

DESIGNED BY
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◆ RULEBOOK ◆





INTRODUCTION

This expansion gives you additional specialists, plot twists, lab upgrades, and new dice that you can simply mix in to the base game content, as well as 5 new gameplay modules, which you can plug in to your games in any combination.

When using the expansion modules, all rules of the base game are in effect, except where noted.

EXPANSION COMPONENTS

1 PARK BOARD

1 LAB BOARD

9 WORKERS

3 SCIENTISTS

10 MARKER CUBES

6 LIMIT CUBES

3 MODIFIER TOKENS

6 CORPORATION TOKENS

6 DINO RECIPE TILES

4 DNA DICE

1 MONEY DIE

1 THREAT-ONLY DIE

9 SPECIALIST CARDS

9 PLOT TWIST CARDS

18 BLUEPRINT CARDS

10 PR EVENT CARDS

6 FACILITY BOARDS

6 EXECUTIVE CARDS

7 LAB UPGRADE TILES

VARIOUS OTHER TILES

AND TOKENS...

GENERAL CHANGES & VARIANTS

More Controlled Plot Twists

Feel free to choose some or all of the plot twists to use in your games, rather than dealing them all out randomly. Does your group enjoy bidding for turn order? Always include that plot twist, and randomize the rest!

Game Length

In the base game, the formula for determining how many objectives to use was [players + 1]. Use the following table instead for a better experience.

GAME LENGTH	HOW MANY OBJECTIVES TO USE			
	2 Players	3 Players	4 Players	5 Players
Short	5	5	6	6
Medium	5	5	6	6
Long	4	4	5	6

ADDITIONAL CONTENT

Feel free to mix in the new DNA dice, specialists, plot twists, and lab upgrades to any game of Dinosaur Island. See the following sections for details on how to integrate them.

NEW DICE TYPES & FACES

You've probably noticed that there are some new dice!

DNA Dice: The 4 new regular DNA dice (amber colored) can simply be mixed in with the rest of the DNA dice from the base game. Keep in mind that you still only use $2X + 1$, where X is the number of players, in any given game.



Security Symbol: This die may only be claimed by a #3 scientist. The player who does so immediately increases their security level by 1 for free, regardless of what their normal cost would have been.

NEW LAB UPGRADES

Tool Bench II

During setup, place all of the "Tool Bench II" lab upgrades on the marketplace board, next to the \$4 row. If you buy this lab upgrade, you must place it on top of the pre-printed "Tool Bench" space on your lab board; it cannot be placed anywhere else. Each player may buy only 1 of these lab upgrades.

Note: Any ability or effect that would trigger at the original Tool Bench will also trigger at the Tool Bench II lab upgrade.

NEW SPECIALISTS & PLOT TWISTS

Shuffle the 9 new specialists into the specialist stack during setup, and shuffle the 9 new plot twists into the plot twist deck before drawing 2 at random for each game.

Note: If you would ever like to separate these expansion cards from the base game cards, you can identify the cards from this expansion by the [X] set icon.



THE MODULES

This expansion adds new content to the game in the form of Modules! Each module can be played separately, or added together to have an EPIC DINOSAUR PARK SHOWDOWN!

MODULE 1: FIFTH PLAYER

This expansion includes a full set of player pieces so that you can add a fifth player to your games. When you play with 5 players, keep these rules in mind:

- During setup, make sure you use 11 DNA dice (2 per player, plus 1). Since there are only 10 DNA dice in the base game, you'll need to mix in the 4 new DNA dice included in this expansion, then select 11 at random.
- Add the extra "Dino Research II" lab upgrade tile and "DNA Refinement II" lab upgrade tile (from this expansion) to their face-up stacks in the marketplace, so that there is 1 of each available for every player.
- During the Market Phase (phase 2), maintain an additional row in the market, just below the \$5 row. Items in this new row cost \$6 each. Instead of buying an item from this row, you can instead pay \$6 to buy 2 basic and 2 advanced DNA, then discard 1 item from the row.

MODULE 2: MARINE CREATURES

Note: Yes, we know that these prehistoric creatures are not actually dinosaurs. But, piscivorous reptiles that ruled the seas the way dinosaurs were kings of terra firma? Yeah, we're pretty sure the patrons won't mind what we call them.

When placing the research stacks during setup, shuffle the 6 new "marine creatures" dino recipe tiles together and place the stack face down on the lab board, covering the "pass" action. Flip the topmost tile face up. (Note: The "pass" action is still available.)

To procure a dino recipe tile from this new stack of marine creatures, you must assign a scientist, as in the base game. However, unlike the other research stacks, which have a set research level requirement (e.g., "3" scientist for large carnivores), each of these new dino recipe tiles has its own individual research level requirement.

The hex-outlined number on the dino recipe tile (upper right) indicates the minimum research level of the scientist required to procure that recipe. As in the base game, you may always assign a scientist with a higher research level instead.

Example: The Plesiosaurus recipe is face up on the marine creature research stack. To procure this recipe and add it to her park, Ariel must assign her #3 scientist, as indicated by the hex number in the upper right corner of the dino recipe tile.

MODULE 3: PARK FACILITIES & EXECUTIVES

During setup, give each player 1 executive pawn in their color. Then, randomly select a number of facility boards and executive cards equal to the number of players (e.g., in a 3-player game, select 3 facilities and 3 executives) and place them out face up.

After the initial turn order has been determined, each player chooses 1 of the available items – facility or executive, their choice – in reverse turn order. Then, in regular turn order, each player chooses 1 item of the type they did not draft already.

Facilities

Put your facility board in your player area. The rules governing how your park facility works, including what phase (or phases) of the game it applies to, are printed on the facility board itself.

Executives

Put your executive card in the designated space on your facility board, and put your executive pawn on top of the card. Your executive card specifies an ability that only your executive pawn has.

MODULE 4: PR EVENTS

During setup, shuffle the PR event cards and deal 2 to each player, face down. Each player may look at their own PR event cards at any time, but must keep them hidden from all other players.

At the end of the game, before any other final scoring is done, each player chooses 1 of their 2 PR event cards for all players to score. When all players have made their selections, all selected cards are revealed simultaneously.

Each player scores according to the conditions on every revealed PR event card.

Example: It's the end of a 3-player game, and the players have selected their PR event cards. They all reveal their selected cards simultaneously. The 3 cards revealed are...

- 1 VP for every \$3 you have (Jon = 4 VP, Ian = 2 VP, Molly = 7 VP)
- +4 VP for every ride attraction in your park (Jon = 8 VP, Ian = 12 VP, Molly = 0 VP)
- 4 VP for every level-4 paddock in your park (Jon = 4 VP, Ian = 8 VP, Molly = 12 VP)



MODULE 5: BLUEPRINTS

As the very last step of setup, shuffle the blueprint cards and deal 3 to each player, face down. Each player looks at their dealt cards and selects 1 of them to keep. All unselected cards are then returned to the box, without revealing them.

Your blueprint is a hidden goal. Keep the card face down and do not reveal it to the other players during the game, but you are free to view it at any time.

Each blueprint card shows the 16 zones of a park. The 3 green zones (top left) represent the starting dinosaur exhibit and attraction that are pre-printed on all park boards. For the other 13 zones, the blueprint represents a plan for how to build your park, and calls for specific dinosaur exhibits (herbivore, small carnivore, large carnivore) and specific attractions (food, merchandise, ride) to be placed exactly as indicated.

At the end of the game, you will receive bonus VPs based on how well you followed your blueprint. The more matched zones, the better! (The 3 pre-printed zones do NOT count toward your blueprint score.)

Blueprint Scoring Chart											
Matched Zones	0-3	4	5	6	7	8	9	10	11	12	13
Bonus VPs	0	1	2	3	5	7	9	12	16	21	27

Note: A dinosaur exhibit must be placed exactly as indicated in order to count toward your blueprint score. If a dinosaur exhibit is on 1 of the 2 indicated zones, but not both, it does not count at all.

Note: For purposes of blueprint scoring, each marine creature exhibit counts as 1 of the 3 primary exhibit types, according to the research level on that dino recipe tile: 1 = herbivore, 2 = small carnivore, 3 = large carnivore.

Example: Bryce's blueprint called for 3 herbivore exhibits. She has 2 herbivore exhibits (Apatosaurus, Plateosaurus) placed correctly, and her Kronosaurus exhibit counts as another herbivore exhibit, since it is a level-1 marine creature. She also has 5 of the 7 attractions in their required zones. Since Bryce's final park matched 11 zones from her blueprint, she scores 16 bonus VPs.

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