



"Absolutely spectacular designs, spared no expense!"



COMPREHENSIVE PLAYER GUIDE

PLAYER BOARD SETUP



1. **Player Boards** - Place your Phase 3 and Phase 4 boards next to each other with about 4" in between them to fit hired specialists.
2. **Workers** - Place four (4) workers on the top of your Phase 3 player board and four (4) workers to the side of the Phase 3 board until you gain or hire them during Phase 1 or Phase 3. The remaining one is placed on the turn order track.
3. **Scientists** - Place your three (3) Scientists Tokens (Standard) or Beakers (Deluxe) above your Phase 3 board.
4. **Set Cold Storage / DNA levels** - On your Phase 3 board, place the black Cold Storage limit cubes on the grey squares at position #4 on the (3) Basic DNA trackers and position #2 on the (3) Advanced DNA trackers. Next, place your player colored DNA level cubes on position #1 on the (3) Basic DNA trackers and position #0 on the (3) Advanced DNA trackers.
5. **Dinosaurs** - Place one (1) Dinosaur on your Phase 4 board in the Dinosaur Paddock that is pre-printed on the board.
6. **Set Threat & Security Levels** - On your Phase 3 board, place your player colored cube on position #1 on both the Threat and Security Levels track.
7. **Turn Order & Scoring Tracks** - Place your colored player cube on both position #1 on the Excitement Level track and on 10 Victory Point space on the Scoring Board. Place your one (1) remaining work to the left of the Turn Order track.
8. **Give Starting Money** - Give the following: First Player \$15, Second Player \$16, Third Player \$17, Fourth Player \$18

GAME PHASES

PHASE /: RESEARCH

"Life uh.... finds a way." It's time to stock up on DNA and Dino recipes...

Each player takes 3 actions, one at a time in turn order and uses the Scientists tokens (Standard) or Beakers (Deluxe) ranging in levels of 1 to 3. You may use your numbered scientists in any order, however certain actions require a certain level. You have 4 possible actions that can be taken in this phase:

1. **Research DNA** - Claim a DNA Dice by placing a Scientist token below a DNA Dice. You gain the number and type of DNA shown multiplied by the level # of the Scientist token you placed. (Example - A level 2 Scientists token claimed a DNA dice with 2 Purple DNA and can gain up to 4 Purple DNA depending the storage limit for that DNA type on the Phase 3 board.)
 - * **Note:** A DNA dice can only be claimed once.
 - * **Note:** There are two special options, the hire a Specialist (Worker) & upgrade a Dinosaur Paddock, on the DNA dice. **You must use a Level 3 Scientist to claim these options at NO \$ cost. See Icons →**  
2. **Increase Cold Storage** - Increase limit of Cold Storage on you by the Scientist Level (ex. Scientist Level 2 may upgrade any two Cold Storage limits by 1, or one Cold Storage Limit by 2)
3. **Procure a Dinosaur Recipe** - Each Dinosaur has a numbered slot. This corresponds to the lowest level of Scientist token you may use to procure the Dinosaur recipe. When you gain the recipe immediately place it in your park.
4. **Pass** - If you want additional workers during Phase 3, you may pass and add the Scientist to your worker pool for this round only.

Setting Round Threat Level - After all players have taken all actions in this round, look at the remaining DNA Dice not claimed and the one with the most pips "small round dots" gets placed in the Threat Level box to the right of the DNA Area. This will be the additional Threat Level added to your parks threat level during Phase 4.



PHASE //: MARKET

"Find Nedry! Check the vending machines!" Let's buy stuff...

Each player gets two actions, one at a time taken in turn order. There are 5 possible actions that can be taken during this phase:

1. **Hire Specialist** - Hire a specialist by paying the cost of the market row. You may only have three (3) hired specialist in your player area at any time during the game. You may replace any of the three specialists with a new specialist as well.
2. **Build Attraction** - Build an attraction by paying a total cost equal to cost of the market row plus attraction cost and immediately add to your Phase 4 Board.
3. **Buy Lab Upgrade** - Buy a Lab Upgrade by paying the cost of the market row and place it in an open slot on your Phase 3 Board. If you your board is full, you must cover an existing lab upgrade.
 - * **Note:** There are two specials upgrades on the Marketplace board: Dinosaur Research II for \$3 and DNA Refinement II for \$5. These special upgrades replace the basic upgrade on your board.
 - * **Note: A lab tile with any GREEN shading is a static effect** - The tile gets played on the board and played accordingly. The static effect is in play until the lab tile is covered, and the effect is eliminated.
4. **Purchase DNA** - Purchase Basic and/or Advanced DNA for \$2-\$5 based on the type and number of DNA you are purchasing. After purchasing increase your DNA storage appropriately. Also, immediately remove one item from that Market row and discard it.
5. **Pass** - You may pass on one or both of your actions in this phase and received \$2 per action passed.

PHASE III: WORKER

"Your scientists were so preoccupied with whether they could, they didn't stop to think if they should."

Assign each available worker to a spot on your Phase 3 Board. Possible base actions:

1. **Refining DNA** - You may combine basic DNA to make advanced DNA. Combinations are listed on your lab board. This is limited to one worker unless upgraded to Refining DNA II.
2. **Create Dinosaurs** - The Basic Dinosaur Research tile allows you to create up to two Dinosaurs. The first Dinosaur requires one worker, while the second Dinosaur will require two workers. You may upgrade to Dinosaur Research II, which will allow you to create a up to three Dinosaurs requiring one worker for each.
 - a. **DNA** - You must follow the Dinosaur recipe to create the Dinosaur, deduct the DNA from your DNA cold storage. Add Dinosaur to an available paddock spot.
 - b. **Paddocks** - You must have enough paddock space to fit the Dinosaur. If you do not have the space, you must use a worker to upgrade the paddock. (See Upgrading Paddock below)
 - c. **Increase Excitement & Threat Level** - Increase the Excitement and Threat Level of your park based on the excitement and threat level on the Dinosaur Recipe tile for each Dinosaur created.
3. **Increase Security** - Increase the security level of your park. Pay the corresponding \$\$ for the next level on security on you Phase 3 Board. You must use one worker per level you want to increase.
4. **Upgrade Paddock** - You may use one worker per paddock you want to upgrade. You must also pay the \$\$ required by the next level of paddock as listed on the tile. * **Note:** You may only increase the paddock one capacity per worker.
5. **Venture Capital** - You may use up to 3 workers to gain \$3 for the first, \$2 for the second and \$1 for the third worker.

PHASE III: PARK

"Quiet, all of you! They're approaching the Tyrannosaurus paddock."

Complete ALL steps below:

1. **Attract Visitors** - In turn order pull the number of visitors from the bag equal to your excitement level and receive \$1 per Patron (Yellow) that you drew. You do not receive \$\$ for any Hooligans (Deluxe = Pink, Standard = Purple).
2. **Manage Lines** - Place visitors in the spaces in your park, starting with Hooligans (Deluxe = Pink, Standard = Purple) then patrons (Yellow). You may only place one visitor per Dinosaur at Dinosaur Exhibits. Remaining visitors are stuck in line.
3. **Dinosaurs on the Loose** - Assess your threat level by adding your parks threat level with the round threat level set on the Phase 1 board. That will equal the total threat level for this round.
 - a. If the total threat level is higher than then your security level, subtract the security from the threat level. Your Dinosaurs will now escape and eat that many Patrons (yellow) first, then Hooligans.
 - b. Subtract one (1) Victory Point from the score track for each visitor (Patron or Hooligan) eaten.
4. **Score Victory Points** - Add one (1) Victory Point (VP) for surviving Patron (yellow). For any Patrons (yellow) at a food attraction, you have the choice to gain 1 VP or \$2. Hooligans (Deluxe = Pink, Standard = Purple) and Patrons outside your park do not score VP's.

PHASE III: CLEANUP

"That is one big pile of poop."

Complete ALL steps below:

1. **Reset Turn Order** - Players with the lowest Victory Points is the First Player for this round. Other players are ranked in Victory Point order. If there is a tie, the previous order stands.
2. **Refresh Market** - Discard any items in the \$2 row, slide remaining items up. Refill the market from the draw piles.
3. **Reveal New Dinosaur Recipes** - If a recipe was taken, reveal the next one faceup.
4. **Return Workers and Scientists** - take all workers and scientists back to respective pools
5. **Remove Visitors** - Return all Visitors and Hooligans to the draw bag.
6. **Resolve Plot Twists & Specialist** - Resolve any end of round Plot Twists and/or Specialist abilities.

END GAME OBJECTIVES

"You did it. You crazy son of a b***h you did it."

Claiming Objectives - When a player fulfills the requirements on an Objective card, without modifiers, they claim it by placing their Corporation Token on it. Once claimed, no other player may claim it unless they complete it during the same phase. In this case, both players place their tokens on it as well and receive the Victory Points at End Game Scoring.

End of Game - Once all but one Objectives Cards are claimed, this signals the end of the game. Complete the round.

END GAME SCORING

"Hold on to your butts"

The person with the **MOST** Victory Points after End Game Scoring **WINS!!** Add the following:

1. **Attractions** - Score Victory Points from any attractions in your park.
2. **Dinosaurs** - Score VP's for each Dinosaur in an exhibit times the VP value listed on the Dinosaur Exhibit.
3. **Empty Exhibits** - Subtract 10 VP's for any Dinosaur Exhibits with NO DINOSAURS.
4. **Objectives** - Score VP's for each Objective completed by your Corporation.
5. **Money** - Gain 1 VP for every \$5 you have at the end of the game.
6. **Tie Breaker** - If there is a tie, the person with the most money wins.

