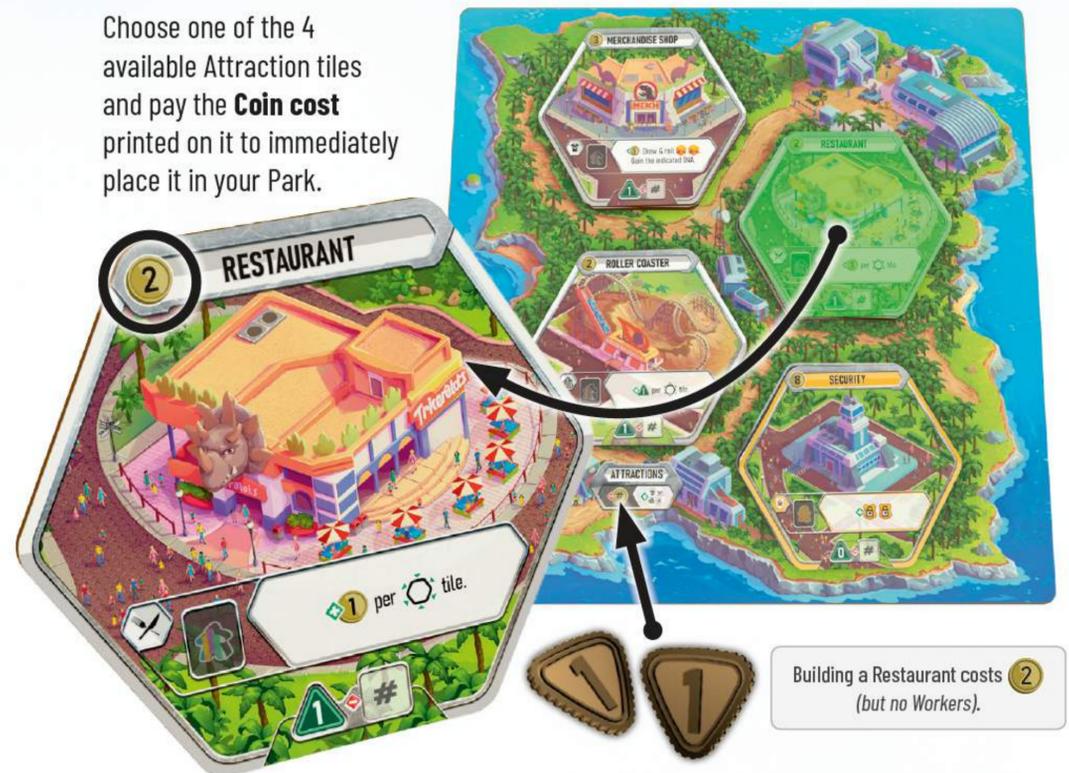
You may build **no more than one** of **each** Attraction in your Park. (For example, if you already have a Restaurant ✕, you may not build another one; but you may build a Roller Coaster 🎢.)

REMEMBER:

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

PLACING PARK TILES

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

A You must place each tile **immediately** after you purchase it.

B Each tile you place must be **adjacent** (along an edge) to at least 1 other tile in your Park.

C **Dino Paddocks** may **not** be adjacent to each other.

D You may **never** have 2 tiles with the **exact same name** in your Park (including Attractions).

E If you **cannot** legally place a tile, you may **not** purchase it.

2.D Build a Special Building

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

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

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

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

Special Building Types

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

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

PHASE 3

PRIVATE ACTIONS

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

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

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

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

AVAILABLE PRIVATE ACTIONS:

3.A **DNA Refinement** *(pg. 12)*

3.B **VC Funding** *(pg. 12)*

3.C **Security** *(pg. 12)*

3.D **Jeeple Garage** *(pg. 13)*

3.E **Make Dinosaurs** *(pg. 13)*

3.A DNA Refinement

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

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

OR

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

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

DNA REFINEMENT

1 Rex places 2 Workers to refine DNA twice.

2 He uses his first Worker to combine 1 🧬 and 1 🧬 into 1 🧬 ...

3 ...and uses his 2nd Worker to split 1 🧬 into 1 🧬 and 1 🧬.

SCIENTIST
BONUS

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

3.B VC Funding

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

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

VC FUNDING

Sora places 1 Worker to gain ③.

ADMINISTRATOR
BONUS

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

3.C Security

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

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

SECURITY

1 Rex places 2 Workers to increase Security by 2.

2 Raising his Security to 3 costs ② ...

3 ...and raising to 4 also costs ② , so he spends a total of ④.

SECURITY
BONUS

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

3.D Jeeple Garage

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

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

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

1 **Sora** places 1 Worker to upgrade her Jeeple once.

2 Upgrading her Jeeple to the next zone costs 2️⃣.

3 Reaching a new zone earns **Sora** an extra Route token and a new Jeeple Bonus. She chooses to increase Security by 1 immediately.

PARK RANGER BONUS

For each Park Ranger you use to **upgrade your Jeeple**, pay 1️⃣ less.

Jeeple Garage Tokens

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

3.E Make Dinosaurs

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

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

Once you have paid for your new Dino, take 1 Dino meeple of the appropriate **species** from the general supply and place it in the new slot. Then gain any **Threat** 🔴 and VP 🌸 under the **immediate** ⚡ icon in that slot.

MAKE DINOSAURS

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

1 **Rex** places 2 Workers to make 2 Velociraptors. For the 1st Velociraptor, he spends 🧬 + 🧬 + 🧬

2 ...then gains 1 🔴 and 🌸4.

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

3 For the 2nd Velociraptor, he spends 🧬 + 🧬 + 🧬 + 🧬

4 ...then gains 2 🔴 and 🌸5.

VICTORY POINTS

14	15	16	17	18	19
24	25	26	27	28	29

PHASE 4
JEEPLE TOUR

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

A

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

B

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

C

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

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

4.A Activating Special Buildings & Attractions

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

STEP 1 **Place Worker(s)** *(pg. 14)*

STEP 2 **Gain / Spend Excitement** *(pg. 15)*

STEP 3 **Increase Boredom** *(pg. 15)*

STEP 4 **Take Action** *(pg. 15)*

STEP 1 Place Worker(s)

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

If a Worker slot has an **Excitement cost** ◇ ⚠ shown on it, you must **also** spend the amount of Excitement shown to place a Worker in that slot *(by moving your Excitement marker backward on the Public Notice board)*. If you do not have enough Excitement, you may **not** place a Worker in the slot.
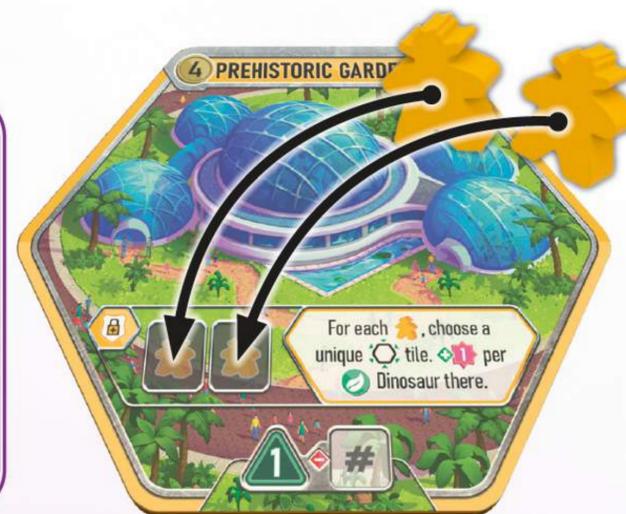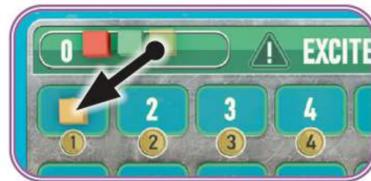
When activating this tile, you may place 1 or 2 Security Workers.

STEP 2 — Gain/Spend Excitement

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

2 − 1 = 1

Activating this tile **gains** you ⚠

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

1 − 2 = -1

Activating this tile **costs** you ⚠

STEP 3 — Increase Boredom

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

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

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

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

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

STEP 4 — Take Action ...

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

Visiting Tiles without Activating Them

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

PHASE 4 JEEPLE TOUR

4.B

Activating Dino Paddocks

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

STEP 1 Gain/Spend Excitement ⚠

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

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

△1 + △2 − 1 = △2

Activating this tile gains you △2.

STEP 2 Increase Boredom

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

STEP 3 Danger Roll

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

Die	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
🌿	☠	☠				
🐾	☠	☠	☠			
✋	☠	☠	☠			

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

Full Jeeple Tour Example

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

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

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

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

NEW PARK ENTRANCE

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

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

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

PHASE 5

INCOME & CLEANUP

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

STEP 1 — Player Income & Cleanup

A **Return Jeeple & Route Tokens:** Move your Jeeple back to your **Welcome Center** *(or Park Entrance if you have one)*. Remove all Route tokens and place them next to your Lab Board.

B **Jeeple Bonus:** Gain the benefits of **all** Jeeple Bonus tokens you have slotted into your Jeeple Upgrade track ⚙ *(including any tokens you slotted earlier this Round)*.

C **Coin Income:** Collect the number of Coins 🪙 shown on your current space on the **Excitement track** ⚠.

D **Reset Excitement:** Move your Excitement marker back to the **"0"** space.

E **Return Workers:** Return all Workers placed in your Park to the general supply. *(Note: You may save any **unused** Workers for the next Round.)*

STEP 2 — Evaluate Threat

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

STEP 3 — Cleanup Central Islands

A Return all leftover **DNA dice** to the bag.

B Discard **2 Dinosaur Paddock tiles** from the end of the track and place them in a **discard pile** near the Paddocks stack. Slide the remaining tile forward and reveal new tiles from the stack to fill the empty spaces.

C Discard **2 Special Building tiles** from the end of the track *(3 tiles if playing with 2 players)* and place them in a **discard pile** near the Special Buildings stack. Slide the remaining tiles forward and reveal new tiles from the stack to fill the empty spaces.

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

STEP 4 — Cleanup Public Notice Board

A **Adjust Turn Order:** Re-order the player markers on the Turn Order track from the player with the **fewest VP** *(1st)* to the player with the **most VP** *(last)*. *(If there is a tie, the tied player who was previously later in Turn Order moves ahead.)*

B **Advance Round Marker:** Move the Round marker forward to the **next-numbered** Round space. If it reaches the **END** space, the game immediately ends!

Note: Spaces between numbered Round spaces are reminders to reset Excitement and place your Park Entrance. ⚠0 ⬡

Game End & Scoring

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

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

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

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

COINS 🪙

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

DEATHS ☠

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

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

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

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

5 ! ! → ⬇2 ⬇0
REX SORA   REX SORA

MORE THAN 10 DEATHS

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

OPTIONAL RULE: LONG GAME

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

Solo Mode

In Solo Mode, you can attempt to build an astounding Dinosaur Park even without any direct competitors.

The more **Solo Objectives** you can complete, and the **faster** you complete them, the more you'll score – but bear in mind that any Objectives you **don't** score will count against you at the end of the game!

You'll have some **Specialists** to help you out along the way, but you'll also have to watch out for **escaping Dinosaurs** hindering your plans!

NEW COMPONENTS:

ARCHITECT

6 Specialist cards

OBJECTIVE

17 Solo cards

SETUP CHANGES

Set up a **2-player game** (see pg. 4), with the following changes:

1 **During Central Area Setup:**

A Do **not** use any of the base game **Objective** cards (these can be returned to the box). Instead shuffle all **Solo cards** and deal **8 faceup** near the **Public Notice board**. Rotate each card so the **Solo Objective** section is the right way up. (You can ignore all other sections on the card).

The **Objective** you need to complete

Ignore this section if drawn at **start of game**

OBJECTIVE

The **VP** for completing the **Objective**

🟦 at end of round.

Bonus VP you score for completing the Objective **on or before target Round**

B You may choose to **return** up to **3 Objectives** to the deck. If you do, shuffle the deck again.

C Place the deck of Solo cards facedown to the left of your **Park board**.

2 **During Player Setup:**

A Choose any **2 Specialist cards** to use (or draw them randomly). Place them faceup to the left of your Lab board. Return the remaining 4 cards to the box.

B Choose 1 set of **resource markers** of a player color other than your own and place them in the general supply to act as **escapee markers**.

3 **During the Park Tile Draft:**

Deal out **2 Dino Paddocks** and **2 Special Buildings** faceup. Choose **1 of each** to add to your Park, and place the others in the appropriate discard piles.

TIP:

*At the end of the game, you lose 🔟 for each **Objective** that you did **not** complete. If you're not confident you can complete an Objective, you should probably **discard** it!*

Objective

Build the **best Dinosaur Park** you can to score the most points!

Round Overview

Play through each round as normal, with the following exceptions:

START OF ROUND

At the **start** of each round, before doing anything else, reveal the **top card** in the Solo deck and rotate it so the **round instructions** are the right way up (you can ignore the Solo Objective). Place it faceup near the deck (on top of any Solo cards you drew in previous rounds). Make sure to orient it to match the orientation of your Park board.

Ignored if drawn during the game

How **Dinos Move** and **Escape** at the beginning of the round

OBJECTIVE

How many **Special Buildings and Dino Paddocks** you discard at the end of the round

How many **DNA dice** you draw and roll this round

Immediately follow the **Move** and **Escape** instructions, in order from top to bottom. After you resolve these steps, keep the card faceup, as you will continue to use it during the round.

MOVE: For each **escaped Dinosaur** (any Dino that is not in its original Paddock), check if there is an **adjacent tile** in the direction the **arrow** is pointing. If there **is**, the escaped Dino **moves** to the adjacent tile. If there is **no** tile in that direction, the escaped Dino does not move.

ESCAPE: For each **Paddock** in your Park that has 1 or more Dinos, check if there is an **adjacent tile** in the direction the **1st arrow** is pointing. If there **is** a tile, 1 Dino **escapes** from the Paddock. Move the Dino in the right-most filled slot to the adjacent tile, and place 1 **escapee token** (resource marker) in the vacated slot. If there is **no tile** in that direction, check again in the direction the **2nd arrow** is pointing, and if there is a tile there, a Dino escapes in that direction. If there is **no tile** in **either direction**, no Dino escapes from that Paddock. (Note: Only 1 Dino can escape from each Paddock each round.)

ESCAPE CLARIFICATIONS

» **Moving into Paddocks:** Whenever an escaped Dino moves into a **Paddock** tile, make sure you do **not** place it in a Dino slot (anywhere else on the tile is fine). This includes if it moves back into its original Paddock tile on its own (it will not return to its cage willingly!)

» **Special Buildings with Dinos:** Dinos cannot escape from Special Buildings such as the Triceratops Ring Toss. They only escape from Paddocks.

PUBLIC ACTIONS

When drawing **DNA dice** at the start of this phase, draw and roll the number of dice indicated on the **Solo card** you drew for this round.

You may take **any number** of Public Actions in any order, and may end this phase whenever you no longer wish to take any further Public Actions. You must complete **all** Public Actions before taking any Private Actions.

PRIVATE ACTIONS

When you **Make Dinosaurs**, treat slots with **escapee markers** on them as **filled**.

If a Paddock has **1 Dino** and **1 escapee marker**, the next Dino you build there occupies the **3rd slot.**

SPECIALIST CARDS

Your Specialist cards give you additional **special actions** you may use at **any time** during the Public **or** Private Actions phases.

To use a Specialist, place a **Worker** of the indicated type in an **empty slot** on the card, and resolve the card's special action.

Workers are **never** cleared from Specialist cards *(including during Income & Cleanup).* This means that you may only use each Specialist a **limited number of times** each game.

JEEPLE TOUR

Blocked Tiles and Clearing Dinos

During your Jeeple Tour, you **may not activate** any tile that has 1 or more **escaped Dinosaurs** on it. You may move onto or through tiles with escaped Dinos normally.

When you move into a tile that has escaped Dinos, you may **spend Workers** of **any type** to **return** the Dinos to their Paddocks. For each Worker you spend, return **1 Dino** from the tile to its original Paddock, in the left-most space that has an escapee marker. Remove the escapee marker and return it to your supply.

If you are able to return **all** escaped Dinos on a tile, you may then activate the tile. If it is a Special Building tile, you must pay **1 additional Worker** of the type shown on the tile.

Example

Your Jeeple Tour is visiting a Raptor Pen, but there is a Raptor blocking it! In order to use the tile, you must first spend 1 Worker of any type to return the Raptor.

Because you've just cleared the tile, you must spend +1 🟡 Security Worker to activate it. Luckily you are prepared, and have saved up 3 Security Workers.

CENTRAL ISLAND DEATHS

At the end of each Jeeple Tour, you must make a **Danger Roll** for your theoretical competitors. Roll **all 3 Danger dice**, then count the total number of 🦖 rolled and subtract 1. Place that many Death tokens on the Central Islands, near the Gather DNA space.

TIP:

*Death tokens on the Central Islands **don't count against you** for scoring purposes. These are for **comparing** your Death count at the end of the game.*

AI Income & Cleanup

COMPLETING OBJECTIVES

At the **start** of the Income & Cleanup phase, check if you have completed any of the **Objectives** on the faceup Solo cards near the Public Notice board. For each Objective you complete, score the amount of **VP** 🌸 shown in the bottom left, and flip the card facedown.

> » **ROUND BONUSES:** Each Objective has a **Round bonus** printed in the bottom right. If you complete a Objective **on or before** the target Round, you also score the **bonus VP** shown *(in addition to the Objective's base VP)*.

If you complete this Objective on **round 3 or earlier**, score 🌸 + 🌸. If you complete it on round 4 or later, score 🌸 only.

> **Note:** *Unlike Objectives in the standard game, Solo Objectives can **only** be scored during **Income & Cleanup**.*

DISCARDING TILES

When clearing **Special Buildings** and **Dino Paddocks** from the Central Islands during Cleanup, discard the number of each type of tile shown on the **Solo card** you drew for this round. If the number on the card is **higher** than the number of tiles on the Central Islands, continue discarding tiles from the top of the appropriate **stack**.

As normal, place all discarded Paddocks and Special Buildings in the appropriate **discard piles**.

IMPORTANT! **Don't Clear Specialists!**
Workers placed on Specialist cards are **not** cleared during Income & Cleanup.

Game End & Scoring

At the end of the final Round, determine your **final score** as normal, with the following exceptions:

DEATHS ☠

Compare the number of Death tokens you have to the pile of tokens on the Central Islands:

> » If you have the **same number or fewer** Deaths as the Central Islands, you lose no VP.

> » If you have **more** Deaths, discard a number of Deaths equal to the number on the Central Islands. Then **lose VP** based on how many you have **remaining** *(based on the table on pg. 17)*.

ESCAPED DINOS

For each escaped Dino in your Park that has not been returned, lose ➡ 🌸3.

UNCOMPLETED OBJECTIVES

For each faceup Objective near the Public Notice board that you have not completed, lose ➡ 🌸10.

UNUSED SPECIALISTS

For each Specialist card that has no Workers on it (i.e. you did not use it at all), score the VP shown in the bottom right.

FINAL SCORE

Once you've tallied your final score, compare it to the table below:

SCORE	RESULT
0-40	Let's try this again?
41-59	Not bad.
60-69	You're getting the hang of this.
70-79	Promoted to supervisor.
80-89	Management material!
90-99	You're ready for your own franchise!
100-109	Franchisee of the year!
110-119	Park of the year!
120+	Lifetime achievement award!

Park Tiles

ATTRACTIONS

👕	**Merchandise Shop**	Gain 🪙. Draw **2 random DNA** dice from the bag. Roll them and gain the results. When finished, return all dice to the bag.
🍴	**Restaurant**	Gain 🪙 per ⬡ **adjacent** tile of any type *(including your Welcome Center/Park Entrance)*.
🎢	**Roller Coaster**	Gain ⚠ per ⬡ **adjacent** tile of any type *(including your Welcome Center/Park Entrance)*.
🔒	**Security**	Increase your Security by 2 for **free**. *(Also counts as a **Security Building** 🔒).*

SPECIAL BUILDINGS

🔒	**Prehistoric Garden**	Choose an ⬡ adjacent Paddock or Special Building and score 🏵 per **Herbivore** 🌿 there. You may take this action **once per Worker** you place, choosing a **different tile** each time.
🔒	**Raptor Pen**	Choose an ⬡ adjacent Paddock or Special Building and score 🏵 per **Small Carnivore** 🦎 there. You may take this action **once per Worker** you place, choosing a **different tile** each time.
🔒	**Goat Pen**	Choose an ⬡ adjacent Paddock or Special Building and score 🏵 per **Large Carnivore** ✋ there. You may take this action **once per Worker** you place, choosing a **different tile** each time.
🧪	**Incubator**	Make up to **2 Dinosaurs** on any appropriate tile(s). Each Dino costs **1 less DNA** of the type shown (🧬 or 🧬).
🧪	**Amber Extraction**	Gain **all** of the DNA shown. Then, you may spend **Excitement** ⚠ to gain the additional DNA shown *(limit once per activation)*.
🧪	**Vault**	**Spend DNA** of the amount and type shown to score the indicated 🏵. You may **repeat** this any number of times in a single activation.
🔗	**Social Media**	Choose a Paddock or Special Building **anywhere** in your Park, and score 🏵 per **Dino of any type** there. You may take this action **once per Worker** you place, choosing a **different tile** each time.
🔗	**Photo Booth**	**Spend Excitement** ⚠ in **one** of the amounts shown to score the indicated 🏵. *(You may not repeat this during a single activation.)*
🔗	**Danger Tour**	**Score** 🏵 / 🏵 per **Jeeple Bonus** you have earned. Then make a **Danger roll** using the indicated dice. Gain 1 🛡 for each icon you roll.

💲	**DNATM**	Gain the DNA shown. Then, you may **lose** 🧬 to gain **any** 2 DNA *(limit once per activation)*.
💲	**Casino (A)**	Draw and roll **5 random DNA** dice from the bag. Then choose 1 DNA icon and gain 🪙 per die with 1 or more of that icon. When finished, return all dice to the bag. *(You may choose the 🧬 or 🧬 icon. These icons do not count as other DNA icons during this action.)* Choosing 🩸 earns 🪙.
💲	**Casino (B)**	Each **other player** may choose to give you 🪙 (or 🪙 in a 2 player game) to draw **2 random DNA** dice from the bag, roll them, and gain the results. If **no player** chooses to pay you, instead score 🏵. When finished, return all dice to the bag.
💲	**Resort**	**Spend Coins** 🪙 in **one** of the amounts shown to score the indicated 🏵. *(You may not repeat this during a single activation.)*
	Triceratops Ring Toss	This Building has **1 slot** for a **Dinosaur** of a specific type. Follow normal rules for making a Dinosaur here. This tile **can** be placed next to a Paddock.
	Velociraptor Culinary Experience	To activate this Building, there must be a **Dinosaur** present, **and** you must place a **Worker** of the indicated type. When activated, first gain/spend
	T-Rex Jet Ski	**Excitement** *(and Boredom)* as normal, then make a **Danger roll**, and then gain the 🏵 **VP** and **Threat** 🔴 shown next to the Danger die.

KICKSTARTER BUILDINGS

🔒	**Sauropod Shelter**	Increase your **Security** 🔒 by 2 for **free**. Each **other** player may choose to gain either 1 🔒, 1 ⚙, or any 2 DNA.
🧪	**Clone Zone**	Choose **1 type** of DNA. **Double** the amount of that DNA you have in storage. **End of Game** 🄴🄾🄶: Score 🏵 per ⬡ adjacent **Social Building** 🔗.
🧪	**"Recycling" Center**	Discard 1 ☠ token to gain 1 🧬 and 1 🧬. **End of Game** 🄴🄾🄶: Score 🏵 per ⬡ adjacent **Attraction** 👕/🎢/🍴/🔒
🧪	**Dig-a-Dino Workshop**	Make **1 Dinosaur** on any appropriate tile, paying **no** DNA. **End of Game** 🄴🄾🄶: Score 🏵 per ⬡ adjacent **Administrative Building** 💲.
🔗	**Jurassic Garage**	Increase your **Jeeple Upgrade track** ⚙ by 2 for **free**. Each **other** player may choose to gain either 1 🔒, 🪙, or 🏵.
💲	**Excavation Site**	Gain 🪙 per ⬡ adjacent **Paddock**. Then roll 1 🎲 per ⬡ adjacent Paddock and gain **all** DNA rolled. **End of Game** 🄴🄾🄶: Score 🏵 per ⬡ adjacent **Science Building** 🧪.

Frequently Overlooked Rules

Public Actions

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

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

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

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

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

Private Actions

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

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

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

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

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

Jeeple Tour

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

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

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

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

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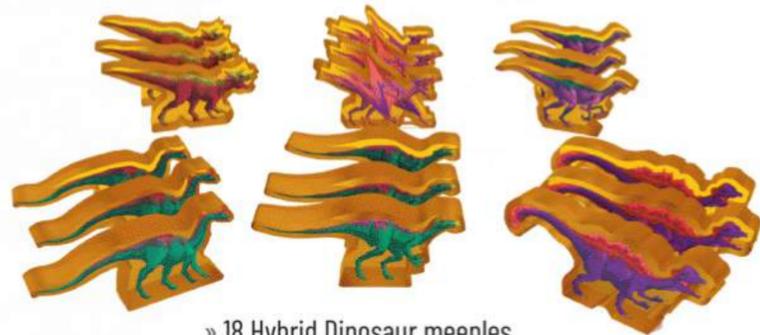
Cleanup & General

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

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

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

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

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

HYBRID PACK

The scientists of Dinosaur World never stopped to ask if they should...

Guests are always looking for something new and exciting, and it's not like nature's going to make new dinosaur species on its own. If people want to see creatures that have never before walked the Earth, it's up to you to make them!

SETUP

Once you've set up the base game, follow these extra steps:

1. Place the **Hybrid Dino meeples** and **Hybrid die** in the general supply.

2. Shuffle the Hybrid Paddock tiles into the Dino Paddock stack. *(Make sure to do this **after** players draft Park tiles.)*

COMPONENTS

» 18 Hybrid Dinosaur meeples

» 1 Hybrid die

» 6 Hybrid Paddock tiles

GAMEPLAY

The Hybrid Pack adds new Dinosaur species that each have 2 different types (🌿 / 🦕 / 🐾).

Hybrid Paddocks can be purchased and added to your Park the same way as other Dino Paddocks, obeying all **placement rules** on pg. 10. Once you have a Hybrid Paddock in your Park, you can use the **Make Dinosaurs action** to make Hybrids there, following the rules on pg. 13.

The Galliraptor counts as both an Herbivore 🌿 and Small Carnivore 🦕.

HYBRID TYPES

Each individual Hybrid may be counted as **either** of its types when scoring **Objectives**, activating **Special Buildings**, or resolving other game effects. However, each Hybrid meeple still only counts as **1 Dino** towards completing Objectives.

By counting 1 Tyrannaceratops as 🌿 and 2 as 🐾, these dinos complete this Objective.

JEEPLE TOUR

When you activate a Hybrid Paddock on your Jeeple Tour, do **not** roll any Danger dice. Instead roll the **Hybrid die**. If you roll a **bonus**, gain that bonus immediately.

	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
	1	1	2	🔒		

At the **end** of the Jeeple Tour phase, you must make a Danger roll for **every** Hybrid Paddock in your Park that has at least 1 Dinosaur, **including ones you didn't activate**. Each Danger roll uses **2 dice** matching the Hybrid's 2 types. Gain **all** Deaths ☠ you roll.

With these 2 tiles, you will need to roll 2 🐾, 1 🦕, and 1 🌿 at the end of each Tour.
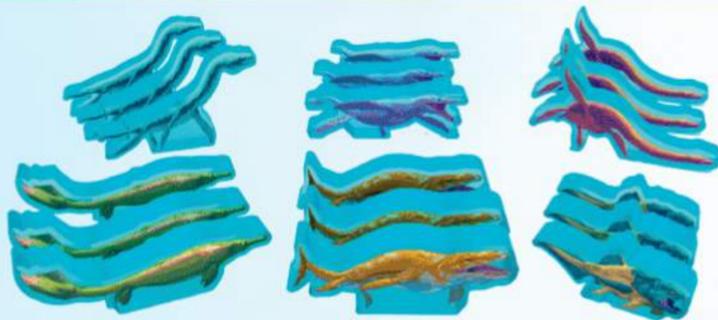
WATER PACK

Every attraction is in the splash zone with these aquatic monsters!

Recreating the leviathans that roamed the deep is no trouble for your team of top scientists, but it does present some architectural challenges. If you don't dedicate resources to keeping these massive water habitats clean, your visitors may begin to notice an unpleasant stench...

COMPONENTS

» 18 Water Dinosaur meeples

» 1 Algae die

» 24 Algae tokens

» 6 Water Paddock tiles

SETUP

1. When setting up the base game, during the **Park Tile Draft**, instead of dealing Dino Paddocks from the top of the stack, lay out **all 6 Water Dino Paddock tiles**. Deal a number of **Special Buildings** equal to the number of players plus 1 *(as normal)*.

2. Draft as in the base game, with each player choosing **1 Water Dino Paddock** and **1 Special Building**.

3. After the draft, **shuffle** any unselected Water Dino Paddock tiles into the **Dino Paddocks stack** *(do **not** discard them, as in the base game)*.

4. Place the **Water Dinosaur meeples**, **Algae die**, and **Algae tokens** in the general supply.

GAMEPLAY

The Water Pack adds new Water Dino Paddocks with special **end-game scoring bonuses**. Water Dinos are **less dangerous** than other species, but if you don't send Workers to clean their Paddocks, **Algae tokens** may build up and reduce your Excitement.

Whenever you **place** a Water Dino Paddock in your Park *(including during setup)*, place **1 Algae token** on it. Water Dino Paddocks that appear on the **Central Islands** can be purchased and added to your Park the same way as other Dino Paddocks, obeying all **placement rules** on pg. 10.

Once you have a Water Dino Paddock in your Park, you can use the **Make Dinosaurs action** to make Water Dinos there, following the rules on pg. 13.
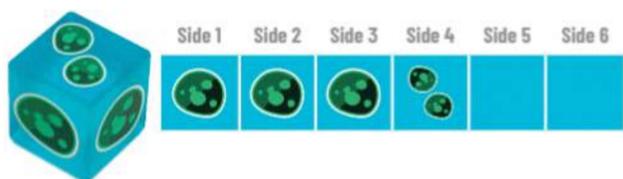
PLACING ALGAE TOKENS

Every time you make a Water Dino, you must place **1 Algae token** on its Paddock *(in addition to the 1st token placed when you built the Paddock)*.

During each **Hire Workers** phase, before you draft a Worker Database card, make an **Algae roll** for each Water Dino Paddock in your Park *(even ones that have no Dinos)*.

To make an Algae roll, declare which Paddock you are rolling for, then roll the **Algae die** and place the number of Algae tokens you roll on the tile.

If you roll 1 Algae icon for a tile at the start of the Hire Workers phase, add 1 Algae token.

	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6

JEEPLE TOUR

When your Jeeple visits a Water Dino Paddock *(even if you do not activate it)*, you may **spend** any number of available **Workers** of any type to **collect** the same number of Algae tokens from the tile. Place all Algae tokens you collect near your **Lab board**.

When you **activate** a Water Dino Paddock, do **not** make a Danger roll.

SPENDING ALGAE

At any time, you may **return 2 Algae tokens** from your Lab board to the supply to gain 1 🪙. *(You may only turn in Algae tokens you have **collected**, not on tiles in your Park.)*

ALGAE REDUCES EXCITEMENT

During the **Income & Cleanup** phase, immediately before collecting Coin Income, **reduce** your Excitement ⚠️ by **2** per Algae token remaining on Water Dino Paddocks in your Park.

If this would cause you to go **below 0**, lose all your Excitement, and then lose 🔻1️⃣ for each **Algae token** that you were not able to fully apply to your Excitement score.

With 3 Algae tokens, you lose 🔻 △6. If you only have △3, you would also lose 🔻2️⃣.

SCORING WATER DINO PADDOCKS

Each Water Dino Paddock has a unique **EOG:** End of Game bonus. All Water Dino bonuses are scored at the **end of the game**.

Plesiosaurus & Plotosaurus	End of Game **EOG:** Score 1️⃣ per **individual Herbivore** 🌿 on all **other** tiles in your Park *(do **not** count Dinos on this tile)*.
Dunkleosteus & Elasmosaurus	End of Game **EOG:** Score 1️⃣ per **individual Small Carnivore** 🐾 on all **other** tiles in your Park *(do **not** count Dinos on this tile)*.
Kronosaurus & Mosasaurus	End of Game **EOG:** Score 1️⃣ per **individual Large Carnivore** 🐾 on all other tiles in your Park *(do **not** count Dinos on this tile)*.
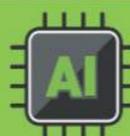
SOLO MODE:
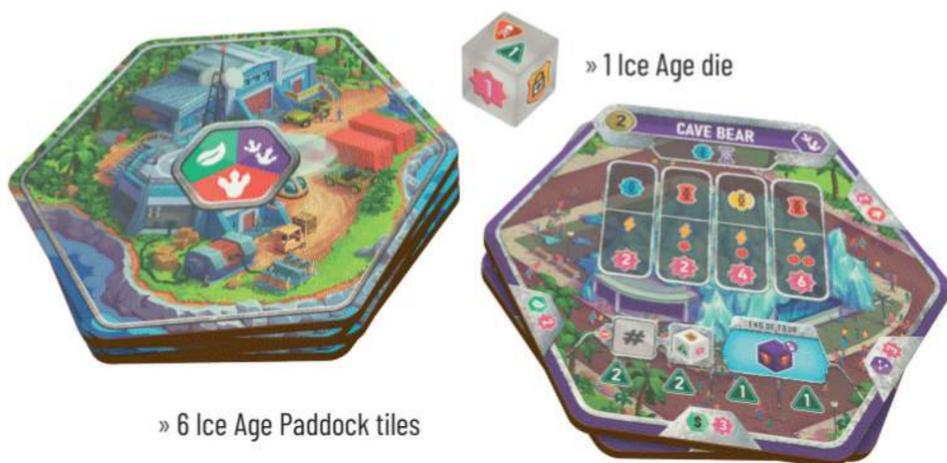When playing Solo Mode, Water Dinos **cannot escape**.

ICE AGE PACK

There's a chill in the air... and these creatures feel right at home!

Long after the dinosaurs met their end, mammals rose to rule the Earth. Though their descendants may be cute and cuddly, we wouldn't recommend snuggling up to one of these ancient beasts!

COMPONENTS

» 24 Ice Age Mammal meeples

» 1 Ice Age die

» 6 Ice Age Paddock tiles

SETUP

Once you've set up the base game, follow these extra steps:

1. Place the **Ice Age meeples** and **Ice Age die** in the general supply.

2. Shuffle the Ice Age Paddock tiles into the Dino Paddock stack. *(Make sure to do this **after** players draft Park tiles.)*

GAMEPLAY

Ice Age Mammals prefer the warmth of other creatures nearby. Unlike Dinosaurs, Mammals can be placed 🔆 **adjacent** to other creatures, and can score **end-game VP** from adjacent tiles.

Ice Age Paddocks can be purchased the same way as other Paddocks, but when placing them in your Park, you may place them **adjacent** to any other Paddock(s). You may **rotate** each tile however you like to match its adjacency bonuses *(see Adjacency Bonuses below)*.

Once you have an Ice Age Paddock in your Park, you can use the **Make Dinosaurs action** to make Mammals there, following the rules on pg. 13.

MAMMAL TYPES

Each Ice Age Paddock shows 1 of the 3 Dino types (🌿 / 🐾 / ❤️). Each Mammal meeple there counts as a "Dino" of that type when scoring **Objectives**, activating **Special Buildings**, or resolving other game effects. *(They might not be Dinosaurs, but visitors enjoy them just as much.)*

JEEPLE TOUR

When you activate an Ice Age Paddock on your Jeeple Tour, do **not** roll any Danger dice. Instead roll the **Ice Age die**, and gain **all** icons on the resulting die face.

| Side 1 | Side 2 | Side 3 | Side 4 | Side 5 | Side 6 |

At the **end** of the Jeeple Tour phase, you must make a Danger roll for **every** Ice Age Paddock in your Park that has at least 1 Mammal, **including ones you didn't activate.** Use 1 Danger die matching the Mammal's type. Gain **all** Deaths you roll.

With these 2 tiles, you will need to roll 1 and 1 at the end of each Tour.

ADJACENCY BONUSES

Each Ice Age Paddock has **unique adjacency bonuses** printed on the edges of the tile. At the **end of the game**, each Ice Age Paddock you've built scores **one** adjacency bonus **per Mammal meeple** you've made there.

Each bonus must be lined up with a tile of the **correct type** (*Paddock or Special Building*) to score. (*Note that other Ice Age Paddocks with the correct type can be used to score adjacency bonuses.*)

The Cave Bear scores a total of 5 from 2 adjacency bonuses. It cannot score a 3rd bonus because there are only 2 Cave Bears.

Quick Reference

ACTION ICONS

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

DNA

Icon	Name
	Basic DNA
	Any Bas. DNA
	Advanced DNA
	Any Adv. DNA

DINO TYPES

Icon	Name
	Herbivore
	Small Carnivore
	Large Carnivore
	Any Dinosaur

BUILDINGS & ATTRACTIONS

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

WORKER BONUSES

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

Dinosaurs

STANDARD DINOSAURS

- TRICERATOPS
- PACHYCEPHALOSAURUS
- TYRANNOSAURUS REX
- ANKYLOSAURUS
- VELOCIRAPTOR
- IRRITATOR
- BRONTOSAURUS
- MICRORAPTOR
- LOPHOSTROPHEUS
- HADROSAURUS
- PROCERATOSAURUS
- SPINOSAURUS
- PARASAUROLOPHUS
- DILOPHOSAURUS
- GIGANOTOSAURUS
- STEGOSAURUS
- PTERANODON

ICE AGE MAMMALS

- ARCTIC SQUIRREL
- CAVE BEAR
- MEGALOCEROS
- GIANT SLOTH
- SABERTOOTH TIGER
- MAMMOTH

WATER DINOSAURS

- PLOTOSAURUS
- DUNKLEOSTEUS
- MOSASAURUS
- PLESIOSAURUS
- ELASMOSAURUS
- KRONOSAURUS

HYBRID DINOSAURS

- VELOCIDON
- DILOPHOSPINOSAURUS
- COMPGUANODON
- GALLIRAPTOR
- TYRANNOCERATOPS
- BRONTALLOSAURUS