

DINOSAUR ISLAND

RAWR 'N WRITE

SETUP

- Place the Game Board on the side according to the number of players.
- Draw 3 random Building Cards  and place them to the left of the Game Board.
- Draw 3 random Specialist Cards  and place them to the right of the Game Board.
- Place the Season Marker cube on the start of the Season Track.
- Put all 10 dice in the bag.
- Each player takes a pencil, a Park Sheet, (*writes their Park's name*), then :

- Draw a circle in the 1st box on each Basic DNA Track (  ).
- 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 the corresponding Game Board slot.
- Do the same for the Specialist Area, so that **A** **B** **C** matches the cost of the Specialist Card  in the corresponding Game Board slot.
- Randomly choose a player to take the Amber First Player Marker.
- Clockwise from the first player, each other player gains additional starting DNA:



GAME PLAY

The game is played over 3 Seasons, each made up of the following 2 ACTION PHASES and a RUN PARK PHASE.

ACTION PHASE

- The first player draws and rolls a pool of dice based on the player count:



- Clockwise from the first player, each player gains 1 die of their choice, placing it next to their Park Sheet.
- Once everyone has 1 die, counter-clockwise from the last player, each player gains another die of their choice in the same way. Set the 1 remaining die aside.
- Each player gains the Resources on the 2 dice they drafted. Ignore the Threat  icons. If your die has a /, choose 1 of the 2 options to gain.
- Every player now gains the Resources and the Threat on the remaining die. Mark the Threat by drawing a dot in a box on your Security Track. .
- Clockwise from the first player, each player places 1 of their die on an Action space on the Game Board and takes that Action. This continues until each player has taken 2 Actions.

If an space is already occupied, you may stack a die on top of another to take the same Action again. However, you must gain the Threat  indicated on the die you're covering.

- Return all dice to the bag.
- Pass the Amber First Player Token to the next player.
- Move the Season Marker cube 1 space. If the space has a  icon, go back to step 1. If the space has a  icon, resolve a RUN PARK PHASE.

RUN PARK PHASE

- Gain Resource Income from each Attraction  in your Park, in an order of your choice. If you build another Attraction during this step, gain its income immediately.

 Take 1 random die from the bag, roll it and gain the Resources. Do not gain any Threat .

 Gain 1 Excitement.

 Gain 1 Coin.

- You may use the Run Park Ability  of each Specialist  you've hired, in an order of your choice. If you hire another Specialist during this step, gain its Run Park Ability immediately (*as well as its Instant Bonus* ).

- Plan a Dino Tour and run it.

- Your Tour must start at your HQ.
- It may end at any Building or at any Park Exit that is not circled.
- Your Tour may only travel through connected Roads and Buildings. It cannot travel through any empty squares or destroyed areas.
- Your Tour may never backtrack or cross over itself.

Draw an X in the corner of each Building your Tour passes through that doesn't already have an X from a previous Tour. If your Tour ends at a Park Exit draw a circle around it.



Once you've ended your Tour, gain 1  for each Building, (*and 1  for any Attached Buildings acquired from Building Cards*) that you marked with an X on this Run (*ignoring Xs drawn on previous Dino Tours*).

If you circled a Park Exit, score its VP  at the end of the game.

- Gain Resource Income from every circled icon on your Excitement Track . If you gain new Excitement during this step, immediately gain Resources from any newly circled icons.
- For each unsecured Threat  on your Security Track , mark 1 box on your Death Track . If you completely fill your Death Track, record excess Deaths in the **21+** box.

For each Disaster  box you mark on your Death Track, resolve 1 Disaster of your choice (*you must be able to fully resolve it*). Each Disaster can only be resolved twice per player.

 **1**  Destroy any 1 Paddock in your Park, and scribble over its Dino check marks in your Dinosaur Area (*you do not lose any Threat  or Excitement .*)

 **1**  Destroy any 1 Attraction in your Park, and scribble over its check mark in your Attractions Area.

 **3**  Destroy any 3 Roads in your Park or Storage.

 **4**  Lose 4 stored DNA.

 **1**  Cross out any 1 hired Specialist.

When something in your Park is destroyed, fill in all the spaces it occupied. You may not build over or run your Dino Tour through a destroyed area (*this may invalidate previous routes to Park Exits*).

- Return all dice to the bag.
- Move the Season Marker cube 1 space and begin a new ACTION PHASE.

FINAL SCORING

-   **2** Score 2 VP per Herbivore in your Park.
-   **3** Score 3 VP per Small Carnivore in your Park.
-   **5** Score 5 VP per Large Carnivore in your Park.
-   **3** Score 3 VP per Specialist you've hired.
-  Score all Building Cards you've completed.
-  Score all Park Exits you've circled. Circled Exits that can no longer be reached from your HQ by a legal Tour Route are worth nothing.
-  Score the  at the end of the bottom-most row on your Excitement Track where you've drawn at least 1 circle.
-    **1** Score 1 VP per Excitement you have over 60.
-    **1** Score 1 VP per every 2 stored DNA (*rounded down*).
-   **1** Lose 1 VP per Death recorded on your Death Track up to 20.
-    **2** Lose 2 VP per Death recorded on your Death Track over 20.

The player with the most VP is the winner!
Ties are broken by most individual Dinosaurs made.

ACTIONS

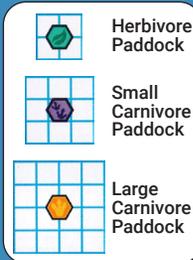
MAKE DINOS



- You can make up to 4 Dinosaurs of each species, as long as you have the corresponding DNA indicated beneath its name. For each individual Dinosaur you make, draw 1 check mark next to that Species on your Park Sheet.
- Cross off all DNA you spent.
- The first time you make a Dinosaur in each Species, draw a Paddock in your Park, following the rules for Building placement. The size of each Paddock depends on the type of Dinosaur. Mark the Paddock with the highlighted letter for its Species.

Any additional Dinosaurs you make of that particular Species would be housed in the existing Paddock (you do not need to indicate this in your Park). If the Paddock is destroyed, you may build a new Paddock for that Species, but once you've checked off all 4 circles next to a Species, you can't make any more Dinosaurs of that Species.

- Gain the indicated Threat from each individual Carnivore you made with this Action.
- Gain the indicated Excitement from each individual Dinosaur you made.



RAISE FUNDS



Gain 2 Coins to spend immediately, or gain 2 Security.

EXTRACT DNA



Gain any 2 Basic DNA, or gain any 1 Advanced DNA.

DUPLICATE



Gain 2 copies of the Resources on the die you've placed here. If there is a / slash on the die, you may choose either option for either duplication. All other players gain 1 copy of the Resources. Any Attractions depicted are ignored.

BUILD



Build either 3 Roads or 1 Attraction of your choice in your Park.



Gain **Security** by drawing a circle in a box on your Security Track.



Each Threat dot that has a circle around it is "secured".



Gain **Excitement** by drawing a circle in a box on your Excitement Track. If you completely fill your Excitement Track, record excess Excitement in the **61+** box.



Resources you circle are gained as **Income** in the **RUN PARK PHASE**.



Gain **DNA** by drawing a circle in a box on the corresponding DNA Track in your Storage area.



If a **DNA** Track is full, any additional **DNA** of that type you gain is immediately converted to Coins.



Spend **DNA** by placing a cross in a circle.



You spend **Coins** you gain immediately by marking an **X** on an equal number of Coin boxes on Specialist or Building Tracks on your Park Sheet.



Once you've crossed off all boxes on a Specialist or Building Track, tick the circle next to it to show you've gained that Item. You immediately gain its Instant Bonus before you do anything else.



You may instead save your **Coins** for later by circling in your Storage area. You may cross off a stored **Coin** at any time to use it.



At any time, any number of times, you may trade **Coins** for either 1 **Advanced DNA**, 1 **Road**, or 1 **Security**. If you make this trade as an immediate action when you gain Coins, do not mark the Coins traded in this way, instead simply gain the Resources you've traded for.



Roads when gained are built immediately in your Park to connect Buildings to each other.



You may instead save your **Roads** for later by circling in your Storage area. You may cross off a stored **Road** at any time to use it.

- Each **Road** takes up 1 square and connects any 2 edges of the square.
- Placing a **Road** next to another **Road** extends it.
- Each **Road** can only ever connect 2 edges of a square, you cannot make junctions or cross over **Roads** already drawn.

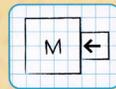


Attractions are built immediately in your Park. Check off 1 of the circles next to that **Attraction** in your Attractions area, then draw its shape in your Park, following the rules for Building placement.



When you fill a **Building** Card's Coin Track, check off the circle next to it then immediately gain its Instant Bonus . You then draw its shape in your Park, following the rules for Building placement. If you've no legal space to put it, you'd still gain the Instant Bonus, but you will not score it during **FINAL SCORING**.

- Some Building Card Buildings must be "attached" to another Building. This means you draw them touching the Building. You may only place an Attachment adjacent to 1 other Building of the indicated type.
- Buildings are only considered "connected" if there is an uninterrupted Road between them.



When you fill a **Specialist** Card's Coin Track, check off the circle next to it then immediately gain its Instant Bonus .

You use its Run Park Ability in the **RUN PARK PHASE**.

BUILDING PLACEMENT RULES

Whenever you build a new **Building** in your Park, abide by the following rules:

- You may place Buildings anywhere there is enough space.
- 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.
- You may place Buildings touching the Walls at the edge of your Park and Park Exits.
- You may place Buildings next to or touching Roads and destroyed areas.