

SPINOSAURUS DNA

2

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.

6 

2 

2 

MEGALODON DNA


4

CARNIVORE

3 MEAT/SEASON



SELL: 4 << AUCTION >> BUY: 5

Leviathan: When placed,
immediately gain 6 .

6 

4 

2 

ICHTHYOSAUR DNA

3

CARNIVORE

1 MEAT/SEASON



SELL: 3 << AUCTION >> BUY: 4

Swimming Partner: When placed,
immediately gain 4.

5



1



1



MOSASAUR DNA

2

CARNIVORE 1 MEAT/SEASON



SELL: 2 « AUCTION » BUY: 3

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

2 🏆

3 🌿

2 💧

PLESIOSAURUS DNA

2

CARNIVORE 0 MEAT/SEASON



SELL: 3 << AUCTION >> BUY: 4

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

3 

2 

1 

PARASAUROLOPHUS DNA

3

HERBIVORE

0 MEAT/SEASON



SELL: 4 « AUCTION » BUY: 4

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

3 🏆

3 🌿

2 🟩

DIMETRODON DNA


2

CARNIVORE

1 MEAT/SEASON



SELL: 3 << AUCTION >> BUY: 3

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

1



3



1



PACHYCEPHALOSAURUS DNA

2

HERBIVORE

0 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 🏆.

2 🏆

2 🌿

1 🟩

DREADNOUGHTUS DNA

4

HERBIVORE

0 MEAT/SEASON



SELL: 5 « AUCTION » BUY: 5

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



