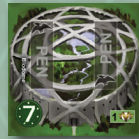


DINOGENICS FACILITY REFERENCE

UNIQUE FACILITIES



Biodome (x 4):

Counts as a fenced pen (any size) for up to two compatible dinosaurs. Satisfies Pterodactyl habitat requirements. See page 10.



Salvage Operations:

All future facilities you place cost 1 fewer credits.



Watch Tower (x 2):

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

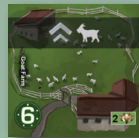
REPUTATION GAIN



Mutant Exhibition (x 2):

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

UPKEEP PHASE BONUSES



Goat Farm (x 2):

During Upkeep, gain 1 goat meeple (after feeding).



Petting Zoo (x 2):

During Upkeep, gain 1 victory point for each species with at least 2 dinosaurs in your park.



Triceratops Observatory:

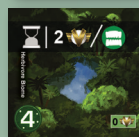
During the Upkeep Phase, gain 1 victory point for each Triceratops in play in all other players' parks.

END GAME VICTORY POINTS



Carnivore Biome:

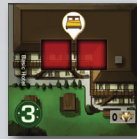
At the end of the game, gain 3 victory points for each carnivore in your park. (Mutants don't count.)



Herbivore Biome:

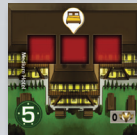
At the end of the game, gain 2 victory points for each herbivore in your park. (Mutants don't count.)

PARK FACILITIES



Basic Hotel (x 8):

Holds 2 visitors.



Medium Hotel (x 3):

Holds 3 visitors.



Genetics Facility:

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



Animatronic T-Rex (x 2):

Worth 2 reputation.



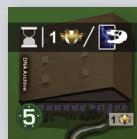
Fine Diner:

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



Food Court (x 3):

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



DNA Archive:

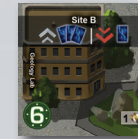
At the end of the game, gain 1 victory point for each unique species of DNA card in the Boneyard.



Stegosaurus Monument:

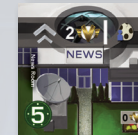
During the game, Stegosaurus in *all parks* are worth 3 reputation. At the end of the game, gain 2 victory points for each Stegosaurus in *any park*.

COMMERCIAL FACILITIES



Geology Lab:

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



News Room:

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



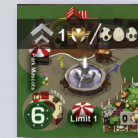
Patent Center:

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



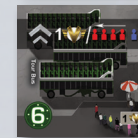
Holo Dome (x 3):

Worth 1 reputation.



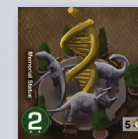
Park Mascots (x 2):

During the Upkeep Phase, gain 1 victory point for each unique species in your park. **Limit One.**



Tour Bus:

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



Memorial Statue (x 3):

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

DINOGENICS DINOSAUR REFERENCE



BRONTOSAURUS

HERBIVORE



GENTLE GIANT: OPEN SPACES ARE A VALID HABITAT. RAMPAGES IF PLACED IN A PEN, OR IF ANOTHER SPECIES ENTERS OR OCCUPIES ITS OPEN SPACE.

5 VICTORY POINTS

2 REPUTATION

0 MINIMUM FENCED HABITAT SPACES

4 DNA REQUIRED



TYRANNOSAURUS

CARNIVORE: 



DESTRUCTIVE: ROLL TWO DICE DURING A RAMPAGE CHECK, AND SUFFER BOTH RESULTS CONSECUTIVELY.

7 VICTORY POINTS

3 REPUTATION

3 MINIMUM FENCED HABITAT SPACES

3 DNA REQUIRED



ANKYLOSAURUS

HERBIVORE



DEFENSIVE: CAN SHARE A HABITAT WITH ANY SPECIES WITHOUT EITHER RAMPAGING.

4 VICTORY POINTS

1 REPUTATION

2 MINIMUM FENCED HABITAT SPACES

3 DNA REQUIRED



PTERODACTYL

CARNIVORE: 



FLIGHT: MUST BE HOUSED IN A BIODOME TO FULFILL ITS HABITAT REQUIREMENT.

5 VICTORY POINTS

4 REPUTATION

1 MINIMUM FENCED HABITAT SPACES

3 DNA REQUIRED



STEGOSAURUS

HERBIVORE



CROWD PLEASER: DURING THE UPKEEP PHASE, GAIN .

3 VICTORY POINTS

2 REPUTATION

2 MINIMUM FENCED HABITAT SPACES

3 DNA REQUIRED



RAPTOR

CARNIVORE: 



CLEVER: DURING A RAMPAGE CHECK, IN ADDITION TO NORMAL DAMAGE, SUFFER ONE VISITOR FATALITY ON A  RESULT.

4 VICTORY POINTS

2 REPUTATION

1 MINIMUM FENCED HABITAT SPACES


2 DNA REQUIRED



TRICERATOPS

HERBIVORE



HERD ANIMAL: GAIN AN ADDITIONAL  IN DINOSAUR VALUE FOR EVERY TWO TRICERATOPS IN A SHARED PEN.

2 VICTORY POINTS

1 REPUTATION

1 MINIMUM FENCED HABITAT SPACES


2 DNA REQUIRED



MUTANT

OMNIVORE



MONSTROUS: EXISTING MUTANTS MAY EACH BE FED  ONCE PER UPKEEP PHASE TO PLACE AN ADDITIONAL MUTANT INTO YOUR PARK.

2 VICTORY POINTS

0 REPUTATION

1 MINIMUM FENCED HABITAT SPACES

3 OF ANY DNA REQUIRED