

SPECIAL ATTRACTIONS

4 / 

Immediately earn four points for every red dinosaur in your zoo.

1

SPECIAL ATTRACTIONS

? / 

Immediately earn points equal to the current score of your zoo board.

2

SPECIAL ATTRACTIONS

3 / 

Immediately earn three points for every empty pen in your zoo.

3

SPECIAL ATTRACTIONS

2 / 

Immediately earn two points for every color of dinosaur in your zoo.

4

SPECIAL ATTRACTIONS

2 / 

Earn two points for every yellow dinosaur in your zoo.

5


SPECIAL ATTRACTIONS

2 / 

Earn two points for every orange dinosaur in your zoo.

6


SPECIAL ATTRACTIONS

2 / 

Earn two points for every blue dinosaur in your zoo.

7


SPECIAL ATTRACTIONS

2 / 

Earn two points for every pink dinosaur in your zoo.

8

SPECIAL ATTRACTIONS

2 / 

Earn two points for every green dinosaur in your zoo.

9

SPECIAL ATTRACTIONS

4 / 

Earn four points for every set of three dinosaurs of the same color.

10

SPECIAL ATTRACTIONS

11 / 

Earn eleven points if at least five pens contain a carnivore (red or orange dinosaur).

11

SPECIAL ATTRACTIONS

9 / 

Earn nine points if any pen contains at least one of every herbivore (blue, green, pink, and yellow dinosaurs).

12

SPECIAL ATTRACTIONS

13 / 

Earn thirteen points if your cafe side pens together contain at least one of each color of dinosaur.

13

SPECIAL ATTRACTIONS

9 / 

Earn nine points if your restroom side pens together contain at least one of each color of dinosaur.

14

SPECIAL ATTRACTIONS

6 / 

Earn six points for every unused die-dodging token in your possession at the end of the game.

15

SPECIAL ATTRACTIONS

After a period of sustained success, the visitors to your zoo have become complacent and are clamoring for more. It's time to introduce some Special Attractions to your dino park! In this expansion, players will draft cards that provide an additional way to score points at the end of the game.

 15'

 2-5

 8+

DIE DODGING VARIANT

- At the beginning of each round, every player receives one die-dodging token (amber crystals or anything you would like to use as tokens x10).
- All players are subject the result of the die every round (so it does not matter which player rolls the die).
- At any time, players may spend a die-dodging token to ignore the result shown on the die.
- Unused tokens from the first round carry over into the second round (so the maximum tokens you may have in your possession is two). Unused tokens will score one point each, at end of game.

SCORING

Second round is played as normal. At the end of the second round or season (if playing summer/winter variant), compute the normal score of your zoo board, and then add additional points based on your bonus card. Remember that cards marked with immediate symbol (red exclamation mark) only score at the end of first round, when card is drafted (Make sure to record your score for these immediate bonus cards to facilitate end game scoring). Each unused Die-Dodging token scores one point each (apart from any bonus card points).



In case of a tie, tied players first compare their scores for the undrafted face up scoring card. If a tie remains, the tied players with the fewest T-Rexes in their zoo is the winner. If players are still tied, the players share the victory.

2 PLAYER VARIANT

If you are using the alternate two-player rules from the base game, then simply draft the scoring cards at the end of the second round (i.e. halfway through the game).

GAMEPLAY

1. At the end of the first round, each player computes the score of their zoo board according to the normal rules (this is your temporary score).
2. Starting with the player with the lowest temporary score and continuing in ascending order, each player drafts one face-up bonus scoring card. If a player drafts a card that rewards points immediately (cards #1-4) then that player must immediately record their bonus points, which will be added to their final score. Ties are resolved as follows:
 - (a) Most unused die-dodging tokens
 - (b) Most T-Rexes present in your zoo
 - (c) Most dinosaurs in one pen of your zoo
 - (d) Random method of your choice

CREDITS

Expansion Design: Justin Schroeder
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SETUP

If playing with the Die-Dodging Token Variant, hand one token (crystal) to each player. If you prefer not to use this variant, then simply remove card #15 before proceeding to the next step. At the beginning of the game, shuffle the deck of bonus scoring cards and deal a number of face up cards equal to the number of players plus one.