

SPECIAL ATTRACTIONS

A fan-made expansion for *Draftosaurus*

8+

15'

2-5

Expansion Objective

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.

Contents

- 15 bonus scoring cards
- 10 die-dodging tokens

Die-Dodging Token Variant

This expansion assumes use of the die-dodging token variant posted on BGG, which uses the following changes from the original game:

- At the beginning of each round, every player receives one die-dodging token (tokens are included as part of this expansion).
- ALL players are subject the 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).

If you prefer NOT to use this variant, then simply remove card #15 before proceeding to the setup instructions below.

Setup

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.

Gameplay

The game proceeds as normal until the end of the first round. Before starting the second round, carry out the following steps.

- 1 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 and places it by their zoo board. **If a player drafts a card that rewards points immediately (cards #1–4, denoted by ▲), then that player must immediately compute and record their score according to the instructions on the card.** If multiple players have the same temporary score, use the following tiebreakers in order until all ties are broken (the *winner* of the tiebreaker drafts first).

- (a) Most unused die-dodging tokens in your possession.
- (b) Most T-Rexes present in your zoo.
- (c) Most colors of dinosaurs present in your zoo.
- (d) Most dinosaurs in one pen of your zoo.
- (e) Random method of your choice.

- 3 Once everyone has drafted a card, proceed to the second round as normal.

Scoring

At the end of the game, compute the normal score of your zoo board, and then add additional points according to the instructions on your bonus scoring card. Recall that cards marked with the immediate symbol (▲) score according to the state of your zoo board at the end of the first round (i.e. immediately when you draft the card). The player with the most points is the winner!

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

Credits

Expansion design: Justin Schroeder (@jschroeder24)

Die-dodging token variant: P.D. Magnus (@pmagnus)

Images: Doctor Meeple (@SergiNS) & Xavi (@xaviml)

Card ideas: Heath Washburn (@heathbarATL)

Playtesting: Lauren Schroeder (@MrsMeaple) & Andrea Harmer

SPECIAL ATTRACTIONS

4 / 

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

#1

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? / 

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

#2

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3 / 

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

#3

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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

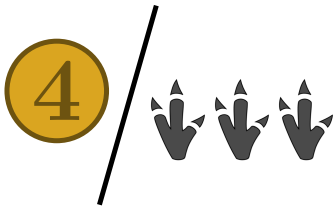
SPECIAL ATTRACTIONS

2 / 

Earn two points for every green dinosaur in your zoo.

#9

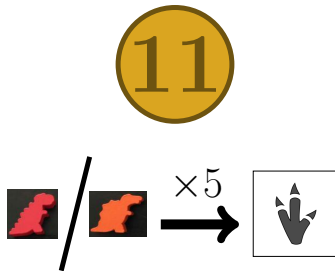
**SPECIAL
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Earn four points for every set of three dinosaurs of the same color.

#10

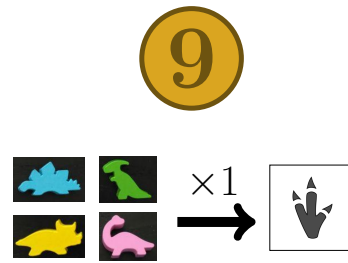
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Earn 11 points if at least five pens contain a carnivore (red or orange dinosaur).

#11

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

#12

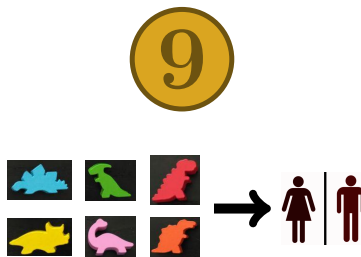
**SPECIAL
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Earn 13 points if your cafe-side pens together contain at least one of each color of dinosaur.

#13

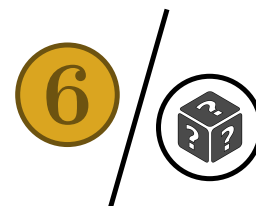
**SPECIAL
ATTRactions**



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

#14

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

#15

