

# DinoGenics FAQ Version 1

## Corrupted Venues / Corrupted T-Rex

**Question:** *What are these components and how are they used?*

**Answer:** The Corrupted Venues add-in consists of 5 Corrupted T-Rex tokens, Breaking News Card #21, and 5 Corrupted T-Rex DNA cards. Kickstarter backers also had the option to purchase wooden meeple versions of the Corrupted T-Rex tokens. The Corrupted T-Rex tokens are used primarily with the single player scenario titled, "Corrupted Venues."

**Breaking News Card #21:** This card is an optional add-in event for use with the standard 2-5 player game. This breaking news card is recommended for players after they are experienced with the standard game and want a more challenging or chaotic experience.

**Corrupted T-Rex DNA cards:** The Corrupted T-Rex DNA cards are intended as reference cards and should not be shuffled into the standard DNA deck.

**Question:** *How many dice does a Corrupted T-Rex roll during a rampage check?*

**Answer:** All dinosaurs except the normal T-Rex roll one die during a rampage check.

## Game Seasons

**Question:** *How many seasons are in the game? What is the difference between the Pre-Season and a normal Season?*

**Answer:** The game is played over seven seasons: the Pre-Season + six (normal) Seasons. The game ends at the end of Season 6, at which point players take part in End Game Scoring.

The Pre-Season is unique in that each player starts with a set number of resources, the Mainland Board is given its initial setup state, and players are not allowed to take or assign visitors to their Personal Island Boards.

## Dinosaur Rampages

**Question:** *When a dinosaur rampages, how do you determine which fence is destroyed?*

**Answer:** A dinosaur will always destroy a fence that has the most direct route to freedom (Open Space). This means that the dinosaur will always attack a fence that is part of a board edge when possible. Note: once a dinosaur is unpenned it can attack any facility in the commercial sector of the player board.



**Question:** *My dinosaur is unpenned and I rolled a skull during a rampage check. I have two hotels and no other facilities, how does this work?*

**Answer:** When a Rampage Fatality (Skull) result is rolled for an unpenned dinosaur, you must always assign a kill to a visitor first. After that, you must damage a facility of your choice. The targeted facility can either be the same one the visitor came from, or an entirely different facility (if available). If a hotel is chosen, any visitors inside are immediately killed.

**Question:** *I need a clarification about Raptor ability. The rule book says "During a Rampage Check, a [Slash] results in a fatality in addition to normal damage".*

**Answer:** A raptor will first kill a visitor and then damage a park structure. Note: Even though the raptor kills a visitor, the result is still considered a [Slash], which means the entire result can be ignored by a Watch Tower.



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## DNA Market

**Question:** Does the DNA market refresh each round?

**Answer:** No, the DNA market is player driven. Once depleted it will remain empty unless a player sells DNA, a 'Black Market' Manipulation card is used, or if a Breaking News card replenishes it.

## Facilities

**Question:** Can I put dinosaurs other than a Pterodactyl into a biodome?

**Answer:** Yes, you may put up to two compatible dinosaurs into a biodome. Compatible here means either two dinosaurs of the same species or an Ankylosaurus and one other dinosaur. The only dinosaur that cannot be placed safely within a biodome is a Brontosaurus, as they require an Open Space.

**Question:** Can I put T-Rex (or two) in a biodome?

**Answer:** Yes, a biodome counts as a fenced pen of any size.

**Question:** Do I need to place fences around a biodome?

**Answer:** No, a biodome counts as a fenced pen.

## Strange Blue Token

**Question:** What is this blue token?

**Answer:** That is a Therizinosaurus. There was an extra space on the punchboard and we thought it was more fun than a blank. He doesn't do anything but likes to hang out with the other dinosaurs.



## Card Count

**Question:** The Rule Book specifies 73 DNA cards but I have 77. What is the deal with this?

**Answer:** Due to the last minute inclusion of the Corrupted Venues add-in, the card count was not updated before the rulebook went to print. As such all games should have 72 standard DNA plus 5 Corrupted T-Rex DNA cards.

## Manipulation Cards

**Question:** Fresh Meat: What does "a friendly dinosaur" mean?

**Answer:** A friendly dinosaur is simply a dinosaur in the active player's park. Fresh Meat can be played on any dinosaur in the active players park, including a Corrupted T-Rex.

**Question:** Whistle Blower: Can the player gain 4 VPs without collecting one DNA card from Boneyard?

**Answer:** Yes, "may" is always optional.

**Question:** Rapid Gestation: What does, "equal to the DNA card requirement" mean on this card?

**Answer:** The DNA requirement of a dinosaur is the number of DNA cards required to make that dinosaur. This number is listed in the top right of a DNA card. For example, destroying a Stegosaurus would give a player three mutants whereas destroying a Brontosaurus would give a player four mutants.

