

# Dinosaur

Supporting strategies of:

Attraction size

Blueprints

Coins

Unfairness



Main Gate

Park Entrance



Guest Capacity

Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.



BIG AL'S TOTALLY LEGIT  
FINANCIAL SERVICES

PURPOSE: Loan

Take one or more loans at any time. It's easy!



Repay in points only.  
Due at end of game.  
No early repayment.

NO EXCUSES  
NO EXTENSIONS  
NO EXCEPTIONS



This round, each player is affected by

## A Joint Expedition



Each player may immediately discard an Event card from their hand. Then each player who discarded a card rolls two dice and notes their own result. Each player who discarded a card gains coins equal to the highest result rolled by any player.

Buy-in is high, but so is the potential reward.



This round, each player is affected by

## Natural Selection



You may discard any number of Park cards from your hand and draw that number plus one from the Park deck.

The fittest prosper at the expense of the weak.



This round, each player is affected by

## An Investor Open Day



Guests step:

If you have at least one **dinosaur animal** upgrade on an open attraction in your park, roll two dice. Choose one of the dice and gain coins equal to its value.

When you invest in dinosaurs, sometimes the returns just... stink.



This round, each player is affected by

## Animal Control Permits



Injunction.

For each **animal** upgrade in your park, pay 3 coins or close its attraction.

"We'll sell you the permit, but when it comes to attaching the tags, you're on your own."



This round, each player is affected by

## Extreme Agitation



Intrusion.

For each **animal** upgrade in your park, roll two dice. If the result is 4 or less, demolish the topmost upgrade on the same attraction or demolish the animal upgrade.

Someone or something spooked the entire park, and didn't stick around for the consequences.





This round, each player is affected by

### A Power Outage



Choose one **dinosaur animal** upgrade in your park that has the highest star value. Move it to an adjacent attraction nearer to the park entrance. If the chosen upgrade is now adjacent to the park entrance, demolish the upgrade.

They're smart enough to know that a red light means pain, and no light means opportunity.



### MY FIRST DINOSAUR™

COMPLETE ALL ITEMS

0001

Penalty if incomplete: 10 points

- Any attraction, with:
  - + Any **Dinosaur Animal** upgrade
  - + Any **Guest Services** upgrade



### HATCHING A PLAN

COMPLETE ALL ITEMS

0002

Penalty if incomplete: 10 points

- Any **Leisure Ride**, with:
  - + Any **Dinosaur Animal** upgrade
- Any **Sideshow**



BONUS TARGET

Complete top section to qualify



△ = UNIQUE



### BARELY CONTROLLED CHAOS

COMPLETE ALL ITEMS

0003

Penalty if incomplete: 10 points

- Outright highest star total from **Dinosaur Animal** upgrades in all parks

(Built-in upgrades do not have a star value.)



BONUS TARGET

Complete top section to qualify

- No **Electrified Fence** upgrades
- No **Mesozoic Arches**



### WE SPARED NO EXPENSE

COMPLETE ALL ITEMS

0004

Penalty if incomplete: 10 points

- Each attraction has a **star total** of at least 4 stars
- At least 3 stars in total from **Dinosaur Animal** upgrades



BONUS TARGET

Complete top section to qualify

- Each attraction with a **Dinosaur Animal** upgrade also has a **Quality** upgrade



### CRETACEOUS PARK

COMPLETE ALL ITEMS

0005

Penalty if incomplete: 10 points

At least one each of:

- Triceratops**
- Velociraptor**
- Deinonychus**



BONUS TARGET

Complete top section to qualify



△ = UNIQUE



### First in Line



Choose a card from the Market and put it into your hand.

All it took was three weeks of waiting in a queue.

PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY

### Anonymous Complaint

Inspection.

Choose a **type of ride attraction**, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"



### Dumpster Diving



Search the Park discard pile and choose a card. Reveal it and put it into your hand.

Friends won't mention that you stink if you spend too much time in the trash. But you do.

### Drunken Hooligans

Intrusion.

Choose a **guest services** upgrade in any park and demolish it.



It's not a real party until they trash something.













### The Omnivore

Attraction – Food Outlet

1

4

### Discovery Hall

Attraction – Sideshow

1

7

You may use an action to build a **dinosaur animal** upgrade on this attraction for free.

### Stegosaurus Reserve

Attraction – Nature Area

2

6

**Cannot add upgrades**

**Built-in upgrade:**

- Dinosaur Animal – Stegosaurus

### Animal Feed Seller

Staff Member

0

10

**Once per Guests step:**  
Gain 3 extra coins for each open attraction that has an **animal** upgrade in your park.

### Dinosaur Supervisor

Staff Member

0

6

**Once per Events step:**  
You may move a **dinosaur animal** upgrade in your park to any suitable attraction in your park. You may reopen an attraction in your park.

*"They're not getting loose on my watch. Not this time."*

### Triceratops

Upgrade – Dinosaur Animal

1

4

**At the start of the Events step:**  
Roll two dice. If the result is 4 or less, close the attraction.

Display this rule box as a reminder.

### Triceratops

Upgrade – Dinosaur Animal

1

4

**At the start of the Events step:**  
Roll two dice. If the result is 4 or less, close the attraction.

Display this rule box as a reminder.

### Velociraptor

Upgrade – Dinosaur Animal

2

6

**At the start of the Events step:**  
Roll two dice. If the result is 4 or less, close the attraction then move this upgrade to an open food outlet in your park or demolish this upgrade.

Display this rule box as a reminder.



### Velociraptor

Upgrade – Dinosaur Animal

2

6

**At the start of the Events step:**  
Roll two dice. If the result is 4 or less, close the attraction then move this upgrade to an open food outlet in your park or demolish this upgrade.

### Deinonychus

Upgrade – Dinosaur Animal

3

8

**At the start of the Events step:**  
Roll two dice. If the result is 5 or less, close the attraction then move this upgrade to an adjacent attraction nearer to the park entrance.

### Deinonychus

Upgrade – Dinosaur Animal

3

8

**At the start of the Events step:**  
Roll two dice. If the result is 5 or less, close the attraction then move this upgrade to an adjacent attraction nearer to the park entrance.

### Pachycephalosaurus

Upgrade – Dinosaur Animal

3

8

**At the start of the Events step:**  
Roll two dice. If the result is 5 or less, close each adjacent attraction.

### Ankylosaurus

Upgrade – Dinosaur Animal

4

10

**At the start of the Events step:**  
Roll two dice. If the result is 6 or less, demolish the topmost upgrade on the attraction.

### Ceratosaurus

Upgrade – Dinosaur Animal

4

10

**At the start of the Events step:**  
Roll two dice. If the result is 6 or less, move this upgrade to another attraction in your park that has a dinosaur animal upgrade, or demolish this upgrade.

### Tyrannosaurus Rex

Upgrade – Dinosaur Animal

5

11

**At the start of the Events step:**  
Roll two dice. If the result is 6 or less, close all attractions in your park, then demolish any dinosaur animal upgrades on adjacent attractions.

### Dinosaur Egg

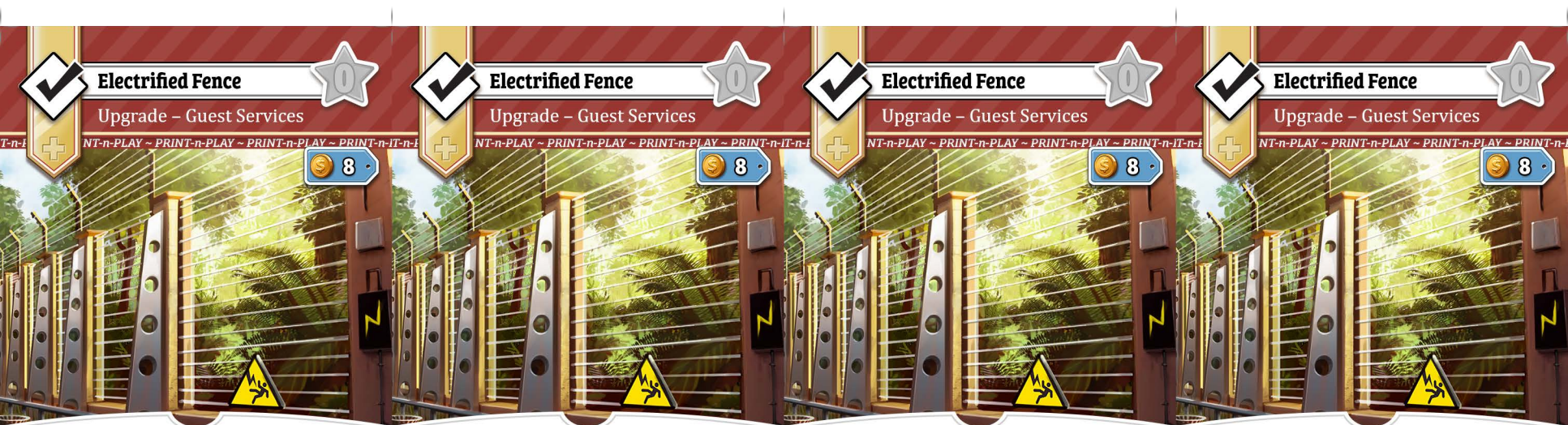
Upgrade – Feature

0

6

**Once per Events step:**  
You may demolish this upgrade to choose a **dinosaur animal** upgrade from the Market and build it in your park immediately for free.





Abilities of **animal** upgrades on the same attraction as this upgrade are not active.

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Attractions can have more than one **Deluxe Quality** upgrade.

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After you build this upgrade, you may draw two Park cards. If the attraction has a **dinosaur animal** upgrade, you may keep both cards, otherwise choose one to keep.

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## ROUND SUMMARY

### 1 EVENTS STEP

- » Players draw an Event card each.
- » Play the top card of the City deck.
- » Players take turns playing one event at a time.
- » Continue until all players pass in a row.

### 2 PARK STEP

- » Players take turns taking one action at a time.
- » Players get three actions. Each can be any one of:

**TAKE** • Put a card from the Market into your hand.

- Draw two Park cards, or two Event cards, or two Blueprint cards. Keep one or none.
- Discard a card to draw 5 Park cards. Keep one.

**BUILD** • Pay to build a Park card from your hand or directly from the Market.

**DEMOLISH** • Demolish/dismiss a card in your park.

**LOOSE CHANGE** • Gain 1 coin for each attraction.

### 3 GUESTS STEP

- » **STARS**: total stars in your park, limited by your guest capacity, to work out how many guests.
- » **TICKETS**: check for extra income from events or abilities marked with a ticket symbol.
- » **MONEY**: 1 coin per guest, any extra from tickets.

### 4 CLEANUP STEP

- » Discard any pinned Event cards.
- » Turn up any face-down Park cards in your park.
- » Clear and refill the Market.
- » Discard down to 5 cards in hand.
- » Advance the Starting Player marker.

