

WELCOME

TO

DINOSAUR

WORLD

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Art by Beth Sobel

WELCOME to DINO WORLD

Players: 1+

Time: 25-40 minutes

Ages: 6+

Background

Build the grandest Dinosaur Park with the most fame and fewest security... "incidents".

Goal

Have the most Fame Points. The game ends when any player cannot add a rolled item to their park due to space, or if they have had 3 dinosaur breakouts.

Setup

Hand out 1 game sheet and pen per player and collect 3 standard 6-sided dice.

Overview/Phases

The game features a series of 3 phases:

1. Acquisition Phase – Expand your park with new dinosaurs and buildings
2. Path Phase – Add paths to your park to connect attractions to the entrance
3. Security Phase – See if the dinosaurs in your park damage their pens and try to escape.

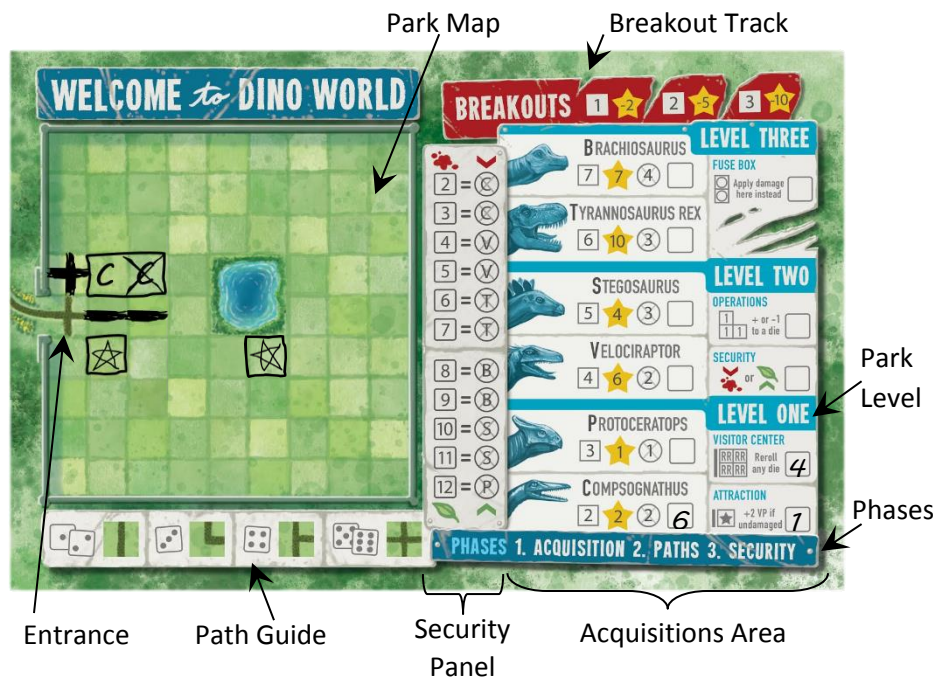
All players participate in each phase simultaneously.

1. Acquisition Phase

- Roll 1 die per Park level to form a common pool of results.
 - Players Park Level starts at 1 and determines which buildings and dinosaurs they have access to. Unlocking all dinosaurs/buildings in a level unlocks more building and dice options.
 - If any one player has unlocked all dinosaurs and buildings in a level, all players Park level increases, gaining access to new options and more Acquisition Dice.
- All players use the same die results to build their parks.
- When a number/combination is rolled for the first time, write the number in an empty square next to a dinosaur or building to unlock and acquire that item.
 - Players can only unlock dinosaurs and buildings in their current Park Level or below, (starting 1).
- After assigning, or if the value was already assigned from a previous turn, draw the rolled dinosaur/building(s) in your park. Nothing can be drawn on the central Lake squares.
- When rolling multiple dice in Levels 2 and 3, may combine die results or leave separate.
 - Ex. Rolled 4 and 3. Each player may decide to combine to make 7 or keep as separate numbers to add two items to the park instead of one.

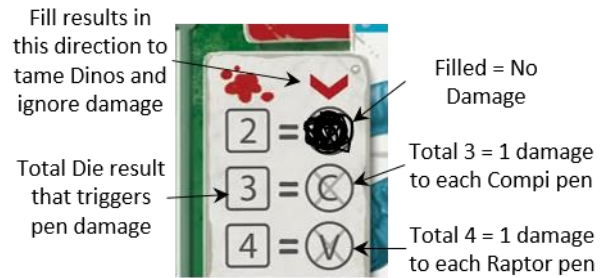
2. Path Phase

- All dinosaurs, and Public buildings, only grant Fame Points/Abilities once they have a complete path connecting them to the Entrance.
- Using the same unmodified die results from the Acquisition Phase, add 1 path to your park for each die.
- The value of the die determines the shape of the path to add, but the shape may be rotated freely.
- Paths can be placed anywhere in the park, not just connected to existing paths.



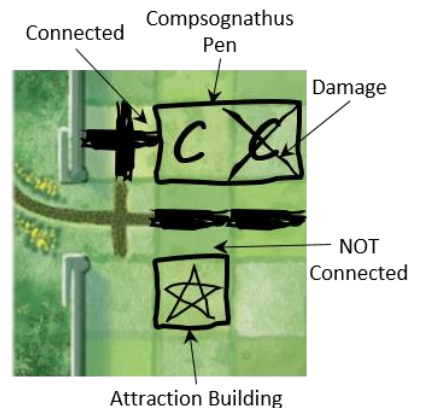
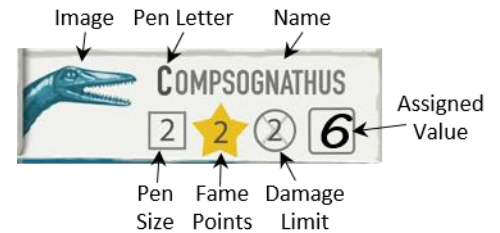
3. Security Phase

- Roll 2 dice for all players to use and total the result.
- Reference the security panel and deal 1 damage to each dinosaur pen of that type by adding an X through one square, if present.
- If the amount of damage X's in a dinosaur's pen meets its breakout value (see Dinosaur Details), that dinosaur is lost and adjacent pens/buildings also gain one damage X.
- Once the Security building is unlocked, each time you roll its number you may fill in results one line at a time going top down for carnivores or bottom up for herbivores. This turns those die results into "No Damage" for future Security Phase Rolls.



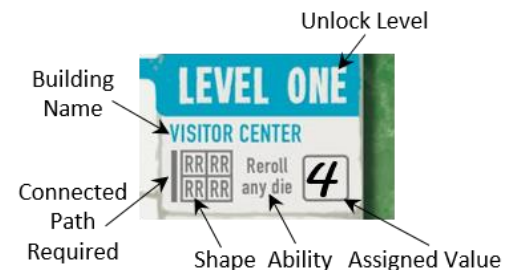
Dinosaur Details

- Each dinosaur has several important features to note :
 - **Pen Size** – Draw a pen around this many squares
 - **Pen Letter** – Write this letter in each pen square
 - **Fame Points** – Value if still in park at game end
 - **Damage Limit** – If this many pen squares take damage, the dinosaur is lost (cross out all remaining pen squares)
 - **Assigned Value** – Written in number that triggers addition to park when rolled
- In order for any dinosaur to earn its fame points, it must be connected to the entrance by paths so guests can see it. Connected means that the drawn path must **touch** the pen perimeter.
- If a dinosaur's pen has as many X's as its damage limit, the dinosaur escapes.
 - X out all remaining squares of that dinosaurs pen and add 1 damage X to each adjacent pen/building.
 - This may lead to cascading dinosaur escapes.
 - Add a check mark to the Breakout Track. If your 3rd dinosaur escapes, your park is deemed unsafe and closed immediately.



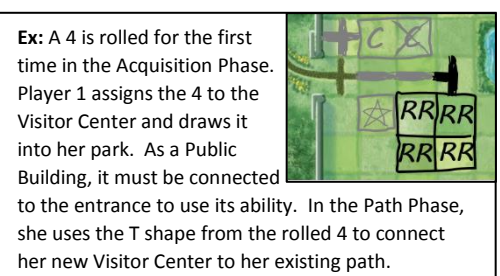
Building Details

- Unlike dinosaurs, buildings have a set shape, not just a number of squares to fill. If the shape does not fit as shown, it cannot be placed.
- Draw the building as shown, including the symbol inside each square.
- Building shapes may be rotated if needed.
- **Each square of a building is a single use of its ability.** Once used, X out a square. If a building has no unmarked squares, its ability can't be used.
- If a building is damaged, X out 1 unused square without using its ability.
- Public Buildings have a path image next to them. These can only be used when connected to the entrance so guests can use them.
- **Note:** Ability effects apply only to the player who used them and last only for the current phase. A die's value cannot be increased above 6 or decreased below 1.



Final Scoring

- If any player cannot add a rolled building, dinosaur or path to their park, or has had their 3rd breakout, the game ends at the end of the current round (including a final security phase).
- **Final Score = Dinosaurs + Attractions - Breakouts**
 - Add Fame Points for all dinosaurs still in the park and have a connection to the entrance.
 - Add Fame points for undamaged Attractions that are connected to the entrance.
 - Subtract points indicated by the last breakout box checked on the Breakout Track.
- The player with the highest final score is the winner.
 - Resolve ties in order: 1) Fewest Breakouts 2) Most Dinosaurs 3) Most Attractions. If still tied, play again.



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BREAKOUTS

1
2
3

2 =			BRACHIOSAURUS	7	(4)			LEVEL THREE
3 =			TYRANNOSAURUS REX	6	(3)			FUSE BOX
4 =			STEGOSAURUS	5	(3)			<input type="checkbox"/> Apply damage here instead <input type="checkbox"/>
5 =			VELOCIRAPTOR	4	(2)			LEVEL TWO
6 =			PROTOCERATOPS	3	(1)			OPERATIONS
7 =			COMPSOGNATHUS	2	(2)			<input type="checkbox"/> + or -1 to a die <input type="checkbox"/>
8 =								SECURITY
9 =								<input type="checkbox"/> or <input type="checkbox"/>
10 =								LEVEL ONE
11 =								VISITOR CENTER
12 =								<input type="checkbox"/> Reroll any die <input type="checkbox"/>
								ATTRACTION
								<input type="checkbox"/> +2 VP if undamaged <input type="checkbox"/>

PHASES 1. ACQUISITION 2. PATHS 3. SECURITY

WELCOME to DINO WORLD

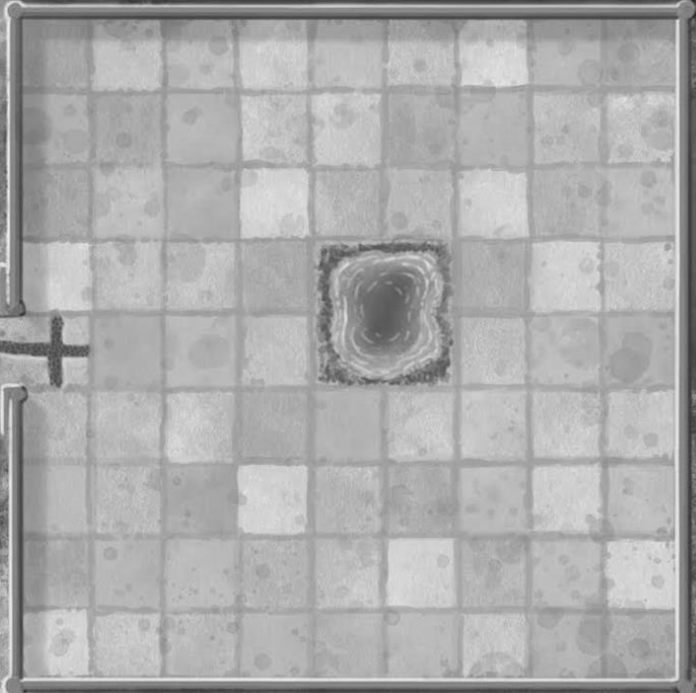
BREAKOUTS

1
2
3

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PHASES 1. ACQUISITION 2. PATHS 3. SECURITY

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BREAKOUTS

1 ★

2 ★

3 ★

- 2 =
- 3 =
- 4 =
- 5 =
- 6 =
- 7 =
- 8 =
- 9 =
- 10 =
- 11 =
- 12 =



BRACHIOSAURUS
7 ★ 4



TYRANNOSAURUS REX
6 ★ 3



STEGOSAURUS
5 ★ 3



VELOCIRAPTOR
4 ★ 2



PROTOCERATOPS
3 ★ 1



COMPSOGNATHUS
2 ★ 2

LEVEL THREE

FUSE BOX
 Apply damage here instead



LEVEL TWO

OPERATIONS
1 + or -1 to a die

SECURITY
 or

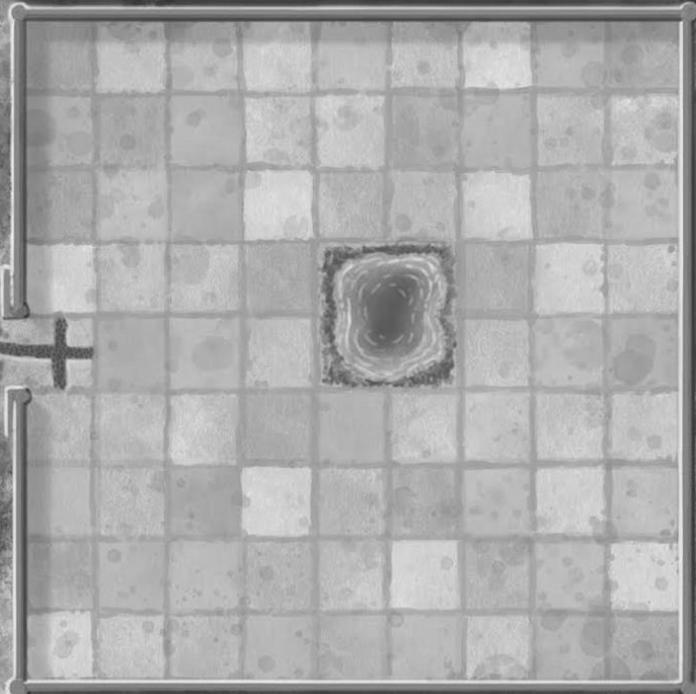
LEVEL ONE

VISITOR CENTER
 Reroll any die

ATTRACTION
 +2 VP if undamaged

PHASES 1. ACQUISITION 2. PATHS 3. SECURITY

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BREAKOUTS

1 ★

2 ★

3 ★

- 2 =
- 3 =
- 4 =
- 5 =
- 6 =
- 7 =
- 8 =
- 9 =
- 10 =
- 11 =
- 12 =



BRACHIOSAURUS
7 ★ 4



TYRANNOSAURUS REX
6 ★ 3



STEGOSAURUS
5 ★ 3



VELOCIRAPTOR
4 ★ 2



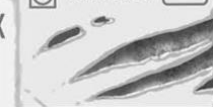
PROTOCERATOPS
3 ★ 1



COMPSOGNATHUS
2 ★ 2

LEVEL THREE

FUSE BOX
 Apply damage here instead



LEVEL TWO

OPERATIONS
1 + or -1 to a die

SECURITY
 or

LEVEL ONE

VISITOR CENTER
 Reroll any die

ATTRACTION
 +2 VP if undamaged

PHASES 1. ACQUISITION 2. PATHS 3. SECURITY