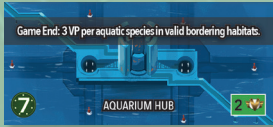


## CONTROLLED CHAOS FACILITIES REFERENCE



**Aquatic Habitat (x 8):** Holds up to two size 1 aquatic dinosaurs or one size 2 aquatic dinosaur. Size 1 dinosaurs (Ichthyosaur and Plesiosaurus) can share the same Aquatic Habitat without rampaging.



**Aquarium Hub:** During End Game Scoring, score 3 VP for each unique aquatic species in an undamaged Aquatic Habitat that shares a side border with the Aquarium Hub (not diagonally touching).



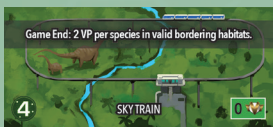
**Ancient Gardens:** Worth 3 reputation. During End Game Scoring, score 1 VP for each Park side space that does not contain a meeple or a facility. The Commercial side of the player's island does not count.



**Private Airport:** Once per season, you may play one of your workers here to take the Outsource board action without paying 2 credits even if Outsource is occupied.



**Safari:** Lose 2 reputation while this tile is undamaged in your park. Anytime a dinosaur is destroyed in your park, gain 3 VP.



**Sky Train:** During End Game Scoring, score 2 VP for each unique species in any valid undamaged habitat (fenced, Biodome, Aquatic or Open Space) that shares a side border with the Sky Train (not diagonally touching).



**Fishery:** During the Upkeep Phase feeding step, dinosaurs contained in Aquatic Habitats sharing a side border (not diagonal) with the Fishery require one fewer meat.



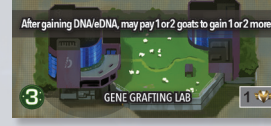
**Methane Reclamation:** During the Upkeep Phase, gain 2 credits for each herbivore dinosaur in your park.



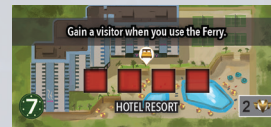
**Arcade:** Gain 2 VP if you returned an odd number of visitors during the Upkeep Phase.



**Dinosaur Foundation:** During End Game Scoring, score VP equal to your Reputation Track value.



**Gene Grafting Lab:** After gaining DNA or eDNA cards in any way, you may discard 1 or 2 goats from your supply to draw 1 or 2 additional cards of the same type.



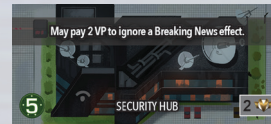
**Hotel Resort:** A hotel for 4 visitors. Anytime you send a worker to the Ferry action space, gain an available visitor from the general supply.



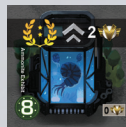
**Luxury Spa:** Gain 1 credit during each Upkeep Phase. Worth 10 points during End Game Scoring.



**Processing Plant:** Anytime you send a worker to Site B, you may discard from your hand as well as from the newly drawn cards.



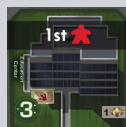
**Security Hub:** You may pay 2 VP to ignore a Breaking News event. If an event is persistent, pay 2 VP each time you ignore its effect.



**Ammonite Exhibit (x 2):** Worth 2 reputation. During the Upkeep Phase, gain 2 VP.



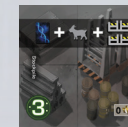
**Cold Storage:** Your DNA hand limit is removed.



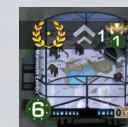
**Education Center:** At the start of the Open Season, gain 1 visitor from the bonus pool before the first player gets to take from it.



**Market Exchange:** When you use the Market at the City Center, you may buy and sell DNA which together counts as only one action.




**Stockpile (x 2):** When placed immediately gain 1 goat, 1 standard DNA and 2 fences.



**Mammoth Exhibit (x 2):** Worth 1 reputation. During the Upkeep Phase, gain 1 VP and 1 credit.

# CONTROLLED CHAOS DINOSAUR REFERENCE


## LAND DINOSAURS



**GALLIMIMUS**  
OMNIVORE

**SIMPLE GENOME:** DNA REQUIREMENT IS 1 WHILE YOU HAVE AT LEAST ONE GALLIMIMUS IN YOUR PARK.

1 VICTORY POINTS 1 MINIMUM FENCED SPACES  
2 REPUTATION 2 DNA REQUIRED



**THERIZINOSAURUS**  
HERBIVORE

**TREE HARVESTER:** GAIN AN ADDITIONAL 3 VP PER SEASON IF THE THERIZINOSAURUS IS IN A HABITAT OF 4+ SPACES.

3 VICTORY POINTS 1 MINIMUM FENCED SPACES  
1 REPUTATION 3 DNA REQUIRED


## SIZE 1 AQUATIC DINOSAURS



**ICHTHYOSAUR**  
CARNIVORE:

**SWIMMING PARTNER:** WHEN PLACED, IMMEDIATELY GAIN 4 CREDITS.

5 VICTORY POINTS 1 AQUATIC SPACES FILLED  
1 REPUTATION 3 DNA REQUIRED




**PLESIOSAURUS**  
CARNIVORE: (NONE)

**SIMPLE FEEDER:** DOES NOT REQUIRE FEEDING DURING THE UPKEEP PHASE.

3 VICTORY POINTS 1 AQUATIC SPACES FILLED  
2 REPUTATION 2 DNA REQUIRED

## SIZE 2 AQUATIC DINOSAURS



**MEGALODON**  
CARNIVORE:

**LEVIATHAN:** WHEN PLACED, IMMEDIATELY GAIN 6 VP.

6 VICTORY POINTS 2 AQUATIC SPACES FILLED  
4 REPUTATION 4 DNA REQUIRED



**MOSASAUR**  
CARNIVORE:

**TERROR:** DURING UPKEEP, YOU MAY DESTROY A DINOSAUR IN YOUR PARK TO IGNORE FEEDING A MOSASAUR. IF YOU DO, IMMEDIATELY GAIN 5 VP.

2 VICTORY POINTS 2 AQUATIC SPACES FILLED  
3 REPUTATION 2 DNA REQUIRED




**SPINOSAURUS**  
CARNIVORE:

**AQUATIC HUNTER:** DESTROY ONE DINOSAUR IN YOUR PARK WHEN PLACED OR RESOLVE AN UPKEEP DIE CHECK.

6 VICTORY POINTS 2 AQUATIC SPACES FILLED  
2 REPUTATION 2 DNA REQUIRED

# DINOSAUR ELITES REFERENCE



**DIMETRODON**  
CARNIVORE:

**BEACH DWELLER:** WHEN PLACED, IMMEDIATELY GAIN 2 VP FOR EACH DIRECTLY ADJACENT (NOT DIAGONAL) AQUATIC HABITAT TILE.

1 VICTORY POINTS 1 MINIMUM FENCED SPACES  
3 REPUTATION 2 DNA REQUIRED



**DREADNOUGHTUS**  
HERBIVORE

**AWE-INSPIRING:** REPUTATION IS EQUAL TO THE CURRENT SEASON NUMBER. REQUIRES AT LEAST TWO ADJACENT OPEN SPACES FOR A VALID HABITAT AND CAN NEVER BE PENNED.

5 VICTORY POINTS 0 MINIMUM FENCED SPACES  
\* REPUTATION 4 DNA REQUIRED



**PACHYCEPHALOSAURUS**  
HERBIVORE

**DESTRUCTIVE ENTERTAINMENT:** AT START OF UPKEEP, IF ITS HABITAT BORDERS ANOTHER SPECIES' HABITAT (EXCEPT OPEN SPACE) RESOLVE A RAMPAGE CHECK AND GAIN 3VP.

2 VICTORY POINTS 1 MINIMUM FENCED SPACES  
2 REPUTATION 2 DNA REQUIRED



**PARASAUROLOPHUS**  
HERBIVORE

**PLEASING HARMONICS:** DURING FINAL SCORING, GAIN AN ADDITIONAL 1 VP FOR EACH SPECIES, INCLUDING THIS ONE, THAT YOU HAVE IN YOUR PARK.

3 VICTORY POINTS 2 MINIMUM FENCED SPACES  
3 REPUTATION 3 DNA REQUIRED