

Duelosaur Island

(Solo mode will not be covered here)

Set-Up:

1. Place out the 2 main boards (PR-Excitement-Visitor (main) board and the Draft board.)
2. Put all DNA dice in the bag (will have 10 with the Xtreme edition.) Randomly choose a 1st player and give them the bag.
3. Shuffle the Park cards into a face-down deck next to the draft board. Flip over 3 cards face-up in to the slots at the top.
4. Shuffle the Specialist cards into a face-down deck next to the Draft Board. Create a supply with coins/tokens.
5. Shuffle the Plot Twist tiles face-down. Choose 4 at random and place face-up on matching slots in middle of draft board.
 - See page 8 in rulebook for breakdown of what all the plot twist tokens do.
 - Variant – Select 8 plot twists. Starting with the 1st player, each player will choose 1 and discard 1. Do this twice.
6. Place the red PR marker (shaped like a sales tag) on the dark red 3rd space of the PR track (top of main board.)
7. Choose a game length (25/35/45 visitors for endgame trigger.)
8. **Each player takes:**
 - Company board (either “Moss Monstrosities Inc” or “Moriya Labs Global”)
 - 10 color cubes (6 at the bottom of the DNA tracks, 2 cubes at the top of the Threat and Security tracks, and 1 on the “1” space of the Excitement track and “5” space of the Visitor track (on main board.)
 - Take the 3 starter Pack Cards that have your company logo on it.
 - Choose 1 to be your starting Dino (tuck it at the top of your player board to cover the attraction.)
 - No need to adjust anything as your starting set-up accommodates for this.
 - Choose 1 to be your starting attraction (tuck it at the bottom of your player board to cover the Dino.)
 - If you choose the “Ride” attraction, earn the bonus under the PR marker at this time.
 - Choose 1 to be in your hand.

Game Flow:

- Duelosaur Island is played over a number of rounds until 1 player has reached the pre-selected Visitor level , thus triggering the end of the game. Play the final round to completion, then go to End game to tally final points.
- Each round is divided into 5 phases – **Income, Draft, Build, Visitors, and Round End.** (“Round End” isn’t officially a phase in the rulebook, but it is easier to teach it as though it is.)

Phases of a Round:

1. Income

- Each player gains 3 coins + 1 coin for each food attraction icon (knife and fork) in their park + 2 coins for every yellow-cornered income space they reached or passed on the Excitement track.
- In turn order, each player draws (from top of deck or from the 3 cards in the card row) 1 park card + 1 extra card for every Merch (t-shirt) icon they have in their park (refill card immediately if taken from the 3 card row.)
- Note: Before drawing Park cards here, you can spend 1 coin to discard all 3 cards and refill. (Only 1x per round.)

2. Draft

- The 1st player draws 3 Specialist cards, discards 1, and puts the other 2 face-up at the bottom of the draft board.
- Next, the 1st player draws 5 dice from the bag, rolls them, and assigns them in the 5 slots above the plot twist tokens, pairing them together. Note that the last space doesn’t have a plot twist token to pair with.
- Starting with the 2nd player, and going back and forth, each player will choose 1 item (Specialist Card or a Die/Plot Twist pair) until they have each chosen 3 items.
 - If you draft a Die, earn the rewards on the Die and Plot Twist token beneath it, then remove the die (rules say to move the Die down after choosing, but taking it off the board is easier to see what is left.)
 - The die with the “Lock Symbol” means to increase your security 1 level without paying!
 - When DNA is present as a reward, move the associated cube up the appropriate numbers on the track.
 - If you take a Specialist Card, add it to the right of your player board or discard it immediately.
 - If you discard the chosen card, immediately earn the reward bonus at the bottom of the card.
 - If you keep the card, you earn the text of the card. You can have max 3 Specialists at one time. If you obtain a 4th, discard 1 of the 3 you already have without earning the discard bonus.
- There will always be 1 item left over, either a Specialist Card or a Die. Move whichever item is leftover to the empty area on the Draft Board. This item has 0-3 “dots” on it. This will come into play during Phase 4!

3. Build

- Do the following tasks in any order, as many times as you want, and simultaneously as your opponent...
 - **Create a Dinosaur**
 - Tuck a Park Card from your hand at the top of your board like you did at the beginning of the game so that the Attraction is covered and only the Dinosaur can be seen.

- Spend the DNA shown by moving your cubes back down the DNA tracks.
- Add the Excitement increase to the main board (black/green triangle number) and the Threat level (red dots) to the track on the right side of your player board. (If the Threat level goes past 10, just put a +10 red circle marker on your board.)
- **Build an Attraction**
 - Tuck a Park Card from your hand at the bottom of your board like you did at the beginning of the game so that the Dinosaur is covered and only the Attraction can be seen.
 - Pay the shown cost in coins.
 - If the Attraction has Food or Merch icons, as previously stated, you will earn these benefits during the “Income Phase.”
 - If the Attraction has the “Ride” icon (roller coaster,) take the bonus shown under the “PR” marker at this time. If the card has 2 Ride icons, take the bonus twice.
- **Mix DNA**
 - Discard a Park card, then convert any 2 basic DNA (teal, pink, purple) into any 1 advanced DNA (green, red, yellow)... OR
 - Discard a Park card, then convert any 1 advance DNA into any 2 basic DNA.
- **Sell DNA**
 - Choose any 2 basic DNA or any 1 advance DNA to spend and earn 1 coin each time you do so.
- **Increase Security**
 - Your Security Level is on the far right of your player board. When you move down the track, spend a number of coins equal to the space you are moving the cube into!
 - If the Security level goes past 10, just put a +10 lock marker on your board.

4. **Visitors**

- Do the following in order...
 - **Compare Threat vs. Security**
 - Each player compares their Threat Level with their Security Level. The 0-3 dots on the extra die/card not taken during the Draft phase are now temporarily added to the Threat Level!
 - If your Security Level is equal to or greater than the temporary Threat Level, nothing happens!
 - If your Security Level is less than the temporary Threat Level, dinosaurs eat people! Double the difference of the Security Level and the Threat Level and lose that many Visitors now.
 - If you would go below 1 visitor, remain at 1, and take 1 Lawsuit token for -5 points during scoring. Only take 1 Lawsuit token per round.
 - **Gain Visitors**
 - Each player now earns Visitors on the track equal to their current Excitement level.
 - **Choose PR Bonuses**
 - Whoever has the lower Excitement Level will act first here. If tied, whoever has the fewer cards in their park goes first. If still tied, then 1st player of the round will act first.
 - The player acting first will take ANY reward on the PR track that is to the LEFT of the PR marker.
 - The player acting second will take ANY reward on the PR track that is to the LEFT of the bonus their opponent just chose.

5. **Round End**

- Check to see if any player has reached or exceeded the number of Visitors preselected as the end game trigger. If a player has, go to “End Game” now. Otherwise, continue with the round end.
- Variant – Play one more round if players feel the “End Game” sneaks up on them too fast... it’s in the rulebook!
 - Each player must discard down to max 3 Park cards in hand.
 - Remove all dice and Specialist cards from the draft board. Leave Plot Twist tokens where they are.
 - Move the PR marker 1 space to the right.
 - Switch the turn order. Give other player the dice bag, who is now 1st player. Go to “Income Phase.”

End Game:

- Once the game is over (a player reached the trigger number of Visitors and final round completed,) do final scoring...
 1. **Dinosaurs** – Earn the number of Visitors (purple star) printed on any dinosaurs in your park.
 2. **Attractions** – Earn the number of Visitors printed on any Attractions in your park. (Only on \$5 attractions.)
 3. **Attraction Sets** – Earn 4 Visitors for every set of Food, Merch, and Ride icons in your park.
 4. Some **Specialists** will provide Visitors, check now.
 5. **Lawsuits** – If you had to take any Lawsuit tokens during the game, subtract 5 visitors for each you have now.
- Most points is the winner. Ties broken by most dinosaurs in your park.