

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



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

An Investor Open Day



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.

This round, each player is affected by

NO EXCUSES

NO EXTENSIONS

NO EXCEPTIONS

Animal Control Permits



Injunction.

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

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.

The fittest prosper at the expense of the weak.

You may discard any number of Park

cards from your hand and draw that

number plus one from the Park deck.

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



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



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



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



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This round, each player is affected by



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.



COMPLETE ALL ITEMS

P001

Penalty if incomplete: 10 points

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



D

P005



HATCHING A PLAN

COMPLETE ALL ITEMS

P002

Penalty if incomplete: 10 points

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



BONUS TARGET

Complete top section to qualify

🛕 Dinosaur Egg





P003 **COMPLETE ALL ITEMS**

 Outright highest star total from Dinosaur Animal upgrades in all parks

Penalty if incomplete: 10 points

BARELY CONTROLLED CHAOS

(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

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



P004

BONUS TARGET

Complete top section to qualify

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





CRETACEOUS PARK

COMPLETE ALL ITEMS

Penalty if incomplete: 10 points

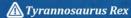
At least one each of:

- Triceratops
- Velociraptor
- Deinonychus



BONUS TARGET

Complete top section to qualify







D

First in Line

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



Dumpster Diving

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

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

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

PRINT-n-PLAY ~ PRINT-n-PLAY ~ 🕠 R ~ PRINT-n-PLAY ~ PRINT-n-PLAPRINT-n-PLAY ~ PRINT-n-PLAY ~ 🕠 R ~ 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.



Drunken Hooligans

Intrusion.

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



"Won't anyone think of the children?"



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





Project Management

You may draw up to three Blueprint cards then choose one to keep.

You may discard a blueprint you own.



Merchandising

Gain 5 coins.



Unusual Bequest

Build an upgrade from your hand immediately for free.



Media Blitz

Other Media Blitz events in play are discarded.

Guests step:

Your park scores 8 extra stars.

The only way to manage some projects is to finally manage to get rid of them.

It's like printing money, if money were shaped like t-shirts, teddy bears, and coffee mugs.

A huge fan of theme parks all his life, Kevin

It's not brainwashing, exactly. More like a rinse.

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

decided to spend his afterlife as part of one.

Frivolous Lawsuit

Choose a staff member in any park. Dismiss them unless their employer spends 20 coins or discards a Giant Wad of Cash.



Giant Wad of Cash

Choose an attraction in any park. You may close it or reopen it.



Powerful Friends

You may discard this card from your hand to block an Injunction event from affecting vou.



Review Board

Iniunction. Choose a feature upgrade in any park and demolish it.



The complaint may be imaginary but the



City officials are so hard-working, and shamefully underpaid.

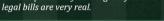


"Who did you kiss in the haunted house, Mr Mayor, when you thought nobody could see . . . ?'



"We've reviewed your attraction and it really is just too interesting to meet city regulations."





Efficiency

Park step:

You may take up to four actions in total.



Sponsorship Deal

Guests step:

Gain 1 extra coin for each guest visiting your park.



Renovation

You may close an attraction in your park.

This round, when you pay to build an upgrade on a closed attraction in your park, you may pay half the marked coin price, rounded down.



Intensive Study

Roll two dice. Choose one of the dice and draw a number of cards equal to its value from a single deck, choosing from Park, Event, and Blueprint. Choose one card to keep.

You could get so much more done if you'd just stop eating and sleeping.

"Printing ads on the back of the tickets? Pfft! We print the tickets on the back of the ads!"

Pardon our mess, we'll be ready to take your money again soon.

It's not like you to hit the books, but "Dinosaur Ownership For Dummies" only covers so much. RINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n

Safety Certificate

You may discard this card from your hand to block an Inspection event from affecting vou.



Security Guards

You may discard this card from your hand to block an Intrusion event from affecting vou.



Vandalism

Intrusion. Choose a quality or theme upgrade in any park and demolish it.



Containment Breach

Choose an animal upgrade in any park. Demolish any Electrified Fence on its attraction, if possible, otherwise move the upgrade to your choice of any suitable adjacent attraction.



Be careful not to smudge it, the ink's still wet.



"Security Guards" has a much nicer ring to it than "Hired Thugs", don't you think?



"Hey, they missed a spot! Nope, false alarm."



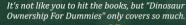
Dinos don't actually like the taste of us, but they don't know that until they try.





Intensive Study

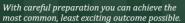
Roll two dice. Choose one of the dice and draw a number of cards equal to its value from a single deck, choosing from Park, Event, and Blueprint. Choose one card to keep.





Risk Management

After making a dice roll, you may reveal this card from your hand and pin it. You may change the result of this and each future dice roll you make this round to values totalling 7 before you use the result.



With careful preparation you can achieve the most common, least exciting outcome possible.

Containment Breach

Choose an animal upgrade in any park. Demolish any Electrified Fence on its attraction, if possible, otherwise move the upgrade to your choice of any suitable adjacent attraction.

don't know that until they try.



Hasty Relocation

Intrusion.

Choose an animal upgrade in any park. Move it to any suitable attraction in your park, then close that attraction.



Who needs a plan when you have an open gate, a big truck, and a full can of spraypaint?

Attraction - Thrill Ride

AY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-

Ptero-coaster



Hasty Relocation

Intrusion.

Choose an animal upgrade in any park. Move it to any suitable attraction in your park. then close that attraction.



Risk Management

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before you use the result.

of this and each future

dice roll you make this

Who needs a plan when you have an open gate, a big truck, and a full can of spraypaint?



- Park limits: • Guest capacity: 25
- · Super attractions: 0
- Total attractions: 5

For each dice roll you make due to the ability of a dinosaur animal upgrade, you may reroll once before you use the result.

MAXI Screen Cinema

Attraction - Theatre

y ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT

Mesozoic Arches

Replacement Park Entrance



Prehistoric Island

Replacement Park Entrance







Capacity

Park limits:

- Guest capacity: 10
- · Super attractions: 0 Total attractions: 4

Your park has a base income of 3 coins per guest. Your attractions and their upgrades score no stars unless the attraction has a dinosaur animal upgrade.

Feature - Viewing Area

Built-in upgrade:



Vehicle Tour

Attraction – Leisure Ride

AY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT



Once per Guests step:

Gain 1 extra coin for each open attraction in your park that has a **feature** upgrade.

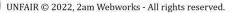


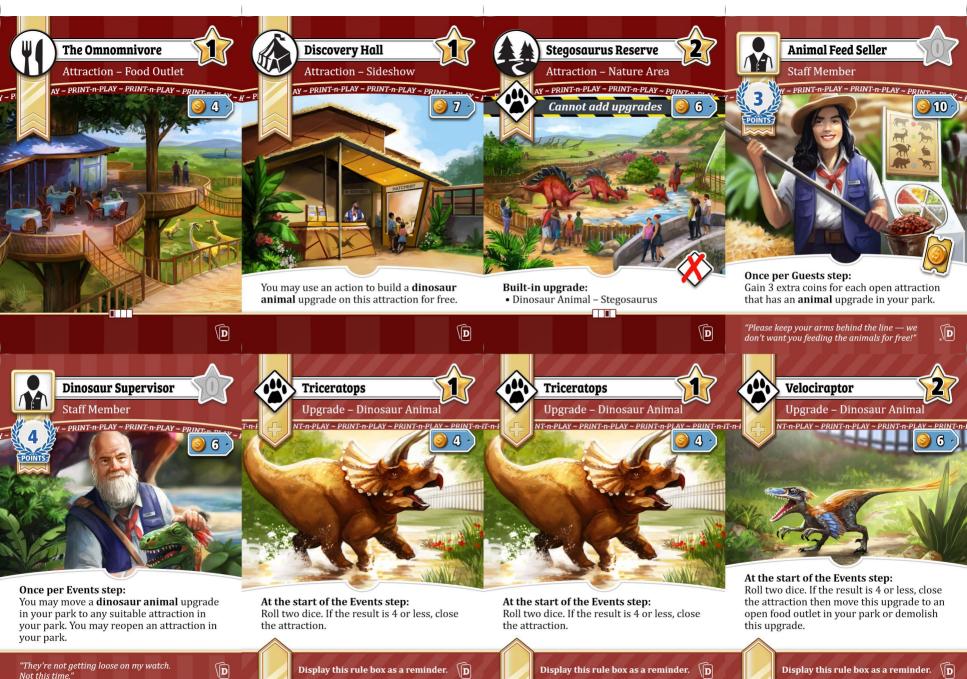




Guest

Capacity





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

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.

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.

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.

Display this rule box as a reminder.

Display this rule box as a reminder.

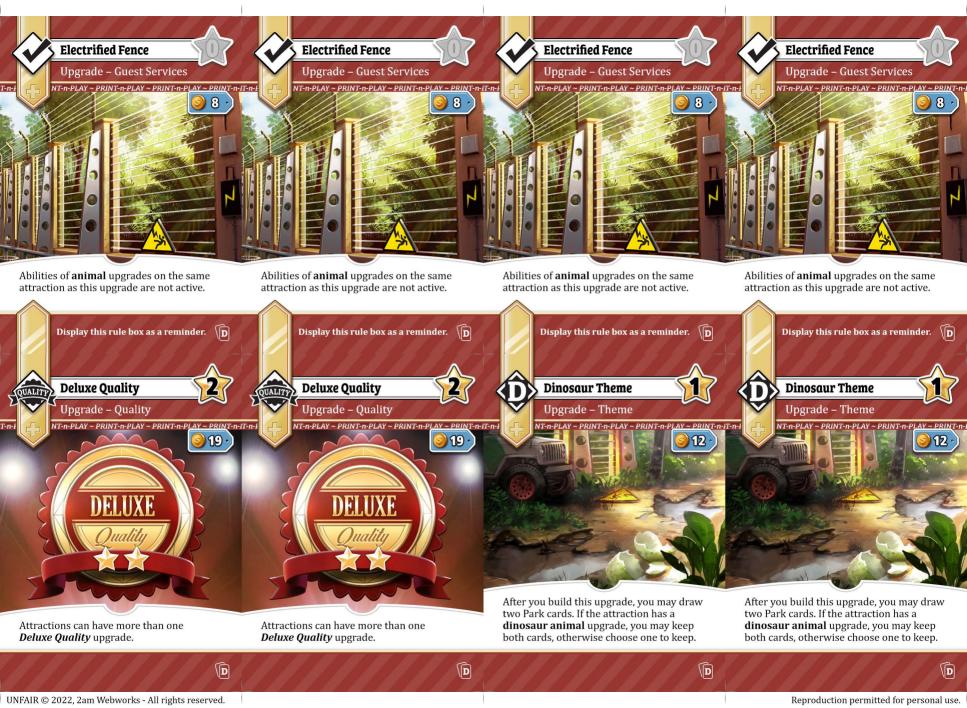


Display this rule box as a reminder.



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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.



- » 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.

