

DINOGENICS™



PARK OPERATIONS MANUAL

Introduction

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In 2056, a breakthrough in genetic reconstitution allowed a research institute in a small South American country to recreate once extinct lifeforms from preserved genetic material. In hopes of attracting new benefactors through name recognition, the institute rebranded itself as DinoGenics IOM.



A new venue for greed was born as industry leaders from around the world flocked to the nation in hopes of building the first successful dinosaur park. Spurred on by the sudden influx of wealthy investors, the once impoverished nation seemed to change overnight. New infrastructure projects and vacation homes quickly filled the landscape.

Unfortunately, the early days of the DinoGenics collaboration proved unfruitful. Tourists did not want true to life dinosaurs; they wanted the great beasts and monsters that had wowed cinemas and popular culture for generations. With the promise of ever increasing revenue, DinoGenics gave into demands and engineered the dinosaurs the world wanted.

2 Rampage Dice



20 Goat Meeples



30 Visitor Meeples



90 Fences



10 Scandal Tokens



10 Tracking Cubes
(2x each faction)



10 Blocking Tokens



25 Workers
(5x each faction)



10 Faction Tokens
(2x each faction)



54 Dinosaur Meeples
(6x of each normal species)
(12x mutants)



1 Mainland Game Board



5 Personal Island Boards



1 Visitor Board
(Overlays A & B)



48 Facility Tiles



42 Manipulation Cards



20 Breaking News Cards



73 DNA Cards



48 Credit Tokens



Key Concepts

DinoGenics is a worker placement game where players compete to build the most successful dinosaur park. Each player owns a private island and takes turns deploying workers to areas of the mainland where they

collect resources to enhance their individual parks. At the end of seven rounds (Seasons), the park with the most victory points is deemed the winner and acquires enough market shares to buy out their competitors.

Workers

As the owner of a dinosaur park, players have complete control over where their workers are placed each Season. At the start of the game, each player selects one of five colors and collects all **workers, tracking cubes, and faction tokens** of that color.



During each turn, players must place one worker on an unoccupied Action Space (circle) of the Mainland Game Board to collect or spend resources.

Each player will have all of their workers returned to them at the end of each Season.

The Visitor and Reputation Tracks

Each Open Season a number of tourists will want to visit a player's dinosaur park. The park with the most desirable dinosaurs will have the best reputation. Being higher on the reputation track allows a player to attract the largest number of visitors (★) as well as send out workers before other players.



The Visitor Track will determine how many visitors will stay at each player's park at the start of every Open Season. Players gain one credit (1) for each visitor their park houses at the start of the Season.

Your Personal Dinosaur Park

Each player has a personal park island board where they will place all resources, dinosaurs, and park facilities. A player may only place one dinosaur meeple or facility tile in each space (green or grey square) of the island board.



Gaining Victory Points

Players gain victory points (🏆) at the end of each Season based on the number of dinosaurs (pg.12) and live visitors (pg.5) their parks contain.

Certain constructible facilities also grant bonus victory points based on various aspects of a player's park.



"Five months ago, most of the world would have struggled to find our country on a map. Now, we get daily requests for interviews and school children send us drawings of their favorite dinosaurs.

We have captured the heart of the world and we will hold it for as long as we keep them happy and entertained."

- MATEO ORTIZ, DIRECTOR OF DINOGENICS IOM

Setup

Place the **Mainland Game Board** in the center of the table. Each player should take a **Personal Island Board** and form a **Starting Pen** with four fences.

Shuffle the **Manipulation**, **DNA**, and **Breaking News** cards separately and place them on their designated spaces of the Mainland Game Board.

City Center

Form a stack of all eight basic hotels here.

Facility Tile

Draw and place three random facility tiles here. Each Season, a random new tile will be drawn and placed on top of each existing tile in the 2nd, 3rd and 4th spaces. If a stack is ever depleted, draw a random tile to its place.

DNA Market

Draw three random DNA cards to the market.



Boneyard

Draw four random DNA cards to the Boneyard.

The Newsroom

Place the first Breaking News card into the upcoming slot of the Newsroom.

Starting Pen

Each player places their four starting fences into a 1x1 pen.

Separate out the 8 basic hotel tiles and place them on the first column of the **City Center**. All remaining tiles are kept in the DinoGenics facility tile bag. Randomly draw one **Facility Tile** from the bag to place on each of the three empty City Center tile spaces.

4-5 Players - All board Action Spaces are uncovered.

3 Players - Place a Blocking Token on one Action Space of the Farm, DinoGenics, and the City Center.

2 Players - Place a Blocking Token on one Action Space of the Farm, DinoGenics, Agency, Uplink, Site A, and two on the City Center.

Each player should now draw three dinosaur DNA cards and one Manipulation card. Players have a hand limit of 10 DNA cards; Manipulation cards are unlimited.

"We are receiving more requests than we can process. Our lab techs are pulling double shifts and their work has started to slip. On top of that, we have threats coming in from the nutcases in the dino-rights group and the Mayor's office won't stop calling."

"Prioritize the big investors. Find out which corporations are pulling the most publicity and keep them happy. If the corporations are happy they will keep spending money which will make the Mayor happy. Perhaps then we can call in a few favors to solve our other little problem."

-MATEO ORTIZ, DIRECTOR OF DINOGENICS IOM

Choose one person to be the first player at random.

Hand out workers to each player as indicated:

Number of Players	Number of Workers	Use Visitor Overlay
2-3	4	A
4-5	3	B

Each player will gain one additional worker at the start of Season 3.

Distribute starting credits based on player order:

Player 1	3 Credits
Player 2	4 Credits
Player 3	4 Credits
Player 4	5 Credits
Player 5	5 Credits

Place one of each player's **Faction Tokens** on the outer VP track of the Mainland Game Board. A second Faction Token is placed in player order on the **Visitor Board**. Place each player's reputation **Tracking Cube** on the 0 space of the Visitor Board reputation tracks (pg.5). Players have a second Tracking Cube to keep track of their seasonal dinosaur point values on their Personal Island Board.

Draw one DNA card to each space of the **DNA Market** on the Mainland Game Board and then draw four additional DNA cards to the **Boneyard**.

Complete setup by placing the first Breaking News card in the upcoming slot of the **Newsroom**. You are now ready to start the Pre-Season.

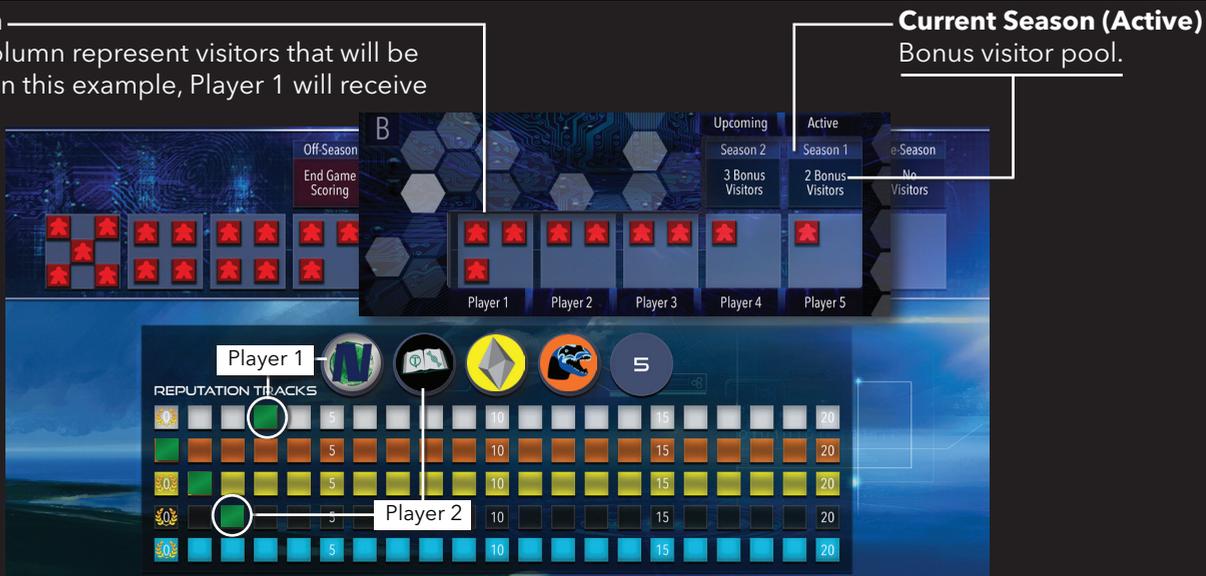
Visitors

The Visitor Board tracks reputation, player order, and the number of visitors that a park will receive each Open Season of the game. At the beginning of the game, each player's tracking cube should be placed on the zero

space of their reputation track. Place the Visitor Overlay so that **Pre-Season** is underneath the **Active** header section. At the end of each Season, you will move the Visitor Overlay one column to the left.

Visitor Distribution

The icons in each column represent visitors that will be assigned to a park. In this example, Player 1 will receive up to three visitors.



Season 1 Reputation Track Example

Visitor Distribution

Each Open Season, players may claim one visitor meeple for each visitor meeple icon in their column of the Visitor Overlay.



Starting in Season 1 (the first Open Season), the player with the highest reputation will become the first player and may claim all visitors in the Player 1 column of the Visitor Overlay. All other players fall in line behind the first player based on their reputation.

After normal visitors are claimed, players assign bonus visitors (if space is available) to their parks based on the bonus shown in the active Season column.

Provided they have enough visitor capacity, the first player may always claim the first two visitors from the bonus pool. After that, each player takes turns, in player order, claiming one visitor from the bonus pool until none remain or all player hotel spaces are filled.

Visitor Capacity

Visitors may only be assigned to unoccupied visitor spaces (empty red squares). At the start of the game, all parks start with enough capacity to hold two visitors. This is granted by the **Visitor Center**, which is a hotel built into the bottom right of the player board. If you do not have unoccupied hotel spaces, you may not claim additional visitors. In order to increase your visitor capacity, you will need to build additional hotels.



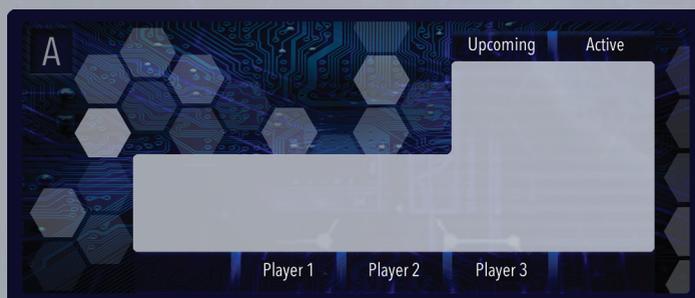
Hotels

Two types of hotels can be built from the City Center (pg.8): Basic Hotels, which hold two visitors, and Medium Hotels, which hold three visitors.

Immediately receive one credit for each visitor that enters your park. During the Upkeep Phase you will also receive three victory points for every two visitors that leave your park alive.

Playing with Two or Three Players

Remember, if you are playing with two or three players you should use Visitor Overlay A. Visitor Overlay A is also used for all single player scenarios.



Overview of Play

DinoGenics is played out over seven Seasons, each composed of two phases. The **Open Season** phase is concerned with collecting resources and building. The **Upkeep Phase** is when each player must check that the needs of dinosaurs are met and is also when players score victory points.

During the Open Season, each player will take turns placing one worker at a time to an Action Space on

the Mainland Game Board. Placing workers on Action Spaces will generally grant a resource as indicated by the space. Some Action Spaces incur a cost to use. If a player does not have the required resource, they may not assign a worker to that space.

After all workers have been played for the Season, the game will advance to the Upkeep Phase.

Pre-Season Phase (First Round Only)

The Pre-Season represents the preparation phase of a new park opening and will only occur during the first round of the game. The Pre-Season functions similar to a normal Open Season, except no visitors can be taken and the board refresh steps are ignored.

In this phase it is encouraged that each player tries to get at least one dinosaur into play before the end of the Season. Dinosaurs are the primary decider in how many tourists visit your park in the Open Season.

1. No visitors may be taken in the Pre-Season.
2. Each player takes turns playing workers to unoccupied Action Spaces on the mainland to carry out their effect.
3. The Pre-Season is followed by the Upkeep Phase as in a normal Open Season.

Open Season Phase (Rounds 2-7)

During the Open Season, players will assign visitors, collect money, and play workers to the mainland.

1. Check the reputation level of each park to determine player order (higher reputation is better). In the event of a tie, player order is determined first by number of facilities and then by amount of credits. In the unlikely event that players are still tied, the player who was higher in player order in the previous round wins the tie.
2. Assign visitors. (pg.5)
3. Draw a new Breaking News card and place it into the upcoming event space. This will push the upcoming Breaking News card into the active position. If applicable, resolve the new active card.
4. Draw one new facility tile to place on top of the 2nd, 3rd, and 4th facility stacks in the City Center.
5. Each player takes turns playing workers to unoccupied Action Spaces on the mainland to carry out their effect.
6. After all workers have been placed, advance to the Upkeep Phase.

Upkeep Phase (After Pre-Season/Open Season)

During the Upkeep Phase each park owner must attempt to feed any carnivores in their park. Failure to feed carnivores or properly pen dinosaurs will result in the potential destruction of park structures. Following the feeding stage, all visitors return to the main stockpile and victory points are gained.

1. Feed all carnivores. Optional: Feed mutants.
2. Check for Rampage conditions. Resolve a Rampage Check (pg.7) for unfed carnivores or for dinosaurs with improper habitats.

3. Return visitors. Every two visitors returned to the general supply alive earns a player three victory points.
4. Gain victory points from any dinosaurs and facility effects if applicable.
5. Gain facility effect resources if applicable.
6. Return workers to each owner's park.
7. Advance the Visitor Overlay one column to the left.
8. Continue to the next Open Season phase.

Rampages and Damage

Dinosaur Rampage Checks

Dinosaurs that are not properly cared for will become agitated and attempt to escape.

A dinosaur Rampage Check will occur if:

- A dinosaur lacks a pen or occupies a pen smaller than its habitat requirements. (pg.9)
- A dinosaur occupies an improper habitat. (Example: A pterodactyl without a biodome)
- A carnivore is not fed the required number of goats in the Upkeep Phase.
- Two or more different dinosaur species occupy the same habitat. (Exception: Ankylosaur)
- Certain conditions are met on a Breaking News card.

If you find yourself in a situation where you need to resolve a Rampage Check, you will need to roll rampage dice. Some dinosaurs have special traits that affect how their rampage dice behave, or the number of dice rolled, but in general you will roll one die per rampaging dinosaur.

Rampage Fatality (2 in 6 Chance)

The Rampage Fatality is the worst possible result. If a player rolls this result, they will **suffer one visitor fatality** and then they must **damage one park structure** accessible to the dinosaur. If the dinosaur is unpenned, it is considered to have access to all other non-fenced spaces, including facilities in the Commercial Sector.



If a player does not currently have any visitors, the dinosaur will still damage a park structure, but the fatality result will be ignored.

Rampage Slash (3 in 6 Chance)

The Rampage Slash results in a standard dinosaur attack against park structures. If a player rolls the Slash result they must **damage one park structure** accessible to the dinosaur.



Naïve Visitor (1 in 6 Chance)

The Naïve Visitor result is the only positive outcome that can occur from a Rampage Check. If this occurs, a player's park security holds fast and contains the situation. One of the visitors was so trusting as to think the dinosaur's display of aggression was all part of the show. The player **receives one credit from a visitor** for a good performance.



If a player does not have a visitor in their park when this result is rolled, no credits are awarded.

Assigning Damage to Park Structures

Damage must be assigned to either **fences** or **facilities**. When given the choice, a dinosaur will always assign damage to a facility within their pen or Open Space before attacking a fence. When this happens, the player must choose an undamaged facility and flip the tile over to the damaged side; it cannot be used until repaired at the City Center.



If a dinosaur is completely surrounded by fences with no facilities inside their pen, they will instead destroy one fence with the most direct route to any board edge (least number of blocking fences, player choice on a tie). If after destroying a fence a dinosaur has access to the edge of the board, it is considered to be in an Open Space and has access to all other non-fenced areas of the board, including the Commercial Sector.



Special Cases

If a dinosaur is contained in a biodome, its only option is to damage the biodome.

If a hotel is chosen for damage, all visitors in that hotel are killed. If the **Visitor Center** (starting hotel) is chosen, the owner must also take one Scandal token in addition to the scandals for each visitor killed.

The Visitor Center is considered repaired immediately after taking damage and can take subsequent hits.

Visitor Death

Each visitor death in a player's park will result in the loss of the visitor. The park owner must discard the visitor meeple back to the general supply and then take a Scandal token each time a visitor dies.

Scandal Tokens

At the end of the game, each Scandal token a player has will lower their final score by six victory points. Certain Breaking News events as well as the Agency board action allow players to discard Scandal tokens.



Take Chances!

Don't forget, each dinosaur meeple can only rampage once per game phase. That means a dinosaur will only rampage once even if it violates multiple rampage conditions. (Hunger, multiple species in a pen, etc.)

Assigning Workers

Playing workers to the mainland is the main method by which players will improve their parks. On each player's turn they must place a worker on an unoccupied Action Space on the mainland, or in rare cases, on an Active

Breaking News card. Once a worker is placed, a player immediately pays any associated costs and receives the benefit of their chosen Action Space.

The City Center

Perform up to two different actions from the following:

- **Purchase a Facility** - Purchase one face-up facility tile from the City Center and place it onto either the Commercial Sector or Park side of your personal island board. Players must be able to pay the full cost as represented by the credit icon in the lower left-hand corner of the facility tile to purchase it.
- **Repair Facility** - Repair one damaged facility tile for three credits.
- **Purchase Fences** - Purchase three fences for two credits. Purchased fences must be placed immediately. However, any number of fences and or dinosaurs may be rearranged when placing fences.
- **Use the Market** - Buy one DNA card currently on the market or sell one DNA card to the first space of the market from your hand. A DNA card in the third space of the DNA Market has a two credit discount. When a card is sold to the market from your hand, move all other cards one space to the right, potentially moving a card into the Boneyard.



DinoGenics IOM

Discard a set of matching DNA cards to immediately place the corresponding dinosaur into your park. When placing a dinosaur you must immediately check if its habitat is valid; if it's not, you must perform a Rampage Check.

Each dinosaur requires a number of corresponding DNA cards, as indicated in the top right corner of the DNA card. (pg.10) **A player may instead discard any combination of three DNA cards to place a mutant into their park.**

DNA cards are discarded to a discard pile beside the board. If the DNA card deck is ever depleted, reshuffle its discard pile and place it back on the designated board space.

When a dinosaur is placed, immediately increase the player's reputation Tracking Cube by the dinosaur's reputation value amount (pg.10). A player should also advance their dinosaur value Tracking Cube on their Personal Island Board. This will make it easier to track personal dinosaur victory points, which are gained each Season.

Component Limitations

Dinosaurs are limited to the number of wooden meeples in the game box. There are six of each type of standard dinosaur and twelve mutants. All other components are considered unlimited.

Site A

Gain two cards from the DNA Deck.

Site B

Gain three cards from the DNA Deck; keep one and discard the other two to the discard pile.

The Farm

Gain three goat meeples. Goats do not occupy board spaces and are kept with a player's other resources.

The Agency

Draw two Manipulation cards; then discard up to one Scandal token.

The Ferry

Gain three credits.

The Boneyard

Gain one Scandal token, then gain any one DNA card currently in the Boneyard.

The Uplink

The active player may play one Manipulation card from their hand. Unless otherwise specified, discard played Manipulation cards to a discard pile beside the board.

Time Share

Gain one credit and one visitor (The player must have sufficient empty hotel space).

Outsource

Pay two credits, then use any Action Space on the Mainland Game Board that is currently occupied by a worker meeple.

Park Structures

Facilities

Facilities are any of the tile-based structures that can be placed onto a player's island board. Facilities come in two types: **Park Facilities** and **Commercial Facilities**. Park facilities must be placed on the Park (left) side of a player's island and are indicated by a green sector indicator. Commercial facilities must be placed in the

Commercial Sector (right) side of a player's island, identified by the grey sector indicator. Facilities may never be moved or replaced so be careful what you buy! Facility benefits are only usable while a facility tile is undamaged. If a tile becomes damaged, all benefits, including end of game **facility bonus victory points**, are forfeited unless the facility is repaired.

Park Facilities
(Green Sector Indicator)



Facility Cost: A facility tile may be purchased from the City Center for the indicated credit cost. Purchased facilities are immediately placed into a player's park.

Commercial Facilities
(Grey Sector Indicator)



Facility Bonus Victory Points: The victory point number contained inside the sector indicator is awarded to a player at the end of the game so long as the facility is undamaged.

Fences

Fences are purchased at the City Center and placed around habitat spaces on a player's island board to form pens. Fences can only be placed between the habitat spaces on the Park side of a player's island.

A pen can be any size or shape but needs a minimum of four fences to completely enclose a habitat space.



Moving Fences and Dinosaurs

Fences and dinosaurs may be moved anytime a Build Fence action is taken from the City Center, or if a Manipulation card or Breaking News event allows the placement of fences. Moving fences in this way will not result in a Rampage Check unless a dinosaur is left unpened at the end of the action.

"I've been reviewing the inventory report from the Director. He does know that half of the dinosaurs on the list didn't look like this right? One of them isn't even a dinosaur."

"The Director holds that the public doesn't care."

"We are going to be removing unwanted genetic traits from these things for months. If the public ever sees the rejects we are never going to live it down."

-VINCENT AND JACQUELINE, LAB TALK, DINOGENICS IOM

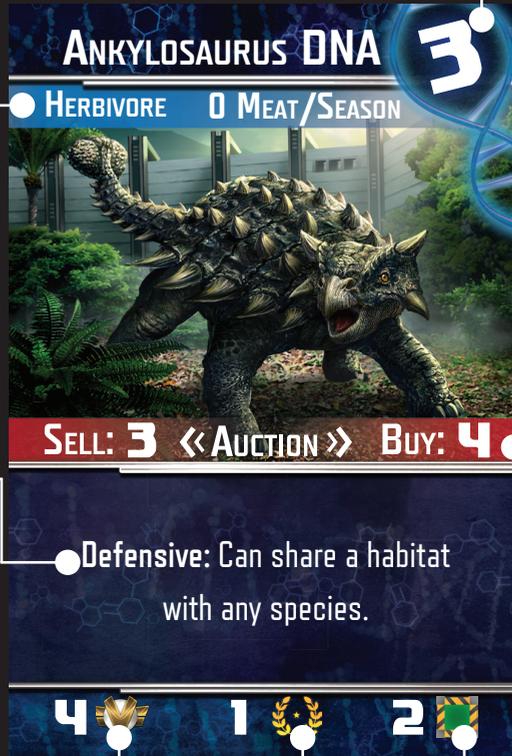
Dinosaur Requirements

Feeding Requirement

Each dinosaur has a specific feeding requirement. Herbivores do not require a food source but all carnivores must be fed a specific number of goats each Season to avoid Rampage Checks.

Trait

For better or worse, each dinosaur has a unique trait that will be a benefit or a detriment to your park.



DNA Requirement

This number represents the amount of Ankylosaurus DNA cards required to place an Ankylosaurus dinosaur meeple into a player's park.

DNA Market Value

Each DNA card has a specific buy and sell amount. When the City Center action is taken a DNA card may be bought or sold to the DNA Market for the indicated amount.

Dinosaur Stats (left to right)

Once a dinosaur meeple is created and placed into a park it will provide a set amount of victory points at the end of each Season. Reputation is permanent as long as the dinosaur meeple is retained. The final icon is the minimum number of continuous enclosed (fenced) habitat spaces required by the dinosaur.

Dinosaur Creation and Placement

Once a complete set of DNA cards is acquired, a player can create a dinosaur. A player should play a worker to the DinoGenics IOM board Action Space, discard the complete set of DNA cards, and place the matching dinosaur meeple into their park. When placing a dinosaur, a player immediately increases their reputation tracking cube on the **Visitor Board** and the victory point tracking cube on their **Personal Island Board**.

Dinosaur meeples should be placed into a valid habitat whenever possible and must be placed on an unoccupied space or a biodome on the Park side (green) of a player's Personal Island Board. Most dinosaur habitats require a pen which is designated by fences that completely surround one or more habitat spaces.

With the exception of the ankylosaurus, dinosaurs can only be safely housed with other dinosaurs of the same species. Each dinosaur meeple occupies its own 1x1 space. Therefore, a park can never have more than 12 dinosaur meeples unless a **biodome** facility is used (pg.13). Having more than one dinosaur in a pen does

not increase the required pen size for that dinosaur. If a dinosaur is placed into an improper habitat, either by choice or as the result of a Breaking News event, the player must immediately resolve a dinosaur **Rampage Check** (pg.7). Rampage Checks must also be resolved at the end of the feeding stage if a carnivore is unfed or if a dinosaur is currently in an improper habitat.

Cascading Failures

If a dinosaur's placement violates another's habitat, or if a Rampage Check breaks the fence of another dinosaur, the affected dinosaur or dinosaurs must also resolve a Rampage Check. However, each dinosaur will only rampage once per game phase (pg.6), regardless of how many cascading failures occur.

Special Placements

Dinosaurs placed as the result of Manipulation Cards, Breaking News events or the Monstrous trait must still obey all placement rules. A dinosaur placed by one of these means must still be placed in a valid habitat or suffer an immediate Rampage Check.

Other Key Components

Manipulation Cards

Manipulation cards are powerful, one time use abilities that players can activate when they send a worker to the Uplink. Manipulation cards can help overcome game obstacles or give you an edge over your opponents. However, be careful not to put too much emphasis on Manipulation cards. The number of opportunities to play them is limited and the Uplink action spaces will become highly contested in the late game.

Corporate Espionage

In addition to the benign Manipulation cards, DinoGenics includes a number of more aggressive options in the form of Corporate Espionage cards, identifiable by the  icon. Use of all Manipulation cards is recommended, but if players prefer a less aggressive play experience, this can be achieved by removing all Corporate Espionage cards from the game.

Breaking News Cards

Each Open Season includes a Breaking News event drawn from the top of the facedown Breaking News deck. These events can either be a net positive for all players or may include a potentially disastrous challenge to overcome. The Breaking News deck ensures that every game of DinoGenics is unique.

When resolving a Breaking News card, if multiple options would be valid, each player may choose how to resolve the card in their park. *(Example: Tim must resolve a Rampage Check for the highest reputation dinosaur in his park. Both his raptor and stegosaurus are valid targets. He chooses the stegosaurus as its Rampage Check is less likely to kill a visitor.)*

Corrupted Venues

Players should remove the Corrupted T-Rex Breaking News card from the event deck while learning the game. For advanced players looking for a challenging experience, this card can be added back in to add some extra excitement and chaos to the game.

RAPID GESTATION



Destroy one non-mutant dinosaur in your park.

Immediately place mutants into your park equal to the DNA card requirement of the destroyed dinosaur.

WHISTLE BLOWER



Each opponent must either gain a **S** or discard one DNA card to the Boneyard.

You may collect one DNA card from the Boneyard, then gain 4  if you have fewer **S** than at least one player.

BREAKING NEWS



NNEL Love is in the air at several local dinosaur parks and park managers are worried.

3 THE START OF DINOSAUR MATING SEASON MEANS BIG PROBLEMS

Resolve a Rampage Check for the highest reputation species in your park with only one dinosaur.

10

BREAKING NEWS



NNEL Could mutant dinosaur DNA spread to humans? The shocking answer when...

3 LIVE FOOTAGE: UNEXPLAINED MUTATIONS CAPTURED ON FILM

In player order, each player must place a mutant into their park. Standard placement rules apply.

18



Dinosaur Reference

Tyrannosaurus

Carnivore



Victory Points: 7
Reputation: 3
Fenced Habitat Spaces: 3
DNA Requirement: 3
Feeding Cost: 

Destructive: Roll two dice during a Rampage Check

Brontosaurus

Herbivore



Victory Points: 5
Reputation: 2
Fenced Habitat Spaces: 0
DNA Requirement: 4
Feeding Cost: None

Gentle Giant: Open Spaces are a valid habitat. Will rampage if placed in a pen.

Pterodactyl

Carnivore



Victory Points: 5
Reputation: 4
Fenced Habitat Spaces: 1
DNA Requirement: 3
Feeding Cost: 

Flight: Must be housed in a biodome to fulfill its habitat requirement.

Ankylosaurus

Herbivore



Victory Points: 4
Reputation: 1
Fenced Habitat Spaces: 2
DNA Requirement: 3
Feeding Cost: None

Defensive: Can share a habitat with any species.

Raptor

Carnivore



Victory Points: 4
Reputation: 2
Fenced Habitat Spaces: 1
DNA Requirement: 2
Feeding Cost: 

Clever: During a Rampage Check a  results in a fatality in addition to normal damage.

Stegosaurus

Herbivore



Victory Points: 3
Reputation: 2
Fenced Habitat Spaces: 2
DNA Requirement: 3
Feeding Cost: None

Crowd Pleaser: During the Upkeep Phase, gain .

Mutant

Omnivore



Victory Points: 2
Reputation: 0
Fenced Habitat Spaces: 1
DNA Requirement: 3 Mixed
Feeding Cost: None

Monstrous: May be fed  once per Upkeep Phase, to place an additional mutant into your park.

Triceratops

Herbivore



Victory Points: 2
Reputation: 1
Fenced Habitat Spaces: 1
DNA Requirement: 2
Feeding Cost: None

Herd Animal: Gain an additional  for every two triceratops in a shared pen.

Facilities Reference



Basic Hotel:
Holds 2 visitors.



News Room:
Whenever you place a new dinosaur for any reason, gain 2 victory points.



Petting Zoo:
During the Upkeep Phase, gain 1 victory point for each species with more than one dinosaur in your park.



Medium Hotel:
Holds 3 visitors.



Animatronic T-Rex:
Worth 2 reputation.



Holo Dome:
Worth 1 reputation.



Watch Tower:
Once per game phase, ignore one Rampage Slash die result.



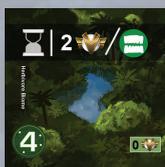
Carnivore Biome:
At the end of the game, gain 3 victory points for each carnivore in your park.



Salvage Operations:
All future buildings you place cost 1 fewer credits.



DNA Archive:
At the end of the game, gain 1 victory point for each DNA card in the Boneyard.



Herbivore Biome:
At the end of the game, gain 2 victory points for each herbivore in your park.



Memorial Statue:
Worth 5 victory points at the end of the game if undamaged.



Biodome:
Counts as a fenced pen (any size) for up to two compatible dinosaurs. Satisfies pterodactyl habitat requirements.



Fine Diner:
During the Upkeep Phase, gain 1 victory point for each hotel in your park.



Stegosaurus Monument:
Stegosaurus in all parks are worth 3 reputation. At the end of the game, gain 2 victory points for each stegosaurus in any park.



Goat Farm:
Each Season, gain 1 goat meeple after the feeding stage.



Food Court:
During the Upkeep Phase, gain 1 credit for each hotel in your park.



Triceratops Observatory:
During the Upkeep Phase, gain 1 victory point for each triceratops in play in any other players park.



Geology Lab:
When deploying a worker to Site B, you must only discard 1 DNA instead of 2.



Genetics Facility:
Once per Season, when creating a new dinosaur you may substitute 1 DNA card for any type of DNA.



Tour Bus:
During the Upkeep Phase, gain 1 victory point for each player ahead of you in player order.



Patent Center:
Each time an opponent creates a dinosaur that already exists on your island, gain 1 credit.



Mutant Exhibition:
Each pair of mutants on your island is worth 1 reputation.



Park Mascots:
During the Upkeep Phase, gain 1 victory point for each unique species in your park.

End Game Scoring and Victory

At the end of seven Seasons, the player with the most victory points wins the game. Each player should calculate their final score based on the criteria below:

- If any of the below tiles are owned, the controlling player(s) gain their end of game victory points.



- Calculate facility bonus victory points. (pg.9)
- Add final scoring bonuses.
- Remove six victory points for each Scandal token.

In the event of a tie, the player with the highest reputation at the end of the game wins.

Final scoring bonuses

- 1** For every unique species in a valid habitat, gain three victory points.
 - A brontosaurus is not in a valid habitat if another species is unpenned during final scoring.
- 2** Each player scores one victory point for every three credits they have.
- 3** Each player scores one victory point for every two DNA cards in their hand.



Addendum

FAQ

Question: *Do biodomes need to be fenced in to fulfill a dinosaur's habitat requirement?*

Answer: No, biodomes fulfill all pen habitat requirements for the dinosaur.

Question: *Does placing a pterodactyl inside a pen prevent it attacking my facilities?*

Answer: A pterodactyl placed inside a fenced pen will rampage every Season but damage will be assigned to its adjacent fences before it will attack any facilities.

Question: *Can I use a facility tile as the wall of a pen?*

Answer: No.

Question: *Can I choose not to feed my carnivores?*

Answer: No, a player must always feed their carnivores even if they do not have enough goats to satisfy them completely. If multiple carnivores are in need of feeding but there are a limited amount of goats, the player may choose which one to feed.

Question: *Can the same mutant be fed more than once per round?*

Answer: No, each mutant can only be fed once per Season. Additionally, mutants placed by the Monstrous trait must wait until the following Season to be fed.

Question: *I have a dinosaur free of its pen and all of my facilities are already damaged. Where does damage get assigned?*

Answer: The Visitor Center is always assigned damage if there are no other valid facility tiles in play. Gain a Scandal token each time this occurs in addition to any Scandals gained from killed visitors.

Question: *Can I use the Fresh Meat Manipulation card on mutants and the Corrupted T-Rex?*

Answer: Absolutely.

Question: *How does Breaking News card #21 react with the Research Pact Manipulation card?*

Answer: Each player who received a DNA card would have to resolve a die roll for a Corrupted T-Rex.



**NINTH
HAVEN**
— G A M E S —

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Single Player Development

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SPECIAL THANKS TO:

Over 3,000 Kickstarter and Crowd Ox backers who made this game possible.

The Corporations

The BioThesauri Organization

Executive Director: Stephen Greaves



Overview: In a world of diminishing diversity, the BioThesauri Organization helps species to survive in the face of ecological disaster. The BioThesauri Organization has established the first non-profit Dinosaur Park and Preserve as a means of studying extinct species and prevent further extinction level events. BioThesauri's goal is not just to preserve species, but to discover what events led to their downfall and determine what will help all species coexist in the current and future Earth.

BlueSea Genetics PLC

CEO: River Grenard



Overview: BlueSea Genetics began as a genetic splicing company aimed at restocking overharvested ocean fisheries. They have since taken their expertise and put their scientists to the test designing entirely new creatures based on once extinct genetic material. In time, BlueSea Genetics hopes to design new delicacies that could become the next mega-seller on the global market.

Dino Libre

CEO: Ty Dusablon



Overview: Dino Libre was founded with the goal of providing a new type of lucrative entertainment to the masses. Animal cruelty laws long prohibited the broadcast of traditional animal fighting, but in dinosaurs, Dino Libre found a legal grey area. With the often comically attired, "Luchasaurus Wrex" mascot adding dark humor to the proceedings, and despite the near constant protest from activists, Dino Libre has cultivated a global following.

Ntek

Founder: Adam Nelson



Overview: Ntek was founded with the goal of saving endangered species. They started with cloning animals that were too few in number to rebuild, such as the West African Black Rhinoceros. As early ventures proved successful, Ntek expanded into genetic modification to help species survive in a changing global climate before finally delving into the business of resurrecting extinct species. Ntek is new to the dinosaur game but going full force.

Trapezohedron Incorporated

CEO: Dr. Mehyt Nyarlathotet



Overview: Little is known about this company's origin but they have heavily invested in and funded space exploration, advancements in metallurgy, mathematics and most recently, genetic experimentation. They are one of the only companies known to be publicly experimenting with dinosaur DNA and have a particular interest in biological mutation. Trapezohedron Inc. is often maligned by the press due to their tendencies to push for the advancement of science at the expense of employee wellbeing and public relations.

"Sir, I have compiled the corporation brief for you. These are the current forerunners for coastal development. I had to do some digging... some of the information is troubling."

"Jacqueline, let the tabloids worry about their troubled past. I am heading the most expansive biological research endeavor in history and that doesn't come cheap. As long as their checks clear we are not turning away anyone."

"..."

"All the same, maybe have our lawyers draw up some non-indemnity agreements."

-MATEO ORTIZ, DIRECTOR OF DINOGENICS IOM

Single Player Scenarios

Single player scenarios offer unique challenges that take the base rules and mechanics of a two-player game and alter them in dynamic ways. All scenarios consist of unique player board setups, preset starting resources, specific Breaking News cards, and unique victory conditions.

When playing a Single Player Scenario, setup the Mainland Game Board as if you were playing with two players. If a scenario rule contradicts a rule of the base game, the scenario version always takes priority.

Breaking News cards display a number in the bottom right corner; use these numbers to build each scenario's unique deck of events as specified in Setup.

Unless otherwise specified, remove the following Manipulation cards: **Infest Hotels**, **Infiltrator**, **Misdirection**, **Research Pact**, **DNA Theft** and **Whistle Blower**.

With the exception of scenario 8, ignore any part of a manipulation card that references another player.

1. Raptor Escalation (Easy)

Story: In an effort to capitalize on the worldwide dinosaur craze, the Malapointe Corporation is rushing to build the first dinosaur destination in the Caribbean. As expenses grow, Malapointe is forced to abandon its original plans and instead buys up cheap, unwanted genetic inventory from DinoGenics IOM. Months away from being complete, Malapointe Park will open its doors to the public early.

Objective: By the end of Season 6, all dinosaurs in your park must be in valid habitats and all of your facilities must be operational.

Setup

Game Begins with: Season 3

Starting Credits: 3

Starting DNA Cards: 3

Starting Fence: 12 (1 Pen)

Starting Goat Meeples: 2

Starting Scandals: 5

Starting Workers: 4

Manipulation Cards: 2

Starting Facilities: 1x Basic Hotel, 1x Watchtower

Breaking News Deck: 3, 7, 8, 16, 17 and 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: Place five raptors in your starting pen. Place one additional Blocking Token on an Action Space at the Farm. Because you start in Season 3, immediately gain your 5th worker.

Your park receives visitors at the beginning of each Open Season up to half (round up) of your max hotel capacity.



Final Score

VP 130+: The Malapointe Corporation recovered from its initial shortfall and flourished in the years to come. Malapointe's founder, not without a sense of humor, adopted the raptor as her park's official emblem and mascot. As time went on, the raptor became a symbol of vacation bliss and luxury.

VP 80-129: As the years went by, Malapointe Park, perhaps in no short part because of its prime location, became a respectable, if slightly dangerous vacation spot.

VP 0-79: Malapointe Park scraped by as a second rate destination, often beset with broken attractions and the lingering whisper of scandalous activity and injured visitors.

FAILURE: Malapointe Park was shut down following the death of a visiting VIP. The public failure and resulting humiliation wrecked the park's founder, leaving her a broken husk. She vanished into the abandoned ruins of Malapointe Park and was never heard from again.

Single Player Scenarios

2. Perfect Harmony (Medium)

Story: The BioThesauri Organization has built a reputation on establishing preserves for species in danger of extinction. Through the technology of DinoGenics IOM, BioThesauri is seizing the opportunity to learn about long dead ecosystems. In an effort to better catalog and study dinosaur interactions, BioThesauri has set out to maintain a population of as many diverse species as possible. The organization has already planned a media blowout event to capture the public's attention and attract future donations; all that remains is fulfilling the mission before the impending deadline.

Objective: By the end of Season 6, acquire 1 or more of each dinosaur species and at least 100 victory points.

Setup

Game Begins with: Pre-Season

Starting Credits: 3

Starting DNA Cards: 5

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 0

Starting Workers: 3

Manipulation Cards: 2

Starting Facilities: 1x Genetics Facility, 1x Geology Lab

Breaking News Deck: 1, 4, 6, 9, 10, 18, and 20. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: Your park receives visitors at the beginning of each Season up to your reputation track value.

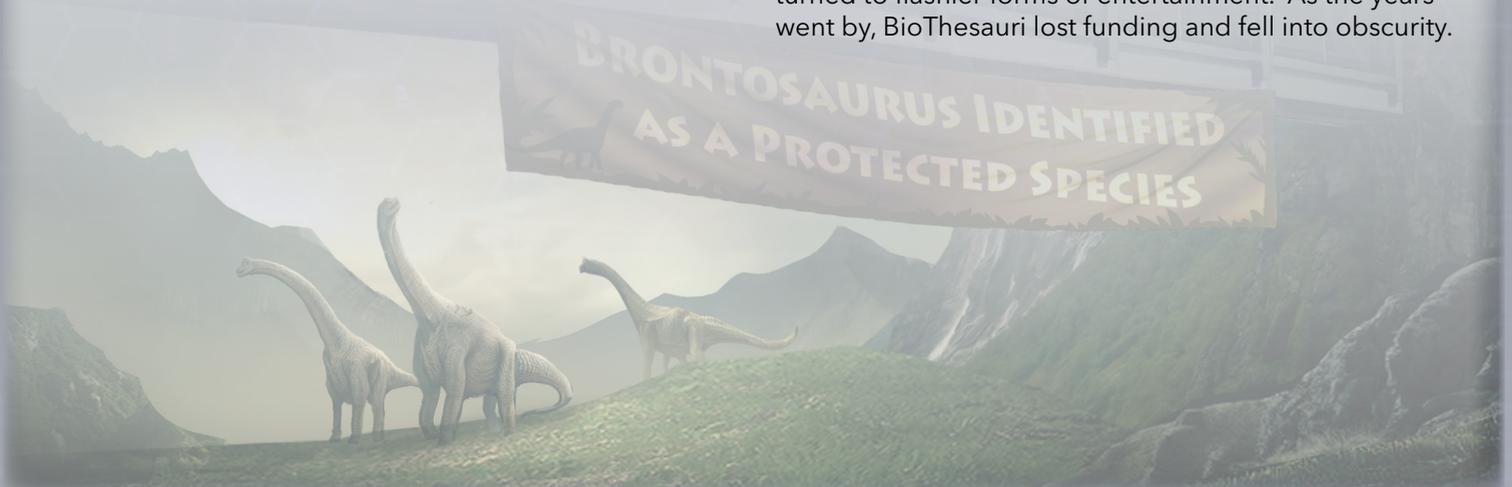


Final Score

VP 140+: The BioThesauri Organization fulfilled its mission to protect a diverse dinosaur population and even established a park loved by the masses. As public awareness grew, BioThesauri became inundated with donations from new charitable investors looking to make a difference. BioThesauri became a beacon of light in an otherwise cynical commercial landscape.

VP 100-139: The BioThesauri Organization made slow gains in its goal of a perfect dinosaur preserve. Unfortunately, outside funding remained modest and expansion was limited. They continued their research but never became the global leader for dinosaur preservation they had set out to become.

FAILURE: BioThesauri failed to catalog a full collection of dinosaurs by its planned media event extravaganza. The public slowly lost interest in the organization's efforts and turned to flashier forms of entertainment. As the years went by, BioThesauri lost funding and fell into obscurity.



Single Player Scenarios

3. Too Many Goats (Medium)

Story: A small island off the coast of Central America is prime real estate for the up and coming Triassic Corporation. Unfortunately, the island is home to a peculiar and hardy species of wild goats, not native to the region. With the land deal concluded, removing the goats all at once would result in a large scale PR disaster and public outcry. It is better to let nature take its course...

Objective: Score at least 50 victory points.

Setup

Game Begins with: Season 1

Starting Credits: 3

Starting DNA Cards: 3

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 2

Starting Workers: 4

Starting Facilities: 0

Breaking News Deck: Instead of a Breaking News Deck, resolve the following event each event stage.

Voracious Chewers: Roll two rampage dice to see if a fence has been damaged by one of the wild goats. For each  result, you must destroy a fence that is directly adjacent to a wild goat. If one or more carnivores are now free, resolve the Rampage Check(s) immediately, otherwise proceed to the action stage.

Special: Draw Raptor DNA to all slots in the DNA Market. Place goats in all park locations except the fenced area as specified in the setup image.

Wild goats may not be moved or completely fenced in (surrounded), and they prevent the placement of park facilities and dinosaurs. During the feeding stage of the game carnivores and mutants may be fed with a wild goat that is directly adjacent to their pen, removing that goat from the board. If no wild goats are available a carnivore must be fed per normal game rules.

Your park receives visitors at the beginning of each Season up to your reputation track value.

At the end of the game, receive one Scandal token for each wild goat left on your island.



Final Score

VP 140+: While the wild goats proved troublesome in the early days of the park, management eventually curtailed the population and Triassic Park flourished. In a brilliant PR maneuver, the Corporation took the remnants of the now highly endangered species to a nearby island, telling the world that they were a caring protector for the species. The Triassic Corp went on to be known for both its business acumen and as a protector of endangered species.

VP 100-139: The Triassic Corp managed to establish a strong foothold on the island and reaped the profits of the beautiful location. As the years went by, the goat population was wiped out and became nothing more than a distant memory.

VP 50-99: The Triassic Corp never did manage to completely rid the island of the wild goat presence. Despite frequent problems, park management came to accept that the park would never be as successful as its competitors or completely free of the burdensome beasts. As the years went by, Triassic Park became known as a perfectly acceptable, B-Grade destination.

FAILURE: The wild goat population continued to overrun every part of the small island. After the Triassic Corp went bankrupt and was forced to close down its park, the single non-carnivorous dinosaur it had built eventually escaped its cage and lived in harmony with the native goat population for the remainder of its long life.

Single Player Scenarios

4. The Lost Park (Medium)

Story: Following the closure of Malapointe Park, many investors saw an opportunity to reopen the failed dinosaur destination. With many park facilities already in place, cleanup and repair would be a simple matter. Surveys of the island have also revealed that a number of dinosaurs have managed to survive the shutdown and could be reintroduced into a functional park setting. As a new park manager for Ninth Haven Industries, you have been tasked to return the park to functioning and profitable order.

Objective: By the end of Season 6, all facilities must be repaired and you must have a score of at least 50 victory points.

Setup

Game Begins with: Pre-Season

Starting Credits: 4

Starting DNA Cards: 0

Starting Fence: 4

Starting Goat Meeples: 0

Starting Scandals: 5

Starting Workers: 3

Starting Facilities: 2x Basic Hotel (Broken),
1x Watchtower (Broken), Goat Farm (Broken),
Fine Diner (Broken)

Breaking News Deck: 8, 13, 16, 17, 18, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: You start with two unpenned raptors.

Your park receives visitors at the beginning of each Open Season up to half (round up) of your max hotel capacity.



Final Score

VP 130+: Ninth Haven Industries rebuilt the park bigger and better. The roaming dinosaurs were penned and quickly became trained under the supervision and care of the raptor team leader. Soon, millions of tourists were flocking annually to see the luxurious Caribbean park that went well beyond the vision of its original founder.

VP 100-129: The park was rebuilt, and flourished under new leadership. Visitors were shuttled through a 5-star experience and management ensured that evidence of the park's dismal past was kept out of sight.

VP 50-99: The park was restored but its reputation was hard to shake. Visitors whispered of the park's troubled history and children told horror stories of the mad woman who now lived among the wreckage of the old park. Success would prove difficult in the years to come.

FAILURE: History repeats itself for those too stubborn to learn from the past. The park was condemned as a safety hazard after the deaths of numerous people. When people from the mainland talk of the lost park, they do so in hushed tones. The island is cursed they say. Twice corporations have tried to tame the island and twice its park managers have been driven to failure and madness. The island is truly abandoned now and it is expected to remain so for many years.



Single Player Scenarios

5. Spring Breakers (Medium)

Story: Every year, college students and dinosaur cage match fanatics descend on Dino Libre Prime to attend DinoMania. The crowds the championship fights attract are among the most chaotic, vulgar and destructive tourists the park will see all year. Unfortunately, this is exactly the type of clientele Dino Libre goes out of its way to cultivate. As a new manager at Dino Libre, you must keep the park functioning throughout this chaotic event.

Objective: Score as many points as possible by the end of Season 6. During final scoring, lose ten points for every broken building in your park.

Setup

Game Begins with: Season 1

Starting Credits: 2

Starting DNA Cards: 3

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 1

Starting Scandals: 2

Starting Workers: 3

Starting Facilities: 2 x biodome (Reserve 2x biodomes beside your player board)

Breaking News Deck: 1, 2, 4, 6, 13. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: You start with one penned raptor.

Your visitors will riot if they are not entertained! Before the feeding stage of the Upkeep Phase, roll one rampage die for each biodome that does not contain two dinosaurs. Visitor riot results cannot be ignored by Watchtowers or Reinforced Pens.

 = Destroy 1 Fence or Damage 1 Facility

 = Damage 1 Facility

 = Gain 1 VP

You must place an additional biodome into your park (for free) at the start of the 3rd and 6th Seasons.

Your park receives visitors at the beginning of each Season up to your reputation track value.



Final Score

VP 120+: Tens of millions tuned in to see the DinoMania finals. Advertising revenue skyrocketed and everyone wanted to get in on the branding opportunities. Dino Libre began scheduling rematches, rivalries, and crossover events with other sports juggernauts. They had done the impossible; they had turned a loathsome activity into a global sensation.

VP 85-119: The event was a success and the many Dino Libre fans left happy and satisfied. Millions of people paid to see their favorite dinosaurs partake in the brutal chaos, and DinoMania would continue for years to come.

VP 50-84: DinoMania was a letdown. Few matches were held and many of those that were, ended in an anticlimactic fashion. Ad revenue plummeted and the future of the park hangs in the balance.

FAILURE: The park was wrecked following a massive riot on the final day of DinoMania. Local government enforcers were called in to quell the chaos but their actions only seemed to anger the rioters. After an 18 hour standoff, the island was put under complete military quarantine. Fearing the media backlash, Dino Libre has cut all ties with the previous park management and disavowed their involvement in any wrongdoing.

Single Player Scenarios

6. Discount Disaster (Medium)

Story: BlueSea Genetics is committed to expanding its revenue stream by cornering the dinosaur park market. Already experts in the field of genetics, BlueSea has full confidence in its ability to maintain a dinosaur population. They have set up in a location guaranteed to receive a large amount of tourists. In an effort to further guarantee the success of the park, BlueSea has enacted a new program to entice guests. *Pay what you want! No reservations required!* So far the gamble has paid off as visitors are queuing up at the gates.

Objective: Score at least 80 VP by the end of Season 6.

Setup

Game Begins with: Season 1

Starting Credits: 0

Starting DNA Cards: 3

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 0

Starting Workers: 4

Starting Facilities: 2 x Holo Dome

Breaking News Deck: 1, 5, 10, 11, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: You must take all visitors regardless of hotel space! At the start of each Season, roll two dice. For each rolled result, gain the visitors shown below.

 = Gain 1 Visitor

 = Gain 2 Visitors

 = Gain 4 Visitors

Then gain additional visitors equal the current Season's bonus visitors. However, visitors only pay if they are entertained! Receive 1 credit for each visitor up to your position on the reputation track.

Any visitors that don't fit into a hotel will wait in the parking lot until a hotel is built or until they leave at the end of the Season. When buying a hotel, you may move any stranded visitors immediately upon building.

During visitor scoring, do not receive victory points for visitors outside of a hotel. Instead, take one scandal per visitor without a hotel due to their negative review, and return the visitor to the general supply.



Final Score

VP 120+: BlueSea's discount gamble was a smash success. Their ability to take on the hordes of seasonal visitors allowed them to eventually franchise. Now, a person can barely step foot in the Caribbean without running into one of their locations. Even more spectacular was that many guests left with stories of exotic foods that they had never heard of before. Riding this success, *BlueSea Genetically Perfected Delicacies* will soon enter food markets around the globe.

VP 80-119: Despite the overpromises of the marketing department, BlueSea managed to take in thousands of tourists and keep them entertained. The teams did astounding work and profits climbed steadily over the years. In time, BlueSea showed themselves to be a premier discount destination.

FAILURE: Despite the best efforts of management, the BlueSea Park floundered due to overbooking and poor public relations management. Now a loss leader, BlueSea Genetics quickly cut ties with the park and moved on to other endeavors.



Single Player Scenarios

7. Dinosaur Sanctuary (Hard)

Story: Ntek has fallen on tough times as corporate consolidation and dwindling profits begin to hit the dinosaur park industry. Despite this, they have found themselves in a perfect situation to do some good in the world. By utilizing a mixture of volunteers and contractors, Ntek has now set out to provide sanctuary to unwanted and neglected dinosaur species.

Objective: Save as many rejected dinosaurs as possible. Score at least 80 VP by the end of the game.

Setup

Game Begins with: Season 1

Starting Credits: 8

Starting DNA Cards: 3

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 0

Starting Workers: 0

Starting Facilities: 3x Medium Hotels

Breaking News Deck: 10, 12, 16, 18, 20. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: Remove all Basic Hotels from the City Center, they will not be used this game.

Place one inactive player's worker meeples in each mainland Action Space area (11 total). You may pay one credit to hire one of these temp workers, permanently removing them from the scenario, and then use the uncovered Action Space as if you played a worker there.

The DNA Market is special in this mode and should not be stocked as usual, nor can workers use the DNA Market.

At the start of the Season, receive visitors up to your reputation track value then gain one credit for each visitor taken. For each completely filled hotel, gain one worker meeples of your own color (up to four) for that Season. If you gain visitors and fill up a hotel during a turn, you gain a worker immediately.

Only one DNA card is required to place a dinosaur. When using DinoGenics IOM, place a DNA card into the first slot of the DNA Market. Push any existing cards to the right, then draw two random DNA cards. If any card on the market matches a drawn card, you may place that dinosaur in your park. If they do not match, place the >>



<< higher reputation dinosaur drawn into your park (player choice on ties). Discard both drawn cards when done. You may end the current Open Season phase at any time.

At the end of the game, subtract 6 VP for each species not in your park.

Final Score

VP 130+: Ntek proved even better than their reputation. They would go on to build a fully sustainable dinosaur habitat that reinvigorated the world's interest in extinct lifeforms, encouraging a global preservationist effort. The senior park manager for the original Ntek sanctuary project became a key advisor for all future endeavors.

VP 80-129: Ntek succeeded in providing sanctuary to a vast array of dinosaur species. As time went on the sanctuary grew in scale and needed to expand but money was always tight. The volunteers always did their best, but there is only so much that can be done with so many dinosaurs needing a good home.

FAILURE: Due to misguided leadership, Ntek failed to provide a viable sanctuary for abandoned dinosaurs. The Ntek Corporation managed to keep the effort alive for a number of years but without strong leadership or the backing of public interest, the endeavor was doomed to failure. Dinosaurs would soon become nothing more than an exploited commodity.

Single Player Scenarios

8. Synth (Hard)

Story: The dinosaur industry has become oversaturated and corporations are seeking alternatives to traditional staffing options. The artificial intelligence division of Trapezohedron Inc. is about to release a fully autonomous park solution codenamed: Synth. If successful, this AI could mean the end of traditional dinosaur parks. As a new park owner, you must prove to the public that dinosaur management cannot be left to an AI.

Objective: Defeat Synth.

Setup

Game Begins with: Pre-Season

Starting Credits: 4

Starting DNA Cards: 3

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 0

Starting Workers: 4

Starting Facilities: 0

Breaking News Deck: Use all Breaking News cards. Synth ignores all Breaking News effects, good and bad.

Special: This scenario uses the full standard 2 player setup, including all Manipulation cards. Synth cannot respond to Manipulation card effects, discard any benefits that would be given to it, however, it incurs all penalties.

At the start of the scenario, Synth is first player. Synth starts with 2x basic hotels, 3x biodomes, and two goat meeple. Synth does not collect or use credits in any way.

On each of Synth's turns, roll two rampage die and refer to the chart on page 25 to resolve its actions. If Synth cannot place a worker due to an Action Space being occupied, roll again.

If a Synth Rampage Check occurs, resolve all damage as normal. All Synth dinosaurs that are in violation of their habitat requirements at the end of the turn are euthanized and removed from play.

If damage needs to be assigned to Synth facilities, always damage the lowest cost, least occupied facility first. The Synth Visitor Center can never be damaged.

If a biodome is damaged, Synth employs nano-robots to repair the facility automatically at the end of each turn.



Final Score

Victory: Synth has gone offline. While the AI was able to make early gains, its biological counterpart proved far more capable than expected. Tourists had flocked to the artificial marvel, but in the end, wonder turned to horror as the autonomous park started to break down. With little care for human visitors, the Synth Park quickly turned into a death trap. Tourists are once again embracing the personal touch offered by a human-maintained park. The future looks bright indeed.

Defeat: Cold, calculating, successful. Trapezohedron Inc has proven that they can rewrite the rules of dinosaur park management and pull ahead with sheer technological superiority. The competition soon dried up as other parks couldn't compete with the automaton. Even with people warning the industry about the dangers of an autonomous AI, rumors have already begun to circulate that Synth 2.0 is coming soon.

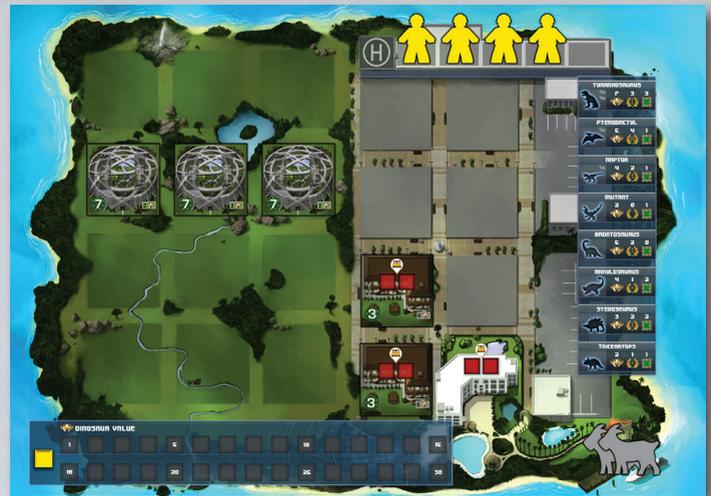


Single Player Scenarios

8. Synth (Continued)

"That Synth AI creeps me out. Yesterday, Shipping received an order to load a raptor into an unmanned transport drone. Just think of that! Killer dinosaurs flying through the air over people's houses. Someone with a shotgun is going to take one of those things out and when it crashes, all manner of hell is going to break loose."

-CATHY VEL, CHIEF OF SECURITY, DINOGENICS IOM



Rolled Result	Pre-Season - Season 3	Seasons 4 - 6	Special Instructions
	Synth sends a worker to the City Center and places the lowest cost facility into play in the Synth park for free.	Synth no longer builds new facilities. Instead remove the highest cost facility in the City Center from play.	If facility cost is tied, choose the facility in the furthest left column. If Synth has no more room to build, it instead removes the facility from play.
	Synth sends a worker to DinoGenics. Draw three DNA cards. Place the lowest reputation dinosaur into play in the Synth park. On a tie, place the lowest VP dinosaur. Discard drawn DNA cards when finished.	Synth sends a worker to DinoGenics. Draw three DNA cards. Place the highest reputation dinosaur into play in the Synth park. On a tie, place the highest VP dinosaur. Discard drawn DNA cards when finished.	Synth will always prioritize nondestructive placements. Place Synth dinosaurs in biodomes with matching species first, empty biodomes second, mixed species third, and outside only as a last resort. Always place brontosaurus outside of Synth biodomes. Resolve a Rampage Check for Synth if a placement violates a dinosaur's habitat requirement.
	Synth sends a worker to Site A then draws a new DNA card to the market.	Synth sends a worker to the Agency and discards a Scandal.	
	If Synth has fewer than 5 goats, it sends a worker to the Farm and gains 3 goats. Otherwise it sends a worker to the Outsource Action Space and discards a Scandal.		
	Synth sends a worker to the Ferry and gains 1 VP.		
	Synth sends a worker to the Uplink, gains 5 VP, and then takes another turn.		

Single Player Scenarios

9. All Good Things... (Hard)

Story: The dinosaur park gold rush is ending. Public interest has started to wane as dinosaurs have become commonplace. Parks are downsizing in an effort to stay competitive and only a few have been able to maintain the crowds from the golden days of the boom. Always the optimist, you still believe that the world wants to see dinosaurs and are prepared to work hard for that belief. Unfortunately you are now forced to deal with the same dwindling crowds and understaffing as your more established competitors.

Objective: End the game with at least 15 credits and at least 80 VP.

Setup

Game Begins with: Season 6

Starting Credits: 2

Starting DNA Cards: 3

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 0

Starting Workers: 5

Starting Facilities: None

Breaking News Deck: 4, 5, 13, 14, 16, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: This scenario uses the Visitor Board to keep track of your diminishing workforce over the course of 6 Seasons.

Start with the Season tracker set to Season 6. Each Season, move it one space to the right. The number of visitors in the furthest left column of the Season tracker is the number of workers and the maximum number of visitors available to you for the round. Ignore bonus visitors.

On your first turn, you will have five workers and access to five visitors. On the last turn, you will only have two workers and access to two visitors.

Your park receives visitors at the beginning of each Season equal to half your reputation track value, rounded up.



Final Score

VP 100+: The dinosaur gold rush might be dying down but you have proven that it is far from dead. You have managed to keep your park running with a skeleton crew of workers, often filling in for your workers yourself when things got tough. Word of mouth has started to spread and you would not be surprised to see an uptick in visitors next season.

VP 80-99: You managed to keep the park running for another Season but you have been forced to let most of your workers go. Money is tight but you hope that things will pick up in the spring. The good news is that you have overheard that DinoGenics has something planned that might bring new life to the industry; a new dig site has been uncovered off the coast.

FAILURE: The last visitors have left for the season and with them, any chance of keeping the park running. Your investors bet everything on you and now you are forced to tell them the bad news. With all but the most established parks dying out, you fear that the era of dinosaurs really is coming to an end.



Single Player Scenarios

10. Corrupted Venues (Very Hard)

Story: Over ten years have passed since dinosaurs were reintroduced to the world. Unfortunately, the industry has proven unsustainable. Massive budget cuts at DinoGenics have resulted in delays and failed dinosaur deliveries. Seemingly overnight, small black market labs have sprung up to fill the void. While many are able to copy the science, the results are often wrought with undesirable outcomes.

Objective: By the end of Season 6, your park must have a reputation of 10 or higher and at least 50 VP.

Setup

Game Begins with: Pre-Season

Starting Credits: 10

Starting DNA Cards: 0

Starting Fence: 4 (1 Pen)

Starting Goat Meeples: 0

Starting Scandals: 0

Starting Workers: 4

Manipulation Cards: 2 (Remove 'DNA Splice' from deck)

Starting Facilities: None

Breaking News Deck: 1, 8, 15, 16, 18, 19. Shuffle the deck and place the first Breaking News card into the upcoming event slot.

Special: DinoGenics is off limits! Each DNA card acquired from the DNA Market or the Boneyard gives you a chance to immediately place the corresponding dinosaur meeple into your park.

However, black market labs have been known to use mixed DNA and poor equipment. Whenever a DNA card is acquired from the DNA Market or the Boneyard, roll two rampage dice. If either die results in a , place a Corrupted T-Rex instead of the corresponding dinosaur, then refund half your paid credits (round up). If all Corrupted T-Rex's are already in play you may automatically place the correct dinosaur. Discard acquired DNA card even if refunded.

Add two new DNA to the market at the start of each new Season. Sending workers to either Site A, B or using a Manipulation card to draw DNA, will instead place that DNA into the market in the order you received it.

Your park receives visitors at the beginning of each Season up to your reputation track value.



Corrupted: Resolve a Rampage Check at the end of each feeding stage.

Ignore Rampage Checks on placement.



Final Score

VP 120+: Establishing containment protocols was a challenge but your unlikely attractions have become a hit with thrill seekers. While you never dreamed that horror could be profitable, nobody can argue with success. As tourists flock in your profits have soared.

VP 50-119: It has been months since the last "incident" and your profits are finally improving. You try to hide the fact that creatures dwell just beyond the containment walls but barely a day goes by that a parent doesn't voice concerns. On each of these occasions you wonder

how long the walls will hold; but that is a problem for another day.

FAILURE: Three days ago, a monstrosity the size of a city bus breached an exterior containment wall and thousands of guests had to be evacuated. Park security floundered, and the disaster was seen on every TV across the world. If that was not bad enough, whatever caused the mutation in the first place appears to be spreading...

Quick Reference

Game Setup

1. Place all basic hotels in the first column of the City Center. Draw three additional facilities at random and place them in columns 2, 3 and 4.
2. Place three DNA cards into the DNA Market, then place 4 DNA into the Boneyard.
3. Draw the first Breaking News card to the upcoming slot of the Newsroom.
4. Each player draws three DNA cards and one Manipulation card.
5. Begin the Pre-Season. *Note: No visitors can be taken in the Pre-Season.*

Hand out workers to each player as indicated:

Number of Players	Number of Workers	Use Visitor Overlay
2-3	4	A
4-5	3	B

Each player will gain one additional worker at the start of Season 3.

Starting Credits:

Player 1	3 Credits
Player 2	4 Credits
Player 3	4 Credits
Player 4	5 Credits
Player 5	5 Credits



Victory Point



Gain resource or token.



Discard resource or token.



Play cards from your hand.



Reputation



If you have a visitor, gain 1 credit.



Assign damage to an accessible structure.



Kill one visitor, then assign damage to an accessible structure.

Open Season Phase

1. **Determine player order based on reputation.** Higher reputation is better. Ties are broken by number of facilities and credits, in that order.
2. **Assign visitors based on player order.** First player gets the furthest left column. (pg.5)
3. **Assign bonus visitors.** The first player may take the first two visitors, and then starting with player 2, each player may claim one visitor at a time in player order until no more bonus visitors or hotel spaces remain.
4. **Each player receives one credit per visitor in their park.**
5. **Draw one new Breaking News Card, and advance the news track.** If applicable, resolve the event.
6. **Draw a new facility tile to the 2nd, 3rd and 4th facility stacks in the City Center.**
7. **In player order, place one worker per turn until no workers remain.**

Upkeep Phase

1. **Feed all carnivores.** Optional: Feed mutants.
2. **Check for rampage conditions.** Roll a die to resolve a Rampage Check if necessary. (pg.7)
3. **Return visitors to the general supply.** Gain three victory points for every two visitors returned.
4. **Gain victory points from dinosaurs and any seasonal facility effects.**
5. **Gain resources from any seasonal facility effects.**
6. **Return workers to each owner's park.**
7. **Advance Visitor Overlay one space to the left.**
8. **Continue to the next Open Season.**