DESIGNED BY
JONATHAN GILMOUR, BRIAN LEWIS, AND IAN MOSS



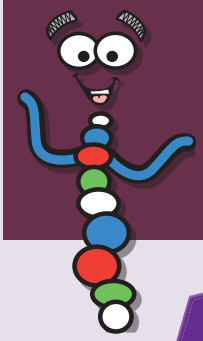
A DINOSAUR ISLAND EXPANSION

• RULEBOOK •

PANDASAURUS GAMES

INCLUDES SOLO GAME MODE
2-5 PLAYERS
90-120 MIN
AGE 8+

INTRODUCTION



This expansion gives you new DNA dice, lab upgrades, specialists, plot twists, and dino recipes that you can simply mix in to the base game content. In addition, there are 5 new gameplay modules, which you can add, in any combination, to your plays of *Dinosaur Island*.

GAME COMPONENTS



3 SCIENTISTS



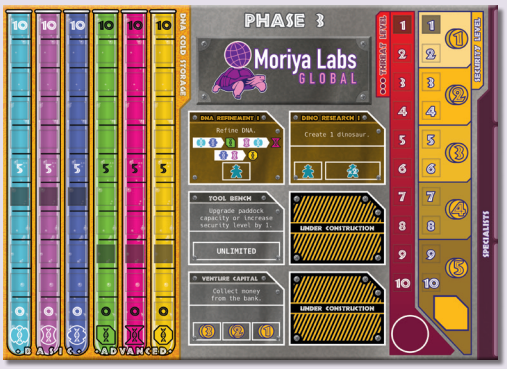
9 WORKERS



10 MARKER CUBES



14 LIMIT CUBES



1 LAB BOARD



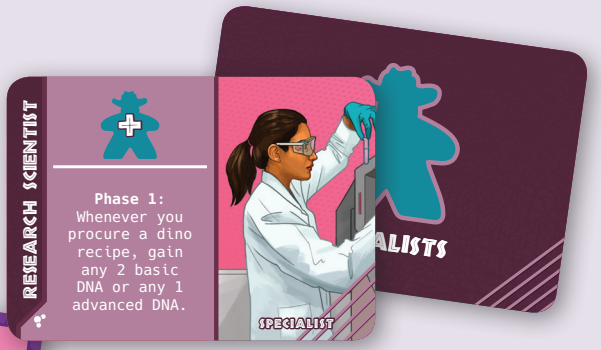
1 PARK BOARD



3 MODIFIER TOKENS



6 CORPORATION TOKENS



9 SPECIALIST CARDS



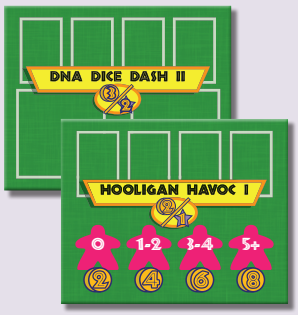
4 DNA DICE



4 MODULE SELECTOR CARDS



7 PLOT TWIST CARDS



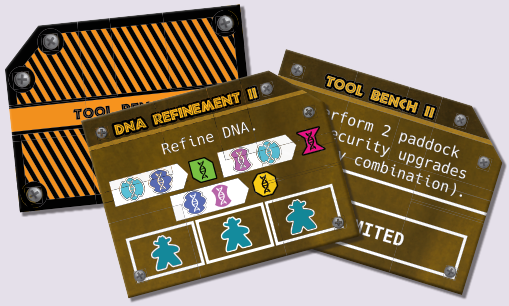
2 CASINO GAME TILES



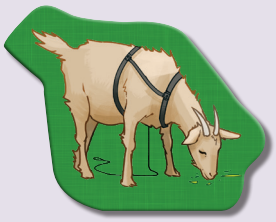
8 EXECUTIVE CARDS



24 BLUEPRINT CARDS



7 LAB UPGRADE TILES



8 GOAT TOKENS



18 PADDOCK TILES (DOUBLE-SIDED)



5 EXECUTIVE PAWNS



4 FANTASY ATTRACTION TILES



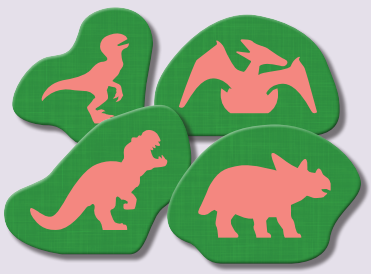
20 VISITORS
(17 PATRONS, 3 HOOLIGANS)



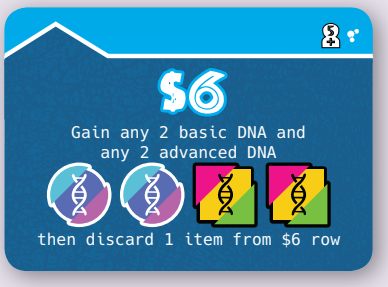
3 ATTRACTION TYPE TOKENS



8 FACILITY BOARDS



8 BABY DINO TOKENS



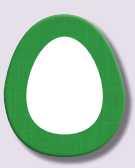
1 MARKET EXTENSION CARD



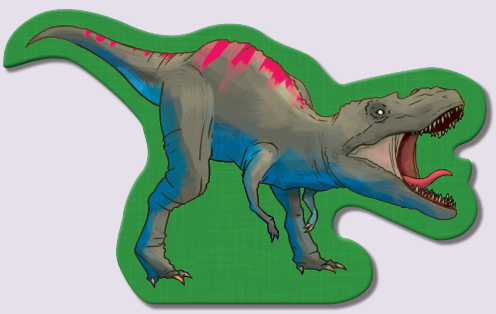
13 DINO RECIPE TILES



14 PR EVENT CARDS



6 DINO EGG TOKENS



1 MEGA REX TOKEN



3 SEATS TOKENS

There are more than the listed number of components.
Actual components may vary from those shown.

OFFICIAL 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!

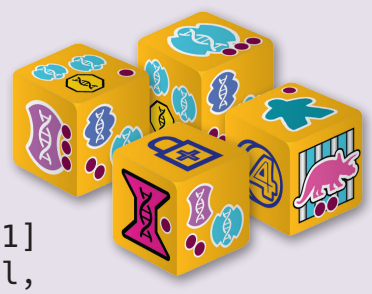
Game Length
In the base game, the formula for determining how many objectives to use was [players + 1]. Use the following table instead for a better experience.

HOW MANY OBJECTIVES TO USE				
Game Length	**2P**	**3P**	**4P**	**5P**
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, lab upgrades, specialists, plot twists, and dino recipes to any game of *Dinosaur Island*. See the following sections for how to integrate them.

NEW DNA DICE

During setup, mix the new DNA dice in with the rest of the DNA dice, before forming the dice pool. Keep in mind that you still only use [2X + 1] dice for the dice pool, where X is the number of players, in any given game.





This die can only be claimed with a #3 scientist. The player who does so collects $4 from the bank. The money is NOT multiplied by the scientist's research level.



This die can only be claimed with 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

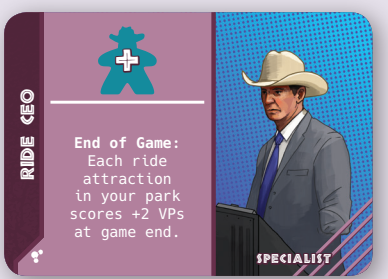
During setup, place all of the "Tool Bench II" lab upgrades on the marketplace board, next to the $4 row. If you buy this lab upgrade, you must place it on top of the "Tool Bench" in your lab; it cannot be placed anywhere else. Each player may buy only 1 of these lab upgrades. Any ability or effect that would trigger at the "Tool Bench" will also trigger at the "Tool Bench II."



The extra "Dino Research II" and "DNA Refinement II" lab upgrades are only used if you are playing with the fifth player module.

NEW SPECIALISTS

During setup, shuffle the new specialists into the specialist deck. Do not remove any specialists from the deck to compensate.





NEW PLOT TWISTS

During setup, shuffle the new plot twists into the plot twist deck, before drawing 2 at random. Do not remove any plot twists from the deck to compensate.



NEW DINO RECIPES



During setup, separate the new dino recipe tiles by type, then shuffle them into their corresponding research stacks. Do not remove any dino recipes from the stacks to compensate.

The dino recipes for the marine creatures are only used if you are playing with the marine creatures module.



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.

During setup, 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. Add the 20 extra visitors to the bag.

Throughout the game, there will be an additional row in the marketplace, just below the $5 row. Use the market extension card to indicate this. 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.

EXTRA MARKET ROW

Example A: *In a 5-player game, this is what the marketplace would look like, with 5 rows, at the start of the Market Phase.*



MODULE 2: MARINE CREATURES

During setup, shuffle together all of the marine creature dino recipe tiles into a stack, then place the stack face down at the research center, just below the other research stacks.

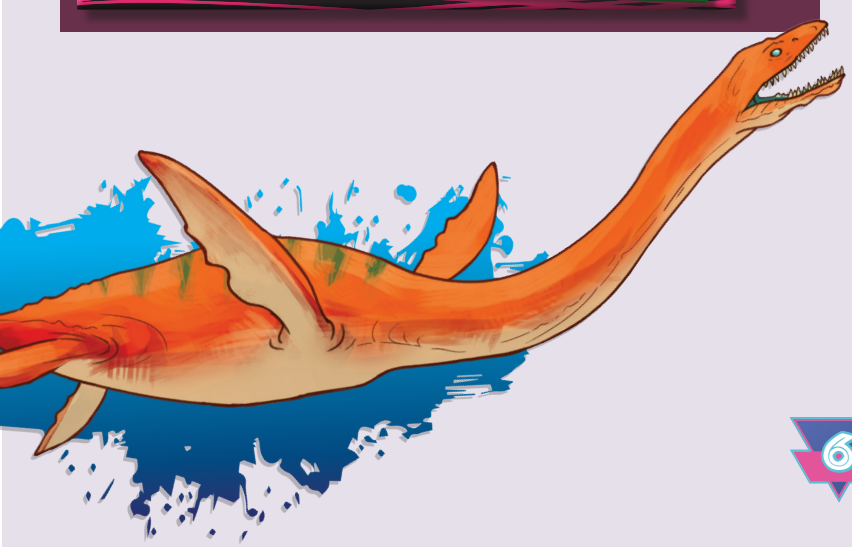
To procure a dino recipe tile from this new stack of marine creatures, you must assign a scientist, as in the base game. However, unlike the other research stacks, which have a set research level requirement (e.g., "3" scientist for large carnivores), each of these new dino recipe tiles has its own individual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

The hex-outlined number on the dino recipe tile 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.

PROCURING RECIPES

Example B: *The Plesiosaurus recipe is face up on the marine creatures research stack. To procure this recipe and add it to his park, Alan must assign his #2 scientist, as indicated by the hex-outlined number on 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 drafts 1 of the available items – facility or executive, their choice – in reverse turn order. Then, in regular turn order, each player drafts 1 more item, which must be of the type they did not draft already.



FACILITIES

Put your facility board in your player area. The rules governing how your 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 "executive suite" 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.

DRAFTING ITEMS

Example C: *Ian is first in turn order, so he gets last pick in the first round of the draft. When it gets to him, he drafts the Reptile Resort facility. But he gets first pick in the second round of the draft, and he drafts the Moneybags executive.*



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.



RESOLVING PR EVENTS

Example D: *In this 3-player game, the players have selected their PR event cards. They all reveal their selected cards simultaneously. The 3 cards revealed are...*

- *Score 2 VPs for each individual marine creature in your park. (Alan = 6, Ellie = 2, Ian = 6)*
- *Score 2 VPs for each ride attraction in your park. (Alan = 4, Ellie = 6, Ian = 0)*
- *Score 4 VPs for each full level-4 paddock in your park. (Alan = 0, Ellie = 0, Ian = 0)*




Alan


Ellie



Ian

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

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 empty 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 indicates a plan for how to build your park, and calls for specific dinosaur exhibits (herbivore, small carnivore, large carnivore) and attractions (food, merchandise, rides) to be placed exactly as indicated.

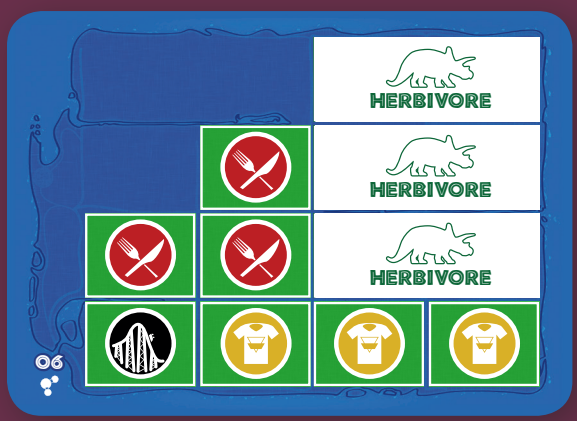
At the end of the game, you will receive bonus VPs based on how well you followed your blueprint. The more matched zones, the better! (The 3 pre-printed zones do NOT count toward your blueprint score.)

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.

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.

SCORING BLUEPRINTS

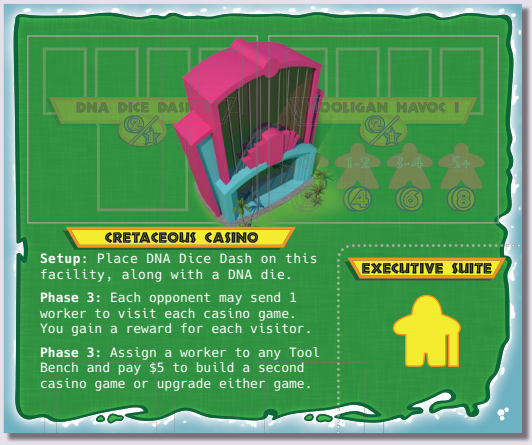
Example E: *Ellie's blueprint called for 3 herbivore exhibits. She has 2 herbivore exhibits (Apatosaurus, Plateosaurus) placed correctly, and her Mosasaurus exhibit counts as another herbivore exhibit, since it is a level-1 marine creature. She also has 3 of the 7 attractions in their required zones. Since Ellie's final park matched 9 zones from her blueprint, she scores 9 bonus VPs.*





REFERENCE: FACILITIES

The rules governing how a facility works are printed on that facility board. See below for a complete guide and additional clarifications.







CRETACEOUS CASINO

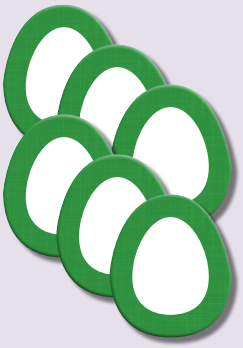
Setup: Place the DNA Dice Dash tile on this facility, then place an unused DNA die there. (Hooligan Havoc is not available until you build it.)

Phase 3: Each opponent may send 1 worker to visit each casino game. For each player who visits a game, the Cretaceous Casino owner gains a reward of 1 VP or $2. When upgraded, the reward becomes 2 VPs or $3.

- ***DNA Dice Dash:*** The visitor rolls the DNA die and gains the DNA rolled. When upgraded, the visitor rolls 2 DNA dice and gains the DNA of each.
- ***Hooligan Havoc:*** The visitor guesses how many hooligans they will draw from the bag this round, placing a corporation token on the corresponding space. If they are correct, they collect the money shown on that space. When upgraded, the visitor collects more money if they guess correctly.

Phase 3: To build Hooligan Havoc or upgrade either casino game, assign a worker to any Tool Bench and pay $5. If you build Hooligan Havoc, add that casino game tile to the facility. If you upgrade a game, flip that casino game tile to its upgraded side.

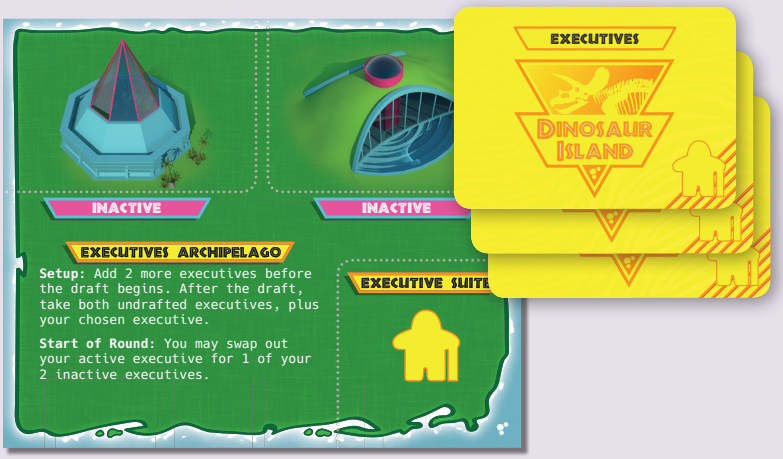




DINO INCUBATOR

Phase 3: When you assign a worker to this facility, you may spend the two indicated DNA to add an egg token to an incubation track of your choice, on the far left space. You can have multiple eggs on the same incubation track.

Phase 3: At the start of the Worker Phase, advance each egg by 1 space. When an egg reaches the end of its track, it becomes any dino of that type (your choice), as long as you have the recipe. Place the dino in that paddock.



EXECUTIVES ARCHIPELAGO

Setup: Before players choose their executives and facilities, add 2 more executives to the draft row. Whoever chooses this facility takes both undrafted executives plus their chosen executive.

Start of Round: You may swap out your active executive for 1 of the 2 inactive executives.



FANTASY ISLAND

Phase 1: When you procure a dino recipe, you may place the dino recipe tile on this facility instead of in your park. (Only 1 dino recipe tile may be placed on this facility.)

Phase 3: When you create a dinosaur with this recipe, place 1 dino and 1 fantasy attraction tile of your choice in an empty zone of your park. Each fantasy attraction counts as an attraction of the indicated type. (The "wild" tile can be any type you choose, declared upon placement; use an attraction type token to indicate this.)

Phase 4: If you place a patron at a fantasy attraction, score 1 VP.



GOAT PEN

Setup: Add 4 goats to this facility.

Phase 3: Per worker assigned to this facility, you may buy 2 goats for $3.

Phase 4: You may discard any number of goats from this facility. For each goat discarded, reduce your threat level by 1 for this round.



PARKS AND REX

Setup: Place an unused DNA die at this facility.

Phase 3: To add a seats token to this facility, assign a worker to any Tool Bench and pay $4. Each seats token adds 2 more seats. (max: 8 seats)

Phase 4: Once Mega Rex is created, you must also roll the DNA die and add its threat to your threat level for that round. (This is in addition to the permanent threat increase!)



PETTING ZOO

Setup: This facility has 2 paddocks, which can be upgraded as normal.

Phase 3: You may create baby dinos using the dino recipe. Each time you do, place a baby dino token in a paddock and increase your excitement level by 1. (max: 8 baby dinos)

Phase 4: You can place as many visitors at this facility as the number of baby dinos. For each patron, score 1 VP.



REPTILE RESORT

Setup: Cover all 8 hotel spaces at this facility with limit cubes.

Phase 3: For each worker assigned to this facility, you may pay $3 to increase hotel capacity by 1. When you do, remove 1 limit cube to uncover 1 hotel space.

Phase 4: After placing your visitors normally, you may move any overnight patrons from this facility to your park.

Phase 5: You may move patrons from your park to this facility instead of putting them back in the bag. The maximum number of overnight patrons that this facility can hold is equal to the current hotel capacity.

CREDITS

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