DINOGENICS™

CONTROLLED CHAOS

Welcome to Controlled Chaos...

IntelliGen Designs has partnered with DinoGenics to bring prehistoric aquatic life forms back from extinction. The partnership makes use of IntelliGen's proprietary technology, as well as exotic DNA specimens from the newly acquired "Site D" dig site. IntelliGen Designs promises that the species made available from this partnership will be extremely profitable for local industries....

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IntelliGen Designs Side Board

2 Upkeep Dice

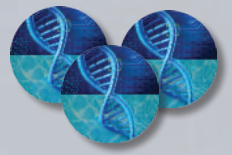
60 eDNA Cards

Aquatic dinosaurs and 5 Polymorphic DNA

24 Aquatic Dinosaur Meeples

- 6x Ichthyosaur (11 eDNA Cards)
- 6x Plesiosaurus (12 eDNA Cards)
- 4 x Megalodon (12 eDNA Cards)
- 4x Mosasaur (10 eDNA Cards)
- 4x Spinosaurus (10 eDNA Cards)

10 Refined DNA Tokens



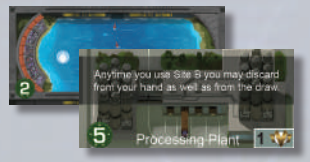
22 DNA Cards

Land dinosaurs

10 Dinosaur Meeples

- 6x Gallimimus (10 DNA Cards)
- 4x Therizinosaurus (12 DNA Cards)

20 Large Facilities



12 Standard Facilities

12 Breaking News Cards

Numbered 22-33

18 Specialist Cards

21 Manipulation Cards

4 Credit Tokens

Synth Co-op Module

12 Breaking News Cards

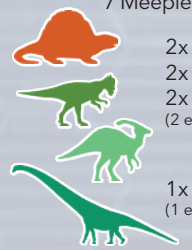
Chaos Theory Module

5 Breaking News Cards

5 Crash Tokens
Used in Synth Co-op and Chaos Theory

Dinosaur Elites Module

7 Meeples + 7 Cards

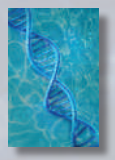


- 2x Dimetrodon
- 2x Pachycephalosaurus
- 2x Parasaurolophus (2 eDNA Cards each)
- 1x Dreadnoughtus (1 eDNA Card)

Expansion Setup

1. Place the **IntelliGen Designs Side Board** beside the Mainland Game Board in the center of the table.

2. Shuffle the **60 eDNA cards** (with a unique Aquatic DNA back) and place them on the eDNA draw space on the IntelliGen Designs Side Board.



3. Gather all **8 Aquatic Habitat large facilities** and place the stack on the IntelliGen Designs HQ action space. Shuffle all other **Large Facility Tiles** and draw one face up on each of the five blank facility tile spaces. Place the remaining tiles beside the board face down.

4. Place one **Plesiosaurus** meeple on the Open Ocean space along with both **Upkeep Dice**.

5. Shuffle the **Specialist deck** and place it on the Job Market Draw Pile.

6. Mix the new **Standard Facility Tiles** with the base game ones in the base game's draw bag.

7. Shuffle all the new **Manipulation cards** and **Breaking News cards** and shuffle them into the base game decks.

8. Shuffle the **Gallimimus** and **Therizinosaurus DNA cards** into the standard DNA draw deck and place them on the designated space on the Mainland Game Board.

9. Place **Blocking Tokens** (included in the base game) to cover Action Spaces depending on player count:

5 Players:	All Action Spaces are uncovered.
3-4 Players:	Place a Blocking Token on one Action Space of **IntelliGen Designs** and **Refinement**.
2 Players:	Place two Blocking Tokens on **IntelliGen Designs** and two on **Refinement**.

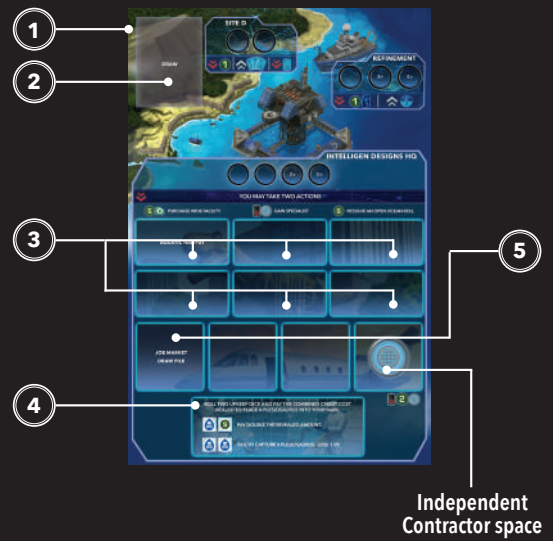
10. Complete the normal setup as described in the standard rulebook.

Optional Modules:

Chaos Theory: *Shuffle the 5 Chaos Theory cards into the Breaking News deck. See page 18.*

Dinosaur Elites: *Shuffle the 7 Dinosaur Elites eDNA cards into the eDNA deck. See page 19.*

IntelliGen Designs Side Board



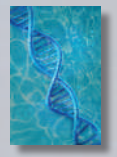
Open Season Step 6 addition:
During each new round when three new facilities are drawn to the City Center, now also **draw two new specialists** from the Job Market Draw Pile face up to the specialist display spaces (Number 5 in the diagram above). This pushes any previous specialists in those spaces face up into the **Independent Contractor** space. Players may look through this stack at any time.

IntelliGen Designs Side Board

The IntelliGen Designs Side Board has three new worker action spaces that a player may use during their turn instead of a Mainland action space.

Site D

Play a worker to Site D and pay one credit. Draw three **eDNA** cards, choose two to keep, and discard the third. eDNA counts toward the 10 card DNA limit. *Discard down to 10 cards if needed after visiting Site D.*



Environmental DNA (eDNA) is a premium form of DNA used to make aquatic dinosaurs. The eDNA deck also contains **Polymorphic DNA** cards which can substitute for any card of a DNA or eDNA set when making a dinosaur. There must be at least one correct DNA or eDNA card in the set in order to create the dinosaur.

Refinement

Play a worker to Refinement. Then pay one credit and discard one DNA or eDNA card from your hand to gain one **Refined DNA** token. There is no limit to how many tokens you may have.

Refined DNA tokens can substitute for any card of a DNA or eDNA set when making a dinosaur by discarding the token. There must be at least one correct DNA or eDNA card in the set in order to create the dinosaur.

The IntelliGen Designs Side Board

IntelliGen Designs HQ

Play a worker to IntelliGen Designs HQ to take two actions. You may do the same action twice.

1. Purchase a Large Facility: Pay the credit cost listed on a revealed **Large Facility Tile** and immediately add it to your park. Immediately draw a random new large facility into its place.

2. Resolve an Open Ocean Roll: Roll two Upkeep Dice and pay the combined credit cost shown to place a **Plesiosaurus** into your park. If you roll one Drowning symbol, then pay double the credit amount on the other die. If you don't have enough credits, choose not to pay, or both dice show a Drowning symbol, you lose 1 VP and do not place the Plesiosaurus.

3. Underground Job Network: Discard the number of Manipulation cards shown on a revealed specialist card to claim that specialist. Or instead, you may buy any specialist in the **Independent Contractor** stack by paying two credits in addition to its Manipulation card cost.

Aquatic Dinosaurs

Aquatic Dinosaurs

Aquatic dinosaurs are created with the eDNA cards found at Site D, as well as the Open Ocean at IntelliGen Designs HQ. All aquatic species are considered dinosaurs for the sake of cards, abilities, facility tiles and End Game Scoring.

Aquatic Habitats

Aquatic dinosaurs must be placed in an *undamaged* **Aquatic Habitat** in the player's park. If an Aquatic Habitat is damaged, or fully occupied, the dinosaur may not be placed.

Aquatic Habitats are large facilities consisting of two habitat spaces. Some aquatic species require two habitat spaces. Unlike land dinosaurs, a two-habitat aquatic dinosaur occupies the entirety of its habitat and cannot be doubled up on.

However, size 1 habitat aquatic dinosaurs (the Ichthyosaur and the Plesiosaurus), can share the same Aquatic Habitat without rampaging.

Aquatic Rampage Checks

Aquatic dinosaurs usually only rampage during the Upkeep Phase, and then only if its Aquatic Habitat is damaged or if it hasn't been fed.

The Spinosaurus has a unique trait that may result in rampage when placed. See page 21.

When an aquatic dinosaur needs to resolve a rampage check, roll one **Upkeep Die**.

If the die shows a **Credit Symbol,** the player *must* immediately pay that number of credits, or as much as they can. If they can't pay the full amount, then the Aquatic Habitat is assigned damage and flipped to its damaged side.

If the **Drowning Symbol** is rolled, the player must kill a visitor in their park, giving them a scandal and returning the visitor to the general supply. The Drowning Symbol has no effect if the park has no visitors.

If an Aquatic Habitat is ever damaged, any aquatic dinosaurs contained within provide zero victory points until the facility is repaired. Adjust your Dinosaur Value track appropriately. (Reputation is unaffected.)

The Megalodon

"The IntelliGen Designs refinement technology is remarkable. They can replicate tiny remnants of DNA recovered from mixed fragments and environmental samples. I would love to see their labs as the technology is far beyond our understanding." —Vincent, Lab Notes, DinoGenics IOM

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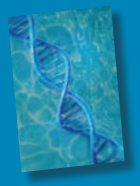
Additional Clarifications

DNA vs eDNA

Since eDNA counts as a type of DNA, any references to "DNA" also include eDNA except in one regard:



New eDNA cards can only be drawn from the deck using Site D, or when a card or facility effect specifically grants "eDNA".

If a card says to "draw DNA"–even to fill the Market–you must draw from the standard DNA deck. Any other card references to "DNA" *do* include eDNA, such as discarding DNA or gaining DNA via the Market or Boneyard.

Once drawn in hand, eDNA counts as DNA in all ways.

For example, eDNA can be used as part of sets when creating mutants, counts as DNA for End Game Scoring, and can be bought/sold on the DNA Market and be picked up at the Boneyard.

Large Facilities

Large Facilities occupy two spaces in a player's park and may be placed horizontally or vertically. They can only be purchased by visiting IntelliGen Designs HQ or by using Manipulation cards that specifically reference placing a Large Facility.

Large Facilities are treated the same as standard facilities in all other ways including assigning damage, end game bonus points, repairing, and placement restrictions. Facilities cannot be removed once placed, except by a Manipulation card or a Specialist.

On Placement

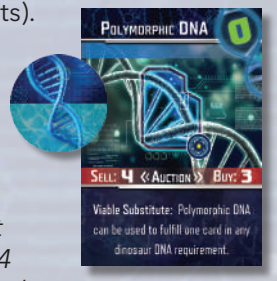
Any dinosaur or facility that has an on-placement benefit or penalty is only received once immediately before the meeple or facility is first added to a player's park.

Specialists

Specialists provide powerful game changing abilities and end game scoring options. Specialists cost between one and three Manipulation cards to purchase. Once purchased, the specialist should be kept beside the owner's Personal Island Board. They cannot be discarded and their ability will be in effect for the rest of the game. There is no limit on the number of specialists a player can have.

Polymorphic DNA and Refined DNA

Both Refined DNA tokens and Polymorphic DNA cards can be used instead of a normal card in a DNA or eDNA set when making a dinosaur (including mutants). However, at least one DNA or eDNA card showing the correct species must be used to make the dinosaur.



For example, a player can't make a Brontosaurus with 4 Refined DNA tokens. Similarly, a player cannot make a Gallimimus with a single Refined or Polymorphic DNA, even if they already have a Gallimimus.

Solo Scenario #CC1

Single player scenarios offer unique challenges for solo play. Use all Controlled Chaos components for a two player game but only use one player board. Remove the following Manipulation cards: **Infest Hotels, Infiltrator, Misdirection, Research Pact, DNA Theft, Whistle Blower**, *as well as the expansion cards:* **Sabotage, Non-Zero-Sum Game, Goat Rustling** *and* **Control the News Cycle**. *Ignore any part of a Manipulation card that references another player.*

CONTAINMENT PROTOCOL

MEDIUM DIFFICULTY

Six months ago an investigation into the leadership and operations of DinoGenics IOM led to the temporary closure of the organizations cloning labs. While eventually cleared of all wrong doing, the closure led to the rise of copycat labs and the spread of a corrupted species of T-Rex. You have been tasked with cleaning up an infected park and returning it to working order.

Objective: By the end of Season 7, your park must have a positive reputation and at least 100 VP.

Game Begins with: Season 1
Starting DNA Cards: 3
Starting Manipulation Cards: 1

Starting Credits: 5
Starting Workers: 3
Starting Scandals: 3

Starting Goat Meeples: 0
Starting Fence: 8 (1 Pen)
Starting Facilities: None.

Breaking News Deck: 8, 12, 13, 18, 25, 31. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

You start with three penned Corrupted T-Rex. Your points cannot go below zero.

Visitor Rules*: These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors at the beginning of each Season up to your Reputation Track value.

CORRUPTED T-REX
CARNIVORE: NO MEAT REQUIRED

CORRUPTED: RESOLVE A RAMPAGE CHECK AT THE END OF EVERY FEEDING STAGE. IGNORE PLACEMENT CHECKS.

-2	VICTORY POINTS (YOU CANNOT GO BELOW 0)
-1	REPUTATION
0	MINIMUM FENCED HABITAT SPACES
0	DNA REQUIRED

FINAL SCORE

VP 126+: Your extensive efforts to contain the spread of infection have proven successful and your park flourishes despite its troubled past. Samples of the corrupted genome will be maintained in cold storage and studied with great interest for future applications.

VP 100-125: Your park is secured and you have carved out a unique niche in the dinosaur industry. While visitors were initially hesitant to visit your park, few would question the uniqueness of your attractions.

FAILURE: Your reputation is ruined and many workers and visitors have died for nothing. What's worse is the contamination has started to spread to other species.

Solo Scenario #CC2

HELP LIFE FIND A WAY

MEDIUM DIFFICULTY

The DinoGenics cloning process frequently leaves dinosaurs infertile. Healthy natural born dinosaurs have been hatched only a dozen times in all the years the parks have been in operation. You are to lead a research team to solve the defect in the cloning process.

Objective: By the end of Season 7 you must have at least 100 VP and 3 species with two or more meeples in your park.

Game Begins with: Season 2
Starting Credits: 3
Starting DNA Cards: 3
Starting Manipulation Cards: 0
Starting Scandals: 0

Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: Cold Storage, Gene Grafting Lab.

Breaking News Deck: 2, 6, 10, 18, 29, 32. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

You start with the DNA Archivist specialist card.

You may not play workers to Time Share.

Visitor Rules: *These replace steps 1–3 of each Open Season:*
Step 1-3: During this scenario your visitor tokens represent researchers with grant money. You will receive researchers and credits each round equal to half the number of DNA cards in your hand. Round down. You will need to build hotels to accommodate them as normal while they are living on the island.

FINAL SCORE

VP 150+ and 4 Paired Species: Through your hard work and the dedication of your team, dinosaurs will once again have the opportunity to flourish in the world without the intervention of humans. You have given these magnificent creatures a second chance at a natural life.

VP 100+ and 3 Paired Species: The mating process has been successful in many of your tests but numerous species still appear to have a flaw in their genetic code. Most troubling is that mutation seems common in most 2nd generation offspring.

FAILURE: Your effort to make dinosaurs whole has been met with failure after failure. Without progress most of the grant money has dried up and it is unlikely your lab will stay open for another season.

Solo Scenario #CC3

TURN-KEY PARK

MEDIUM DIFFICULTY

Following the dinosaur park boom and bust cycle, investors are once again looking to jump back into the industry. Now is the perfect opportunity to fix up an abandoned park and flip it to a buyer for a fast profit. Remember, you are not in this for the long haul, make a profit and get out.

Objective: By the end of Season 7, you must have at least 50 Credits and no scandals.

Game Begins with: Season 2
Starting Credits: 3
Starting DNA Cards: 3
Starting Manipulation Cards: 1
Starting Scandals: 0

Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: Methane Reclamation (broken).

Breaking News Deck: 6, 7, 9, 16, 19, 30. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

When End Game Scoring would normally occur, instead receive Credits equal to your Reputation Track value and 1 Credit for each facility bonus victory point. Lastly, receive 3 Credits per unique species in your park.

Do not calculate any other end game scoring bonuses.

Visitor Rules*: These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors at the beginning of each Season up to your Reputation Track value.

FINAL SCORE

90+ Credits: You spared no expense to get your renovated park off the ground and still managed to turn a massive profit. You can take pride in the fact that the park will be enjoyed by visitors for years to come.

50-89 Credits: You may have cut some corners but you have secured a buyer for your renovated dinosaur park. It may not be your best work but you are sure nobody will notice that the paddock enclosures are hollow…

FAILURE: The hotels are a fire hazard, the dinosaurs are malnourished and the fences could collapse at any moment. Despite that, you still didn't manage to make enough money to recoup your investment.

Solo Scenario #CC4

OVERCOMING GOLIATH

MEDIUM DIFFICULTY

The Davidson Corporation has a reputation as a whistleblower and has made many powerful enemies. As the new general park manager you are charged with developing its dinosaur park expansion project, but be aware, your competitors will be trying to discredit you at every chance.

Objective: By the end of Season 7, score at least 100 victory points.

Game Begins with: Season 1
Starting Credits: 3
Starting DNA Cards: 3
Starting Manipulation Cards: 0
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: None.

Breaking News Deck: 1, 4, 11, 13, 14, 25, 28. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

You may not play workers to Site A or B.

Each round add a new DNA card to the DNA market.

Anytime you would gain a scandal, gain 2 instead.

Visitor Rules*: These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors at the beginning of each Season up to your Reputation Track value.

FINAL SCORE

VP 150+: You have preserved the reputation of the Davidson Corporation and built a thriving dinosaur destination. Despite the best efforts of your competitors you have maintained a family friendly image and developed a strong following of regular visitors.

VP 100-149: While not without faults, your park has carved out a niche of a reputability in a sea of morally decrepit corporations. While the cartel slowed down your early expansion you have persevered.

FAILURE: Your competitors artfully sabotaged your every effort. With your reputation in tatters and your park barely functional, it looks as though your career will be short lived.

Solo Scenario #CC5

RECLAMATION

MEDIUM DIFFICULTY

Aqua Eterna was supposed to be a water themed amusement park but construction never finished and it was left to fall into ruin. You have acquired the island resort for cheap and with a little bit of maintenance you believe it can be converted to accommodate prehistoric marine lifeforms.

Objective: By the end of Season 7, score at least 120 victory points and have a visitor capacity of 8 or more.

Game Begins with: Season 1
Starting Credits: 5
Starting DNA Cards: 3
Starting Manipulation Cards: 4
Starting Scandals: 0
Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 0
Starting Facilities: 5x Aquatic Habitat (broken), 1x Arcade (broken), 3x Holo Domes (broken).

Breaking News Deck: 2, 4,17,18, 25, 26. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

You start the game with the Master Architect specialist card.

Each time you receive 1 or more visitors, receive a scandal for every two damaged facilities in your park (round down).

Visitor Rules*: These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors at the beginning of each Season up to your Reputation Track value.

FINAL SCORE

VP 150+: In a few short months you have salvaged the long abandoned theme park and turned it into something special. You have created the most prestigious prehistoric marine aquarium in the world and your park attracts thousands of visitors every year.

VP 120-149: Your park is still adorned with many of the trappings of its predecessor but it has managed to develop a personality all of its own. People come from far and wide to appreciate your attractions.

FAILURE: Building on top of a weak foundation is a risky endeavor and your foundation was rusted and riddled with mold. Despite your best efforts your park could never attract the crowds you wanted and quickly faded into obscurity.

Solo Scenario #CC6

RECESSION

HARD DIFFICULTY

An uncertain economic climate has left many businesses with stunted workforces and a resource deficit. As the nation shudders, the price of building supplies have sky rocketed and only the wealthiest of tourist are traveling; it will be difficult to keep the park running during this crisis.

Objective: By the end of Season 7, score at least 100 victory points and you cannot have any unoccupied commercial sector spaces.

Game Begins with: Season 1
Starting Credits: 0
Starting DNA Cards: 5
Starting Manipulation Cards: 1
Starting Scandals: 0

Starting Goat Meeples: 0
Starting Workers: 4
Starting Fence: 4 (1 Pen)
Starting Facilities: 2x Ammonite Exhibit (broken).

Breaking News Deck: 4, 14, 17, 19, 20, 29. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

All City Center and IntelliGen Design HQ actions cost double their standard credit amounts (round up). Any discounts are applied before the double.

Visitor Rules*: These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors at the beginning of each Season up to half your Reputation Track value.

FINAL SCORE

VP 150+: The economy has started to pick up and your park has weathered the worst of recession without issue. Due to the quality of your attractions you have maintained a steady influx of visitors and reservations are already booked for the spring season.

VP 100-149: You had to let some employees go and there were a few uncertain months, but your park has weathered the storm and will survive. In the months ahead you hope to expand your park further and make up for lost time.

FAILURE: The economic downturn proved too difficult to overcome and your park was pushed to the breaking point. Unable to appease the limited tourist market your bank balance collapsed and with it, any chance of your park establishing a name for itself in the global market.

Solo Scenario #CC7

CHAOS THEORY

HARD DIFFICULTY

The industry has once again become oversaturated with dinosaur parks. Your employer, Saurus Unlimited, intends to establish itself at any cost. Your newest attractions will be arriving today. There has not been enough time to build them their own pens so you will need to make do. Be careful, word has it there is also a goat epidemic on the main land.

Objective: By the end of Season 7, score at least 150 victory points.

Game Begins with: Season 2
Starting Credits: 5
Starting DNA Cards: 0
Starting Manipulation Cards: 0
Starting Scandals: 0

Starting Goat Meeples: 2
Starting Workers: 4
Starting Fence: 8 (1 Pen)
Starting Facilities: None.

Breaking News Deck: 8, 10, 15, 18, 31. Shuffle the deck and place the first Breaking News card into the upcoming event slot. (No active event first round.)

SPECIAL RULES:

You start the game with two T-Rex and one Ankylosaurus in a shared pen. You also start the game with the Chaotician Specialist Card.

Workers cannot be deployed to the Farm for any reason.

If a dinosaur is destroyed in your park for any reason, gain 3 scandal tokens and any other dinosaurs of that species immediately resolve a rampage check.

Visitor Rules*: These replace steps 1–3 of each Open Season:*
Step 1-3: Your park receives visitors at the beginning of each Season equal to the Player 1 column of Visitor Overlay A.

FINAL SCORE

VP 150+: Your employer took a risk on you and it has paid off. Through an understanding of complex behavioral systems you have maintained an orderly park despite all odds. Saurus Unlimited is set to become the most prestigious dinosaur destination in the world.

VP 130-149: You have found comfort in chaos and persevered against impossible odds. Your park is well maintained and will be successful for years to come.

FAILURE: There were too many permutations to consider and too many points of failure. So many deaths occurred because of the choices you made and the precautions you failed to take. Saurus Unlimited will go down as the worst disaster of the 21st century.

Two Player Co-Op Scenario Overview

Synth Re-Activated is a special scenario intended to be played cooperatively with a second player. During this scenario, players will be competing against Synth, a game controlled opponent as well as the Synth Breaking News Deck. Synth will do everything in its power to win, including changing the rules of the game.

Scenario Setup

Setup the game including expansion as you would for a standard **three player game** except place blocking tokens on the following locations:

1x Farm, 1x Uplink, 1x Agency, 1x City Center, 1x Site A, 2x Refinement, and **2x IntelliGen Designs HQ.**

Note: This is the same as the 2 player game setup except 1 less blocked space on both City Center and DinoGenics IOM.

Instead of the standard Breaking News deck, use the **Synth Breaking News Deck.** Make sure to have the **Crash Tokens** handy, these are tied to a specific Breaking News card.

Each human player will control their own player board and be designated as **West Branch** and **East Branch.** They will share a faction token for player order, but get all other components.

Synth will get its own player board and workers, but no cards or credits.

Synth starts with:
2x Basic Hotels, 3x Biodomes, 1x Aquatic Habitat, and **two goat meeples.**

At the start of the scenario, Synth is first player. The human players share a faction token for "Player 2" and get 4 credits each. Synth does not collect or use credits in any way.

Synth Breaking News

Whenever a breaking news card is resolved carry out all three steps of the card. The first step always involves Synth, and then there are separate steps for each of the human players.

Anytime a card states Synth **Occupies** an area, take one of its workers and place it on a single action space of the designated area.

Cooperative Park Management

During the scenario, players will be working together as either the West Branch or East Branch to overcome Synth. Gameplay is the same as a multiplayer game with the following exceptions.

Turn Order

The West and East Branch share a single faction token for determining player order. To determine order during Open Season step 1, take the average of the West Branch and East Branch reputation values (add them together then divide in half, rounding up). If the average is more than Synth's reputation, they will become first player.

During the shared player "turn", the West Branch and East Branch each get a turn to place a worker and take an action. They may choose the order in which they play workers each turn.

West Branch and East Branch parks are not considered opponents for

Two Player Co-Op Scenario Overview

the sake of Manipulation cards but they are considered separate players. Specialists and facilities only apply to the individual park they are part of.

Assigning Visitors

During Open Season steps 2 and 3, visitors are assigned as if the humans were a single player. Both players share the visitors gained from their column and any from the bonus visitor pool. They may divide these visitors as they wish provided they have space. Note that visitors gained during normal play (e.g. Time Share) may not be placed in the other player's park.

New Actions

In addition to the standard Action Spaces, both players have access to one new action. On their turn they may play a worker to the docks area of the other player's park to gift them up to two cards from their hand. These can be either DNA or Manipulation cards or one of each.

Also when purchasing a facility, the player may spend one additional credit to place it in the other player's park instead.

Victory

Final victory point scores for both human players will be averaged (add the scores together and then divide in half, rounding up) and must be higher than Synth's victory point score in order to claim victory.

Controlling Synth

Synth plays mostly like a player but does not gain credits or cards. Synth also can't respond to Manipulation card effects—discard any benefits that would be given to it. However, it incurs all penalties.

On each of Synth's turns, roll two rampage dice and refer to the chart on page 17 to resolve its actions. If Synth cannot place a worker due to an Action Space being occupied, roll again.

If a Synth Rampage Check occurs, resolve all damage as normal. If damage needs to be assigned to Synth facilities, always damage the lowest cost, least occupied facility first. The Synth Visitor Center can never be damaged.

At the end of Synth's turn (and after any rampages during Upkeep), all Synth dinosaurs that are in violation of their habitat requirements are euthanized and removed from play. Then if any biodomes have been damaged, Synth employs nano-robots to repair the facilities automatically.

"I can't believe they have us taking orders from that glorified toaster again. Last time the techs filled an order for Synth we ended up under investigation for six months and my whole department was put under review. This isn't going to end well, and I don't want my people involved." — Cathy Vel, Chief of Security, DinoGenics IOM

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Two Player Co-Op Scenario Module

SYNTH RE-ACTIVATED

HARD DIFFICULTY

In 2064 Trapezohedron Inc. engineers experimented with the world's first fully autonomous dinosaur park. Run by a highly advanced Artificial Intelligence system, code named SYNTH, the park was initially a huge success. After months of successful operation the park shutdown suddenly and its last group of visitors refused to talk to reporters. We suspect their silence was well paid for.

An announcement has gone out that SYNTH 2.0 will be returning in the spring with a grand re-opening. As the new co-managers of the West and East branches of Triassic Park, your job is to get our new parks up and running and don't let us be upstaged by a machine. We're not sure what SYNTH is capable of but be prepared for anything.

Objective: By the end of Season 7, the player's average score (rounded up) must beat Synth's score.

SPECIAL RULES:

See setup and full overview on the previous pages.

Player Order: Average the West and East Branch reputation values (round up).

Shared Visitors: Both human players share the visitors from their column and those gained from the bonus visitor pool. During normal play, visitors may not be assigned to the other park.

Player Turn: During each player turn, either branch may go first.

New Dock Action: Play a worker to a dock to gift that player up to 2 cards (DNA or Manipulation).

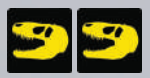
Purchasing a Facility: Spend +1 credit to place the facility in the other player's park instead of your own.

VICTORY: Synth has once again been silenced. Despite an impressive grand opening the AI could not keep up with the ingenuity of your management team. The numerous targeted attacks against the Triassic Corporation and its guests have also been reported to the authorities. Too many incidents occurred in too short of time to be coincidence and the guilty parties must be punished. You both will be rewarded for your service to the company.

DEFEAT: Synth has effectively cornered the market with its calculated and efficient dinosaur park. News has started to leak out that Trapezohedron Inc is developing its own on-site cloning facilities to force out DinoGenics and will be opening self-sufficient parks all around the world. Within a year Synth is going to have a complete monopoly on the industry and you both will be out of a job.

Synth Turn Chart

On each of Synth's turns, roll 2 rampage dice and refer to the chart. If Synth can't place a worker due to an Action Space being occupied, roll again.

<table>
<tr><th>Rolled Result</th><th>Season 1–4</th><th>Seasons 5–7</th></tr>
<tr><td> </td><td>Synth sends a worker to the City Center and places the lowest cost facility into play in the Synth park for free.
If facility cost is tied, choose the facility in the furthest right column.
If Synth has no room to build, it just removes the facility from play.</td><td>Synth no longer builds new facilities. Instead remove the highest cost facility in the City Center from play.
If facility cost is tied, choose the facility in the furthest right column.</td></tr>
<tr><td rowspan="2"> </td><td>Synth sends a worker to DinoGenics. Draw 3 standard DNA cards.
Place the lowest reputation dinosaur into play in the Synth park. On a tie, place the lowest VP dinosaur.
Discard drawn DNA cards when finished.</td><td>Synth sends a worker to DinoGenics. Draw 3 standard DNA cards.
Place the highest reputation dinosaur into play in the Synth park. On a tie, place the highest VP dinosaur.
Discard drawn DNA cards when finished.</td></tr>
<tr><td colspan="2">Synth will always prioritize non-destructive placements. Place Synth dinosaurs in biodomes with matching species first, empty biodomes second, mixed species third, and outside only as a last resort. Always place Brontosaurus outside of Synth biodomes.
Resolve a Rampage Check for Synth if a placement violates a dinosaur's habitat requirement. If damage needs to be assigned to Synth facilities, always damage the lowest cost, least occupied facility first. The Synth Visitor Center can never be damaged.</td></tr>
<tr><td> </td><td>Synth sends a worker to Site A. Draw a new DNA card to the market.</td><td>Synth sends a worker to the Agency and discards a Scandal.</td></tr>
<tr><td>  </td><td colspan="2">If Synth has fewer than 5 goats, it sends a worker to the Farm and gains 3 goats.
Otherwise it sends a worker to the Outsource Action Space and discards a Scandal.</td></tr>
<tr><td> </td><td colspan="2">Synth sends a worker to the Ferry and gains 1 VP.</td></tr>
<tr><td> </td><td colspan="2">Synth sends a worker to the Uplink, gains 5 VP, and then takes another turn.</td></tr>
</table>

At the end of Synth's turn (and after any rampages during Upkeep), all Synth dinosaurs that are in violation of their habitat requirements are euthanized and removed from play. Then if any biodomes have been damaged, Synth employs nano-robots to repair the facility automatically.

Chaos Theory Module (expert players)

The Chaos Theory Module is an expert level module that consists of 5 optional Breaking News cards that are mixed into the game.

Chaos Theory Breaking News cards are easily identifiable by their red color. The card backs are the same as those from the standard game.

These Breaking News cards are highly adversarial and destructive, often allowing players to directly affect each other's parks!

When a Chaos Theory card enters the Upcoming News space, it is **resolved immediately after the standard Breaking News card.** After resolving, discard it from play and draw another Breaking News card to the upcoming space.

Two Chaos Theory cards can never trigger twice in a row or during Season 1 of the game. If this happens, shuffle it back into the deck and draw another event.

We recommend reserving the Chaos Theory module for play with experienced DinoGenics players who want a more destructive game.

"Sir, the corporations have become increasingly belligerent with each other. In light of our media exposure following the 'Incident', our lawyers are encouraging us to cut ties with several of our clients."

"Jacqueline, we did not get where we are today by hiding our heads in the sand. The corporations are going to pursue their own interest as they see fit. We merely provide a neutral service."

—Mateo Ortiz, Director of DinoGenics IOM

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Dinosaur Elites Module (experienced players)

Dinosaur Elites add extra variety into the species available in Controlled Chaos. When playing with DinoElites, shuffle their DNA cards into the eDNA card deck during game setup. The quantity of Dinosaur Elite DNA cards are intentionally rare, this means that in most circumstances you will need to supplement their DNA requirement with Refined or Polymorphic DNA. Because their traits are more complicated than those of normal dinosaurs, and they are rare by design, you may wish to leave them out of your first game of Controlled Chaos.

PARASAUROLOPHUS

HERBIVORE

PLEASING HARMONICS: DURING FINAL SCORING, GAIN AN ADDITIONAL 1 VP FOR EACH SPECIES, INCLUDING THIS ONE, THAT YOU HAVE IN YOUR PARK.

3	VICTORY POINTS
3	REPUTATION
2	MINIMUM FENCED SPACES
3	DNA REQUIRED

DIMETRODON

CARNIVORE:

BEACH DWELLER: WHEN PLACED, IMMEDIATELY GAIN 2 VP FOR EACH DIRECTLY ADJACENT (NOT DIAGONAL) AQUATIC HABITAT TILE.

1	VICTORY POINTS
3	REPUTATION
1	MINIMUM FENCED SPACES
2	DNA REQUIRED

DREADNOUGHTUS

HERBIVORE

AWE-INSPIRING: REPUTATION IS EQUAL TO THE CURRENT SEASON NUMBER. REQUIRES AT LEAST TWO ADJACENT OPEN SPACES FOR A VALID HABITAT AND CAN NEVER BE PENNED.

5	VICTORY POINTS
*	REPUTATION
0	MINIMUM FENCED SPACES
4	DNA REQUIRED

PACHYCEPHALOSAURUS

HERBIVORE

DESTRUCTIVE ENTERTAINMENT: AT START OF UPKEEP, IF ITS HABITAT BORDERS ANOTHER SPECIES' HABITAT (EXCEPT OPEN SPACE) RESOLVE A RAMPAGE CHECK AND GAIN 3VP.

2	VICTORY POINTS
2	REPUTATION
1	MINIMUM FENCED SPACES
2	DNA REQUIRED

Since Open Space is all connected, Brontosaurus and Dreadnoughtus will rampage if both are present on the same island!

Dinosaur Reference

NEW LAND DINOSAURS

GALLIMIMUS

OMNIVORE

SIMPLE GENOME: DNA REQUIREMENT IS 1 WHILE YOU HAVE AT LEAST ONE GALLIMIMUS IN YOUR PARK.

1	VICTORY POINTS
2	REPUTATION
1	MINIMUM FENCED SPACES
2	DNA REQUIRED

THERIZINOSAURUS

HERBIVORE

TREE HARVESTER: GAIN AN ADDITIONAL 3 VP PER SEASON IF THE THERIZINOSAURUS IS IN A HABITAT OF 4+ SPACES.

3	VICTORY POINTS
1	REPUTATION
1	MINIMUM FENCED SPACES
3	DNA REQUIRED

SIZE 1 AQUATIC DINOSAURS

ICHTHYOSAUR

CARNIVORE:

SWIMMING PARTNER: WHEN PLACED, IMMEDIATELY GAIN 4 CREDITS.

5	VICTORY POINTS
1	REPUTATION
1	AQUATIC HABITAT SPACES FILLED
3	DNA REQUIRED

PLESIOSAURUS

CARNIVORE: (NONE)

SIMPLE FEEDER: DOES NOT REQUIRE FEEDING DURING THE UPKEEP PHASE.

3	VICTORY POINTS
2	REPUTATION
1	AQUATIC HABITAT SPACES FILLED
2	DNA REQUIRED

Remember, traits apply to each dinosaur individually. Each Therizinosaurus and each Mosasaur could possibly score VPs via their traits.

Dinosaur Reference

SIZE 2 AQUATIC DINOSAURS

MEGALODON

CARNIVORE:

LEVIATHAN: WHEN PLACED, IMMEDIATELY GAIN 6 VP.

6	VICTORY POINTS
4	REPUTATION
2	AQUATIC HABITAT SPACES FILLED
4	DNA REQUIRED

MOSASAUR

CARNIVORE:

TERROR: DURING UPKEEP, YOU MAY DESTROY A DINOSAUR IN YOUR PARK TO IGNORE FEEDING A MOSASAUR. IF YOU DO, IMMEDIATELY GAIN 5 VP.

2	VICTORY POINTS
3	REPUTATION
2	AQUATIC HABITAT SPACES FILLED
2	DNA REQUIRED

SPINOSAURUS

CARNIVORE:

AQUATIC HUNTER: DESTROY ONE DINOSAUR IN YOUR PARK WHEN PLACED OR RESOLVE AN UPKEEP DIE CHECK.

6	VICTORY POINTS
2	REPUTATION
2	AQUATIC HABITAT SPACES FILLED
2	DNA REQUIRED

Destroyed

If a dinosaur is **destroyed**, it is immediately removed from the player's island board and returned to general supply. If a dinosaur is removed in any way that does not specifically reference "destroy," it is still removed but does not trigger destroyed effects. When a dinosaur is destroyed or removed, immediately decrease Reputation and Dinosaur Value trackers as appropriate.

On Placement

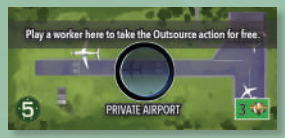
Any dinosaur or facility that has an on-placement benefit or penalty is only received once immediately before the meeple or facility is first added to a player's park.

Large Facilities

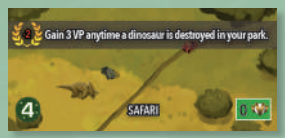
Aquatic Habitat (x 8): Holds up to two size 1 aquatic dinosaurs or one size 2 aquatic dinosaur. Size 1 dinosaurs (Ichthyosaur and Plesiosaurus) can share the same Aquatic Habitat without rampaging.

Aquarium Hub: During End Game Scoring, score 3 VP for each unique aquatic species in an undamaged Aquatic Habitat that shares a side border with the Aquarium Hub (not diagonally touching).

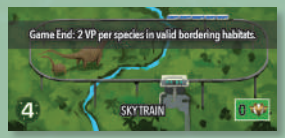
Ancient Gardens: Worth 3 reputation. During End Game Scoring, score 1 VP for each Park side space that does not contain a meeple or a facility. The Commercial side of the player's island does not count.



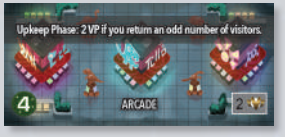
Private Airport: Once per season, you may play one of your workers here to take the Outsource board action without paying 2 credits even if Outsource is occupied.



Safari: Lose 2 reputation while this tile is undamaged in your park. Anytime a dinosaur is destroyed in your park, gain 3 VP.

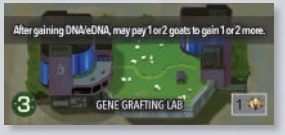


Sky Train: During End Game Scoring, score 2 VP for each unique species in any valid undamaged habitat (fenced, Biodome, Aquatic or Open Space) that shares a side border with the Sky Train (not diagonally touching).

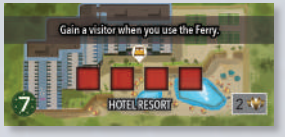


Arcade: Gain 2 VP if you returned an odd number of visitors during the Upkeep Phase.

Dinosaur Foundation: During End Game Scoring, score VP equal to your Reputation Track value.



Gene Grafting Lab: After gaining DNA or eDNA cards in any way, you may discard 1 or 2 goats from your supply to draw 1 or 2 additional cards of the same type.



Hotel Resort: A hotel for 4 visitors. Anytime you send a worker to the Ferry action space, gain an available visitor from the general supply.

Luxury Spa: Gain 1 credit during each Upkeep Phase. Worth 10 points during End Game Scoring.

Processing Plant: Anytime you send a worker to Site B, you may discard from your hand as well as from the newly drawn cards.

Security Hub: You may pay 2 VP to ignore a Breaking News event. If an event is persistent, pay 2 VP each time you ignore its effect.

Standard Facilities

Fishery: During the Upkeep Phase feeding step, dinosaurs contained in Aquatic Habitats sharing a side border (not diagonal) with the Fishery require one fewer meat.

Methane Reclamation: During the Upkeep Phase, gain 2 credits for each herbivore dinosaur in your park.

Biodome: Counts as a fenced pen (any size) for up to two compatible dinosaurs. Satisfies Pterodactyl habitat requirements.

Ammonite Exhibit (x 2): Worth 2 reputation. During the Upkeep Phase, gain 2 VP.

Cold Storage: Your DNA hand limit is removed.

Education Center: At the start of the Open Season, gain 1 visitor from the bonus pool before the first player gets to take from it.

Market Exchange: When you use the Market at the City Center, you may buy *and* sell DNA which together counts as only one action.

Stockpile (x 2): When placed immediately gain 1 goat, 1 standard DNA and 2 fences.

Mammoth Exhibit (x 2): Worth 1 reputation. During the Upkeep Phase, gain 1 VP and 1 credit.

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Quick Reference

OPEN SEASON *(skip to Step 6 in Season 1)*

1. **Determine player order based on reputation (pg 6).**
   Higher reputation is better. Ties are broken by number of undamaged facilities and credits, in that order.

2. **Assign visitors based on player order (pg 6).**
   First player gets the visitors shown in the furthest left column.

3. **Assign bonus visitors (pg 6).**
   The first player may take the first **2 visitors,** and then starting with player two, each player may claim **1 visitor** at a time in player order until no more bonus visitors or hotel spaces remain.

4. **Receive 1 credit for each visitor in your park (pg 6).**

5. **Resolve the next Breaking News card.**
   Discard the active Breaking News card and push the upcoming card into the active position. It is now resolved and may have a special effect for the current round. Finally, draw a new Breaking News card into the upcoming space.

6. **Draw one random tile to each of the 2nd/3rd/4th facility stacks in the City Center.**
   Draw a new facility tile from the bag to place on top of the 2nd, 3rd, and 4th facility stacks in the City Center. If a stack ever empties during play, immediately draw a tile for it.
   Draw two new specialists to the Job Market. This pushes any currently available specialists face up into the Independent Contractor space.

7. **In player order, place one worker per turn until none remain (pg 7).**

8. **Continue to the Upkeep Phase.**

UPKEEP PHASE

1. **Feed all carnivores (must feed as much as possible).**
   Each carnivore must be fed even if a player does not have enough goats to satisfy them completely.
   After feeding carnivores, each mutant may be fed 2 goats once per Season to add a new mutant to your park. These newly placed mutants can't be fed until the following Season.

2. **Check for rampage, and roll if necessary (pg 11).**
   Any unfed carnivores, or dinosaurs in improper habitats, require a Rampage Check.

3. **Gain 3 VPs for every two visitors leaving the park alive.**
   All visitors are then returned to the general supply.

4. **Gain Victory Points from dinosaurs and facilities.**
   All players score the Dinosaur Value on their player boards.
   Some facilities also grant VPs during Upkeep (pg. 26).
   Aquatic dinosaurs in a damaged habitat do not score.

5. **Gain resources from dinosaurs and facilities.**
   All players with Stegosaurus gain 1 credit for each.
   Some facilities also grant resources during Upkeep (pg. 26).

6. **Return workers from board to each owner's park.**

7. **Advance the Visitor Overlay one column to the left.**

8. **Continue to the next Open Season.**
   At the end of Season 7, proceed to End Game Scoring (pg 13).

RAMPAGE CHECKS

Check when placing a dinosaur and in Upkeep after feeding.
A dinosaur will rampage only once in Open Season and once in Upkeep.
A dinosaur will rampage if:
- Its pen is too small or not fully enclosed (exception: Brontosaurus).
- Two or more species share the same habitat (exception: Ankylosaurus).
- A Brontosaurus is penned, or another species has access to open space.
- A Pterodactyl is not in a biodome.
- A carnivore is not fed the required number of goats during Upkeep.

Rampage Die Results

Rampage Fatality
Kill one visitor (gaining a Scandal), then damage an accessible structure.

Rampage Slash
Assign damage to an accessible structure.

Naïve Visitor
If you have a visitor, gain 1 credit.

Structure Damage

- Facilities are targeted first, then fences blocking route to board edge.
- Damaged hotels result in visitor death. Take a Scandal for each death.
- The Visitor Center is repaired immediately, but costs an extra Scandal.

Aquatic Rampage Checks

Any aquatic dinosaur will rampage in Upkeep if:
- Its Aquatic Habitat is damaged.
- A carnivore is not fed the required number of goats during Upkeep.

Upkeep Die Results

Drowning
Kill one visitor (gaining a Scandal).

Aquatic Damage
Pay the cost shown. If you can't pay in full, lose all credits and damage the Aquatic Habitat. Adjust dinosaur value.