

DINOSAUR ISLAND

Several years ago, scientists discovered a way to clone dinosaurs from viable DNA preserved within the fossil record. After a few mishaps along the way, the process has stabilized. Today, it's the museums that have gone practically extinct, as shrewd investors have turned those initial dinosaur sanctuaries into bustling theme parks, true meccas for dino-fans the world over.

In Dinosaur Island, each player takes on the role of a park manager at one of these premier destinations. You've been handed the reins to a burgeoning operation – bring the fantastic creatures of the Jurassic, Triassic, and Cretaceous periods forward into the modern day. Early retirement is yours if you can make your park bigger and better than the competition!



GAME COMPONENTS

- 10 translucent DNA dice • 17 dino recipe tiles • 54 dinosaur meeples • 22 specialists
- 36 worker meeples • 4 double thick recessed lab boards • 30 attraction tiles
- 81 income tokens (\$1 x 53, \$5 x 28) • 39 objective cards • 12 scientists • 1 cloth bag
- 80 visitor meeples (70 patrons, 10 hooligans) • 11 plot twist cards • 12 modifier tokens
- 20 corporation tokens • 1 research board • 1 track board • 1 marketplace board
- 4 park boards • 40 marker cubes • 24 limit cubes • 1 first player token
- 33 lab upgrade tiles • 29 paddock tiles • 17 solo play cards • PLUS bonus tokens

INCLUDES
SOLO
GAME
MODE



Game Design by
Jon Gilmour and Brian Lewis
Art by
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MADE IN CHINA



WARNING:

Choking Hazard-Small parts.
Not for children under 3 years

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