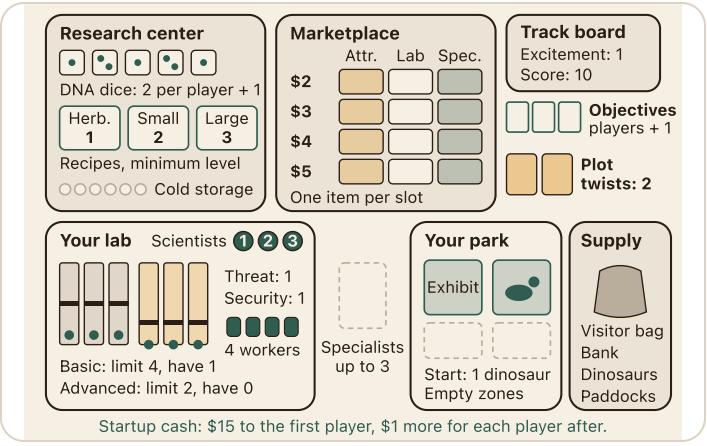
THE LUDARIUM · TEACH SHEET

# Teach Dinosaur Island in ten minutes

1 to 4 players · 60 to 120 minutes · Ages 8 and up

**The goal:** Have the most VPs after final scoring: patrons, attractions, exhibits, objectives, and money.




## On your turn

1. Research: roll dice. Place scientists one at a time: DNA, cold storage, recipe, or pass.
2. Leftover die with the most threat pips goes to the holding area.
3. Market: two actions each. Hire, build, buy an upgrade, buy DNA, or pass for $2.
4. Workers, all at once: refine DNA, create dinosaurs, raise security, upgrade paddocks.
5. Park: draw visitors equal to excitement. $1 per patron. Place hooligans first.
6. Threat plus holding die over security? That many visitors eaten, 1 VP lost each.
7. Score 1 VP per patron at an attraction or exhibit. Food attractions may pay $2 instead.
8. Cleanup: fewest VPs goes first next round. Refresh market and recipes. Visitors back in the bag.

### Three tips for your first game

1. Never leave an exhibit empty at the end. It costs 10 VPs.
2. The holding die is known before the Worker Phase. Buy the security it calls for.
3. An eaten patron usually costs 2 VPs: the penalty and the point it would have scored.

## Setup

1. Boards in the middle. Bank, dinosaurs, paddocks, and modifier tokens to the side. Visitors in the bag.
2. Dice pool: 2 dice per player, plus 1. Return the rest to the box.
3. Fill market rows $2 to $5: one attraction, lab upgrade, and specialist each.
4. Flip the top recipe of each stack. Reveal objectives equal to players plus 1.
5. Draw 2 plot twists. First game: the hooligan plot twist.
6. Each player: lab and park boards, 4 workers, 3 scientists, 1 dinosaur in the starting paddock.
7. Cold storage limits 4 basic, 2 advanced. Start with 1 of each basic DNA.
8. Excitement 1, score 10, threat 1, security 1. Cash: $15, then $1 more per seat.

## Scoring

- Each round: 1 VP per surviving patron at an attraction or exhibit.
- Each visitor eaten: minus 1 VP.
- End: each attraction scores its listed VPs.
- End: each exhibit scores its VP value times its dinosaurs. Empty exhibit: minus 10.
- End: each claimed objective scores its value, 6 to 8 VPs.
- End: every $5 left is 1 VP. Ties go to the most money.

**Game end:** When only one objective is left unclaimed, finish the round, then do final scoring.

**Free course: theludarium.com/academy/dinosaur-island/**

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