SPINOSAURUS DNA

CARNIVORE 1 MEAT/SEASON

SELL: 3 «AUCTION» BUY: 4

Aquatic Hunter: Destroy one dinosaur in your park when placed or resolve an Aquatic Rampage check.





MEGALODON DNA Carnivore 3 Meat/Season

Sell: 4 «Auction» Buy: 5

Leviathan: When placed, immediately gain 6 💖.



ICHTHYOSAUR DNA

6

CARNIVORE 1 MEAT/SEASON

Sell: 3 « Auction » Buy: 4

Swimming Partner: When placed, immediately gain 4.

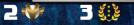


Mosasaur DNA

CARNIVORE 1 MEAT/SEASON

Sell: 2 « Auction » Buy: 5

Terror: You may destroy a dinosaur in your park to ignore feeding a mosasaur, then gain 5 🂖.





Plesiosaurus DNA

CARNIVORE O MEAT/SEASON

SELL: 3 «AUCTION» BUY: 4

Simple Feeder: Does not require feeding during the upkeep phase.



Parasaurolophus DNA

HERBIVORE O MEAT/SEASON

SELL: 4 «AUCTION» BUY: 4

Pleasing Harmonics: During final scoring, gain an additional 1 ver for each species, including this one, that you have in your park.



DIMETRODON DNA

CARNIVORE 1 MEAT/SEASON

SELL: 3 «AUCTION» BUY: 3

Beach Dweller: When placed, immediately gain 2 🎲 for each directly adjacent Aquatic Habitat tile.

5) 5:3

Pachycephalosaurus DNA

HERBIVORE O MEAT/SEASON

SELL: 3 «AUCTION» BUY: 3

Destructive Entertainment: At start of Upkeep, if its habitat borders another species' fenced habitat, resolve a rampage check and gain 3 ¹



Dreadnoughtus DNA

HERBIVORE O MEAT/SEASON

Sell: **S** «Auction » Buy: **S**

Awe-inspiring: Reputation is equal to the games current season. Requires at least two Open Spaces for a valid habitat and cannot be penned.

5

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POLYMORPHIC DNA



Viable Substitute: Polymorphic DNA can be used to fulfill one card in any dinosaur DNA requirement.

