

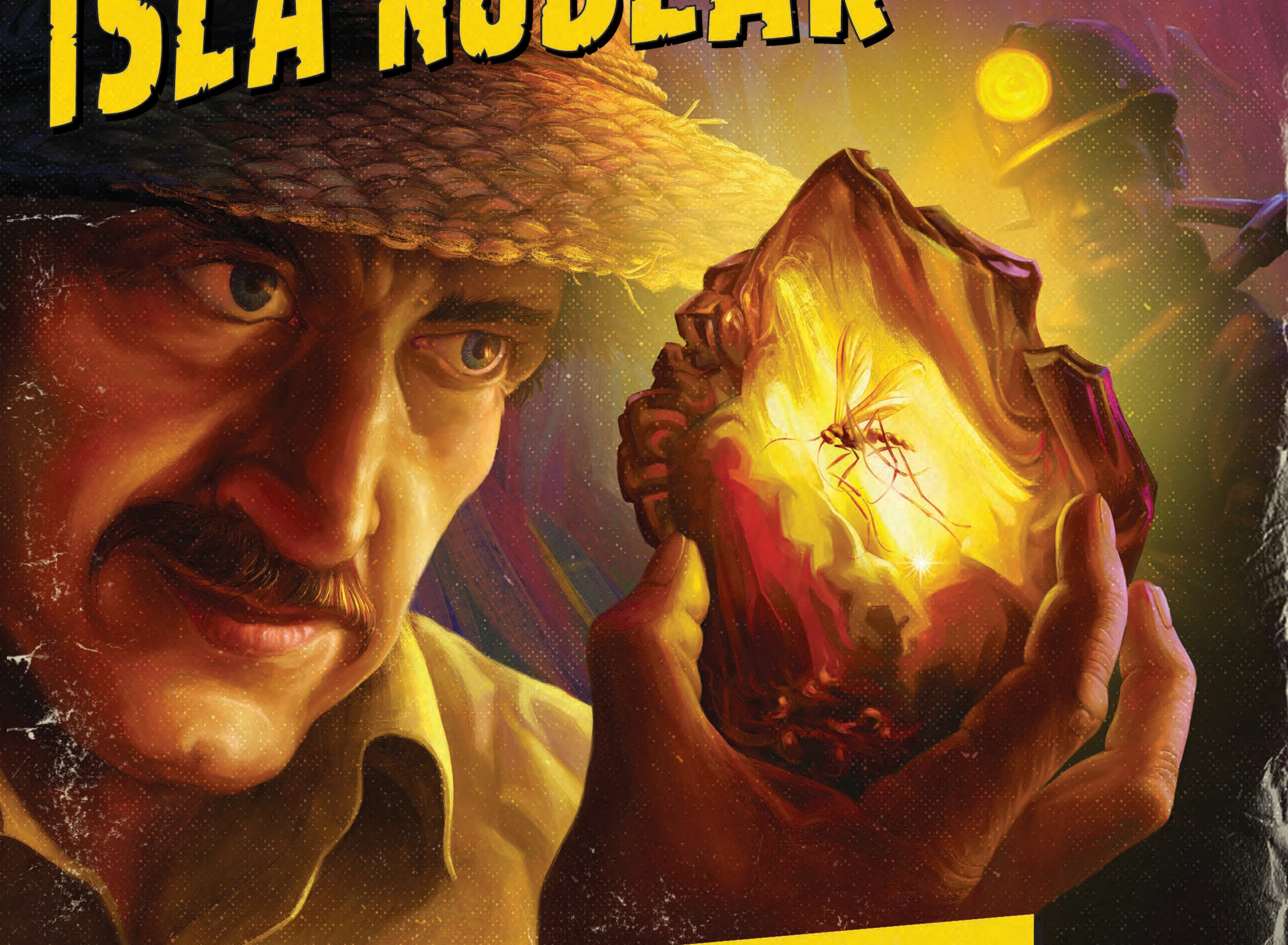


**RULEBOOK** • Read the rules that every player should know!

# The **LEGACY** of **ISLA NUBLAR**

**DINOSAUR BLOOD**  
TRAPPED IN AMBER FOR  
65 MILLION YEARS

Genius Team To Resurrect  
Ancient Behemoths...  
**BUT SHOULD THEY?**



*Don't* handle any components yet!

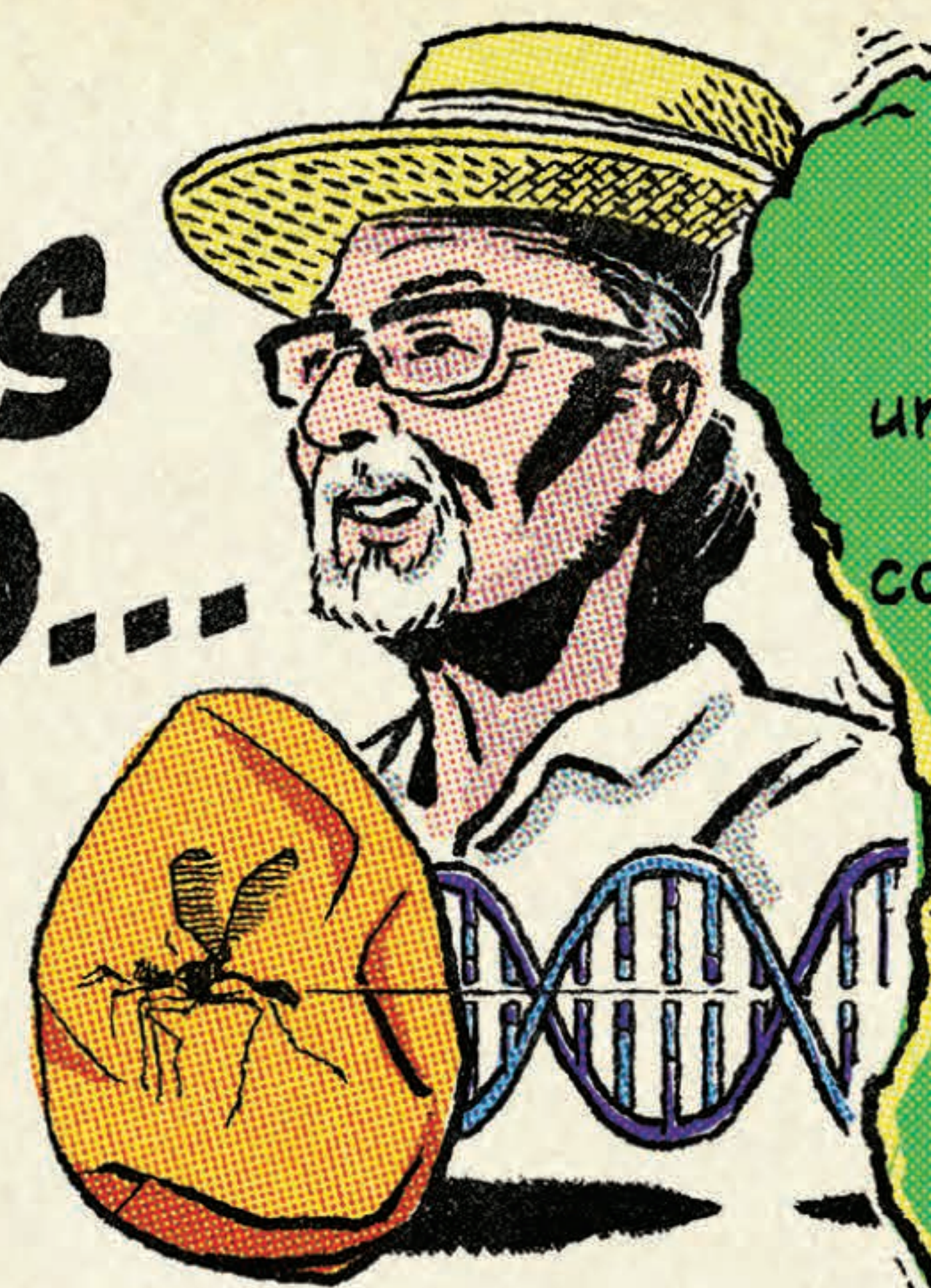
START WITH THIS RULEBOOK AND ONLY  
OPEN AND EXAMINE OTHER COMPONENTS  
WHEN SPECIFICALLY INSTRUCTED.

AUGUST

STILL  
**25¢**



YEARS AGO...



**V**isionary entrepreneur John Hammond set into motion unimaginable events of science, nature, and adventure! His company InGen successfully cloned dinosaurs using DNA from blood preserved in fossilized amber. He then assembled a team to build a park where visitors could see the magnificent animals for themselves. On a rugged island 120 miles west of Costa Rica, the creation of JURASSIC PARK began!



## THIS EPIC COOPERATIVE GAME

tells the story of Isla Nublar—a story that you will write as you play! The game is played over a series of **adventures**. You can put the game away between adventures, or play multiple adventures one after another. You can play all the adventures with the same group, or players can drop in and out. Each adventure has special rules that further the story and unique objectives that the players must work together to complete. The decisions you make as you play will permanently affect the game, making it completely unique to you! You will be instructed to write on, sticker, scratch off, or rip up components to reflect the lasting impact of your choices. You'll also unlock new characters, dinosaurs, and other surprises. Will you redefine evolution and extinction, or invite irreversible destruction? It's up to you!

## A LEGACY GAME IN TWELVE ADVENTURES

### AN ADVENTURE

is a single play session. Each adventure has a Prologue representing years on Isla Nublar. During the Prologue, the players act as a board of directors, deciding together how best to develop the park. After the Prologue, the players take on the roles of characters in the park, playing out an action-packed day on the island. The players must keep the dinosaurs under control, deal with urgent events, and complete objectives to win! In both parts of the adventure, all players work together to make the park safe and successful.

### ISLA NUBLAR

is shown on the game board. **Unfold the game board now.** Notice how the island is divided into six numbered and colored sectors. Within each sector are numbered, square zones, and within each zone there may be a building or other landmark. For example, the helipad is in Zone 20 and Zone 20 is in Sector 1. This means that the helipad is in Sector 1.

### DINOSAURS

are valuable assets! It's your responsibility to keep the dinosaurs on Isla Nublar safe. Set aside the two building mats, the punchboard of tokens and the Research Folio envelope so you can **take the four dinosaur figures out of the clear bags now.** Each dinosaur figure represents a herd of adult dinosaurs—red figures are carnivores and green figures are herbivores. **Take the four large Dinosaur Cards out of the clear bag now.** Each dinosaur's Vitality represents the size of their herd. During an adventure, dinosaurs may be injured, and if their injuries exceed their Vitality, they are removed from the island. However, they always recover and return in the next adventure.



## LEARNING THE GAME

You're reading the rulebook, which will teach you how to play the game. You'll start by playing the Tutorial Adventure, which doesn't have any permanent effects on the game. But when you move on to play the numbered adventures, you will not be able to return to previous adventures or undo any permanent changes. We recommend replaying the Tutorial Adventure as many times as you want, until you're comfortable with the rules—you'll be reminded of this at the end of your first game.

### Take out the ring of Rule Cards now.

The Rule Cards are an extension of the rulebook, providing further information and detailed rule clarifications. As you go through this rulebook, you'll be directed to see specific Rule Cards. If a question comes up while you're playing that isn't answered in the rulebook, look up the answer on the Rule Cards! The Rule Cards are arranged alphabetically by topic and are numbered to keep them in order. The backs of the cards have a darker border and a "B" after their number. As you add new elements to the game, you'll be instructed to add new Rule Cards to your ring. If you find yourself referencing a Rule Card often, you can take it off the ring and leave it out on the table or give it to a specific player.



### Each adventure will have a guide

—you'll open the Tutorial Adventure guide a little later. The adventure guide will provide information specific to that adventure, such as special setup, new rules, and the objectives you must complete to win. Any rules that apply for more than a single adventure will be updated with stickers in the rulebook and Rule Cards, so you don't need to keep past adventure guides. Depending on your play group, you may find it helpful to have separate players manage this rulebook, the ring of Rule Cards, and the adventure guide.

## ONE-TIME SETUP

Take the punchboard you set aside earlier and punch out all the tokens.

Then set aside the bag of Sector Cards so you can **take the ITEMS carton and open it.** Retrieve the six Item Cards with a red bar along the bottom that says STARTING ITEM and place them nearby. These are the only Item Cards you'll use in the Tutorial Adventure.



Return the other Item Cards to the carton, placing them upside-down so the woodgrain bar is at the top. Then place the divider in front of them. **Do not examine or reorder the Item Cards in the carton!**



As you play through the adventures, you'll find ways to unlock new Item Cards. When instructed, you'll retrieve them from the carton according to the name and number in the bar. When you put away the game, you'll place all your unlocked Item Cards in front of the divider and leave the other Item Cards behind the divider in numerical order—you'll be reminded of this at the end of your first game.



## GAME SETUP

Complete the General Setup as instructed on the next two pages. Retrieve the components from the game box and set them up, step by step. The General Setup is the first thing you'll do every time you play. There will also be additional setup specific to each adventure, as explained in the adventure guide.

Watch the  
*How to Play Video!*  
funkogames.com/  
PlayJurassicWorldLegacy



### Starting Contents:

4 Dinosaur Figures, Raptor Claw, 6 Dice, 4 Character Bases, Game Board, 2 Building Mats, 9 Action Tokens, 17 Crate Tokens, 8 DNA Segment Tokens, 7 Consequence Tokens, 4 Herded Tokens, 14 Injury Tokens, 16 Reminder Tokens, 20 Damage Tokens, 4 Dinosaur Cards, 4 Dinosaur Round Cards, 4 Reference Cards, 30 Sector Cards, 6 Starting Item Cards, Carton with 70 Item Cards, 8 Other Cartons, 21 Envelopes, 21 Rule Cards with Ring, Rulebook

First Edition



# GENERAL SETUP

Befitting a game about dinosaurs, you're going to need a large table to play on.

**1** Place the Isla Nublar game board in the center of the play area.

**NOTE:** Boxes with a dotted line indicate that a sticker will be applied here in a future adventure. How and where to apply stickers will be explained later.

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**2** Shuffle all the Dinosaur Cards and randomly place them in a face-up row next to the board.



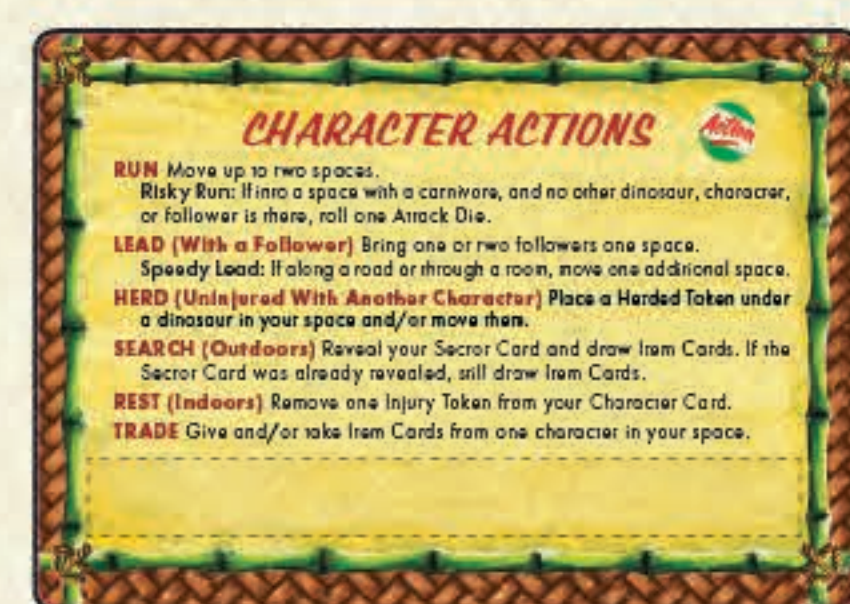
**3** Place all the blue Dinosaur Round Cards, the five Attack Dice, the Zone Die, and the Raptor Claw nearby. Don't look at the fronts of the Dinosaur Round Cards!



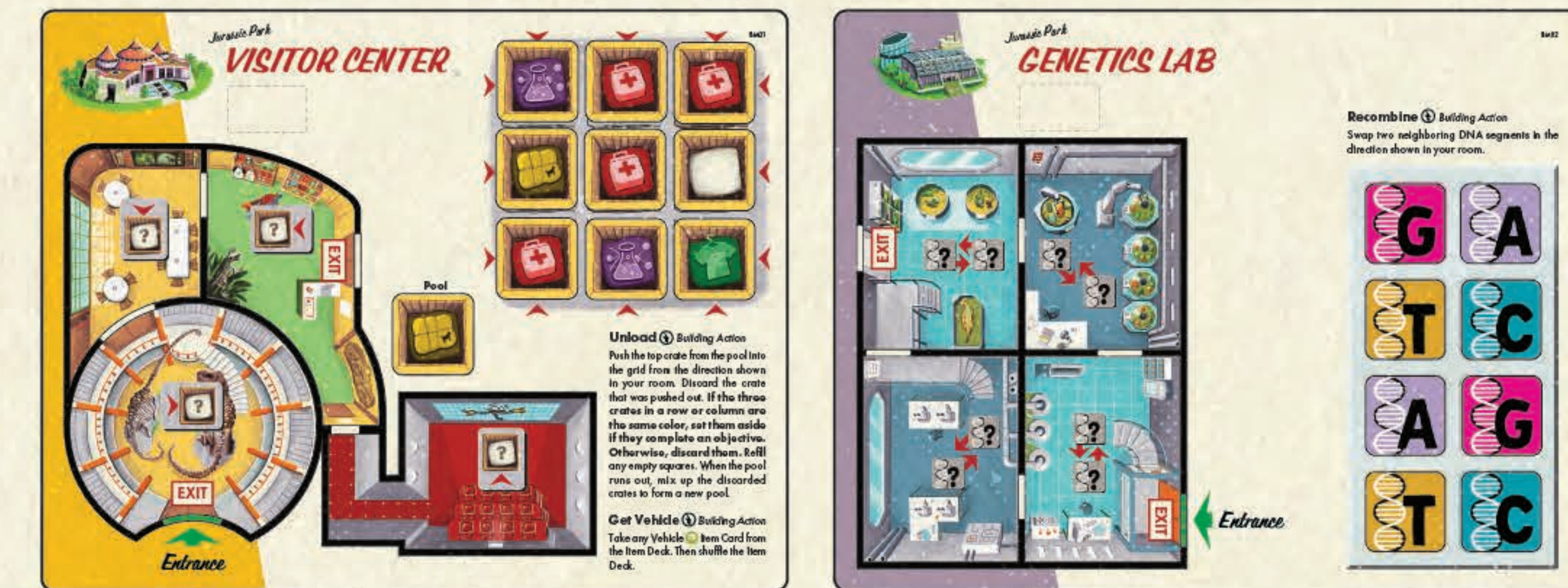
**4** Give each player a Reference Card, a character base, and Action Tokens for the number of players:

- 2 PLAYERS:** 4 Action Tokens Each
- 3 PLAYERS:** 3 Action Tokens Each
- 4 PLAYERS:** 2 Action Tokens Each

In a game with 2 or 4 players, place the remaining Action Token on the compass rose of the board.



**5** Shuffle the 30 Sector Cards and place them in a face-down deck on the corresponding area of the board.



**6** Place all the building mats face up next to the board and complete the setup for each building, following the setup instructions in the ring of Rule Cards. Each building has its own Rule Card.

**7** Mix up the seven Consequence Tokens and place them face down on the corresponding area of the board.

**8** Separate all the other tokens by type and place them near the board to form a general pool.

**NOTE:** Not all tokens will be used in every adventure.

**9** Place each dinosaur figure in their territory. A dinosaur's territory is the zone on the board with that dinosaur's image and symbol, as shown in the bottom-left corner of their card.



**10** Shuffle the six starting Item Cards and place them in a face-down deck next to the board.



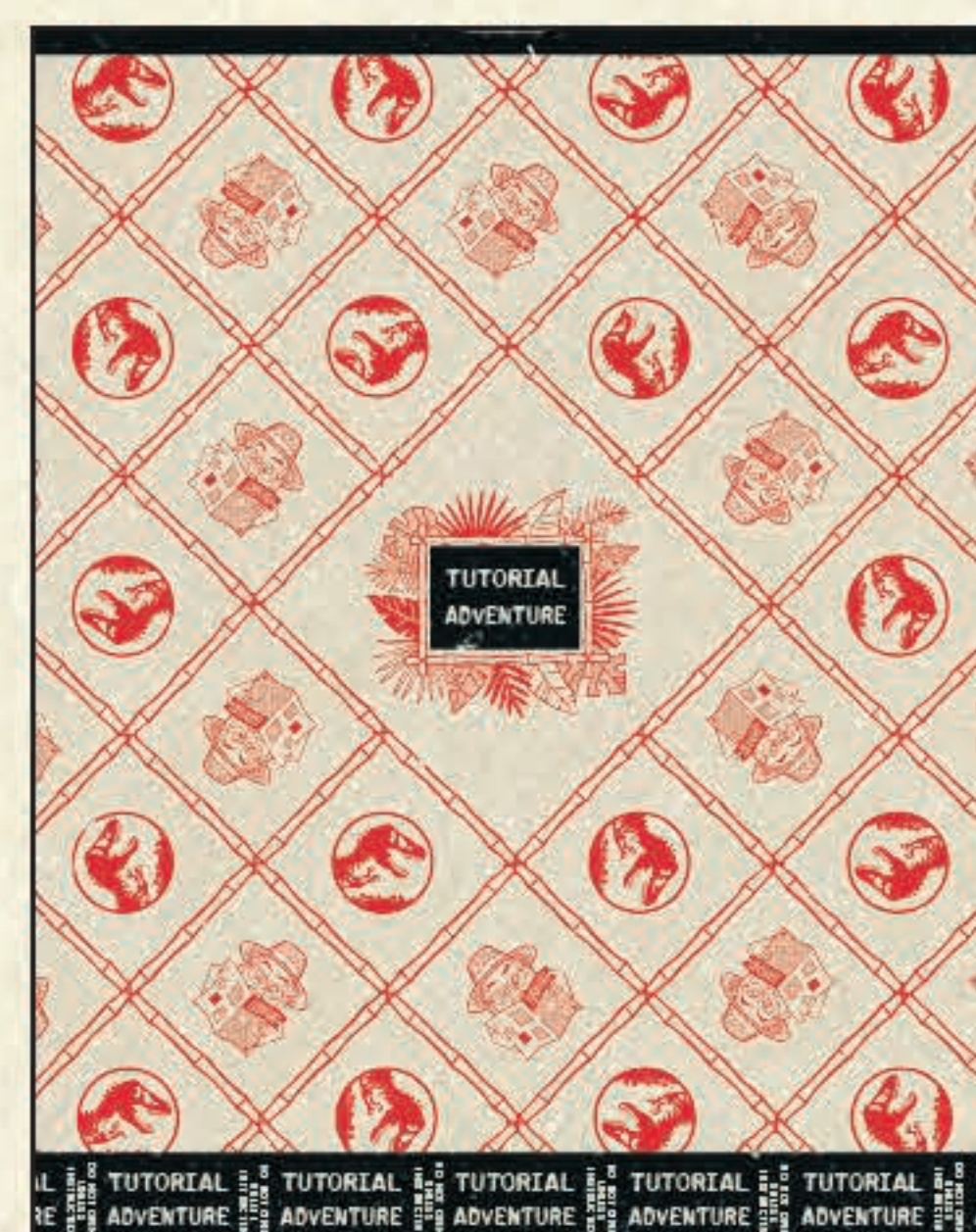
**NOTE:** When the General Setup is complete, you'll see many sealed envelopes and cartons remaining in the game box. **Leave all of these in the game box unless you're instructed to open one!**

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**NOTE:** In future adventures, you may have more components than pictured above.



# PROLOGUE



After completing the General Setup on pages 4–5, **take the next adventure envelope and open it.** (For your first game, open the Tutorial Adventure envelope.)

**NOTE:** Except for the Tutorial, adventures must be played in order and cannot be replayed. Each time you play, you must open the next adventure envelope in numerical order.

In the envelope, you'll find an adventure guide that will take you through the adventure's Prologue. During the Prologue, players work together to decide how best to develop the park and may also discover how the decisions they made in previous adventures have affected the park's progress.

As you continue through the adventure guide, you'll come upon stop signs like the one below. Before each stop sign, everything is available for you to consider when making choices (unless covered by a scratch-off area). You can complete each step in the guide as you read it, or if you prefer to have as much information as possible before making any decisions, you can read everything until the next stop sign and then go back and complete the steps. It's up to you!



**Read the adventure guide now! Do not continue until you've completed the Prologue and the Adventure Setup in the adventure guide!**

# PLAYING THE ADVENTURE: OVERVIEW

After completing the Adventure Setup in the guide, the players take on the roles of characters in the park, working together to control dinosaurs, deal with urgent events, and complete objectives. The adventure is played in five rounds and each round has five steps, summarized below. This summary is also shown in the bottom-right corner of the board.

## IN EACH ROUND:

- 1 *Reveal Round Card*
- 2 *Scout Sectors*
- 3 *Take Actions*
- 4 *Activate Dinosaurs*
- 5 *End the Round (Sweep, Check, & Refresh)*

# PLAYING THE ADVENTURE: STEPS 1-3

## 1 *Reveal Round Card*

Begin each round by revealing the Round Card, starting with Round 1. Then do what the card says. Some Round Cards add new actions or effects that are available as long as the card is face up in the row. (More details on the **ROUND CARDS** Rule Card.)



A Round Card with this symbol in the bottom-left corner indicates an urgent problem in the park. Each round that problem isn't dealt with, the players will suffer consequences, as explained later. So work fast to discard these cards!

## 2 *Scout Sectors*

Place one Sector Card from the deck **face down** on each of the six sector areas along the bottom of the board. Then reveal the Sector Card for the sector each character is in, even if the character is in a building. **Do not draw Item Cards or activate dinosaurs yet!** You are scouting to see what's around you and what's going to happen there, which may help you plan what actions to take this round.



**EXAMPLE:** In Round 1, all the characters are at the helipad, which is in Sector 1. So the players reveal only the Sector 1 Card.

## 3 *Take Actions*

Each character may take as many actions as they have Action Tokens. When your character takes an action, turn one of your Action Tokens face down. Characters may take actions in any order and may take the same action multiple times. A character does not need to take all their actions before another character takes an action, but each action must be completed before another action can be taken. (More details on the **ACTIONS** Rule Card.)

When all nine actions have been taken or you don't wish to take any more actions, continue with Step 4: Activate Dinosaurs, as explained on page 11.

Unless specifically stated, the dinosaurs don't move or attack until they are activated in Step 4.



If an action token is on the compass rose of the board, the players decide together which character uses it each round.

**CHARACTER ACTIONS** are explained on the next page. →



# CHARACTER ACTIONS

**RUN:** Move up to two spaces (zones or rooms, as explained in **MOVEMENT** below). But watch out for lone carnivores!

**RISKY RUN:** When you Run into a space with **exactly one carnivore**, it is a Risky Run! If there are any other characters, dinosaurs, or followers in the space, the carnivore is distracted and it is not a Risky Run. If you move into the space while taking a different action (Lead, Herd, or a card action), you are moving cautiously and it is not a Risky Run. If you Run out of a space with exactly one carnivore, you avoid the carnivore and it is not a Risky Run.

When you take a Risky Run, roll **one** Attack Die, no matter the attacking dinosaur's Might, and defend the attack as normal. (**DINOSAUR ATTACKS** are explained on page 14.) After the attack, if you have any additional spaces to move as part of your action, you may continue moving.

**LEAD (WITH A FOLLOWER):** Move one space (a zone or room, as explained in **MOVEMENT** below), and bring one or two followers **in your space** with you. To take the Lead action, you must bring at least one follower. Leading through developed parts of the island is speedier!

**SPEEDY LEAD:** If you Lead a follower along a road or through a room, you may move one, and only one, additional space. (Does not repeat.) You may bring one or two followers with you—even different followers—or you can move alone. Entering or exiting a building counts as moving through a room. Roads are especially helpful for Leading followers around the park. (More details on the **ROADS** Rule Card.)



## MOVEMENT

Characters may move in any of the following ways:

- **On the board** from their zone to an adjacent zone. Diagonal zones are not considered adjacent. Characters can move freely through barriers, but cannot move through mountains unless there is a road. (More details on the **ZONES** Rule Card.)
- **From the board to a building mat.** If there is a Building Token in your zone, place your character on that building mat in the building's entrance room. (More details on the **ROOMS** Rule Card.)
- **On a building mat** from their room to an adjacent room. Adjacent rooms are connected by white doorways.
- **From a building mat to the board.** If there is an exit in your room, place your character on the board in the zone with that Building Token.

Dinosaurs do not affect movement, except for Risky Run actions, as explained above. Moving into another sector does not automatically reveal the Sector Card.



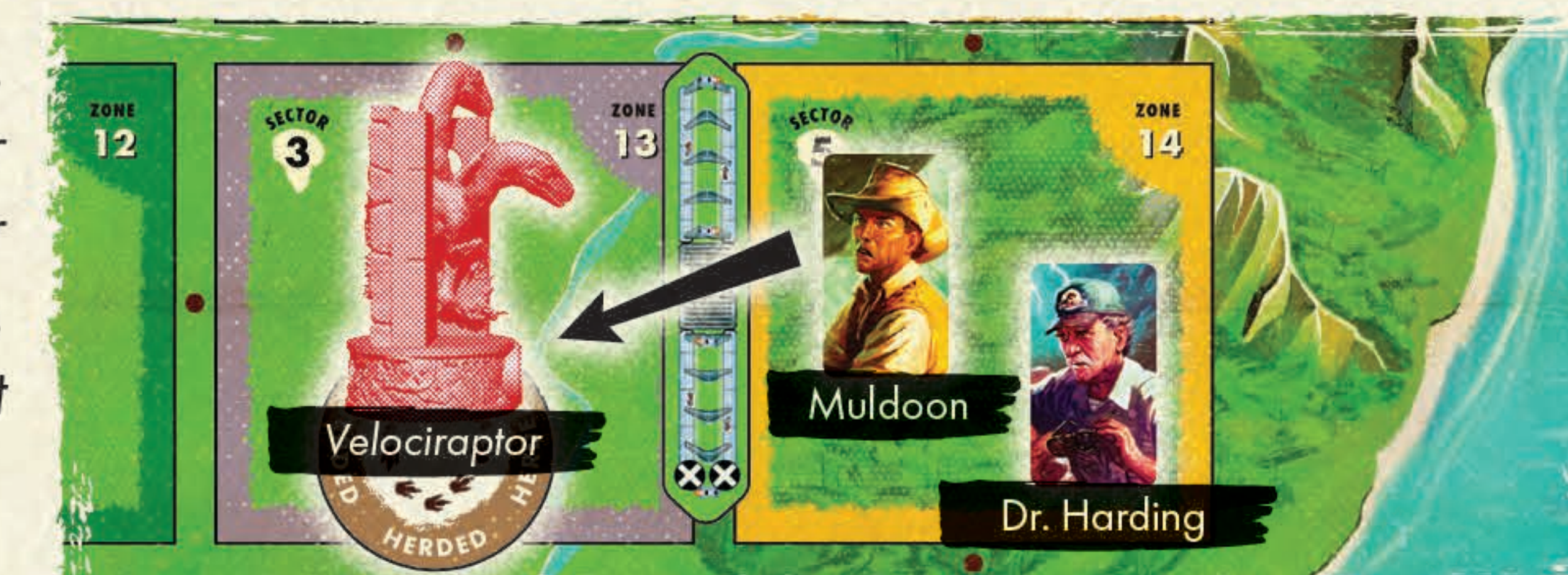
**MOVE EXAMPLE:** Hammond is moving one space. He can move into the entrance room of the Visitor Center, or he can move to an adjacent zone: west through the barrier, north, or east. If he is taking a Run action and moves east, it would be a Risky Run because the T. rex is alone. Hammond cannot move through mountains or diagonally.

**HERD (UNINJURED WITH ANOTHER CHARACTER):** Place a Herded Token under a dinosaur **in your space** and/or move them. To take the Herd action, you cannot be injured and there must be at least one other character in your space to help you. (More details on the **HERD** Rule Card.) Where you may Herd a dinosaur depends on where you are:

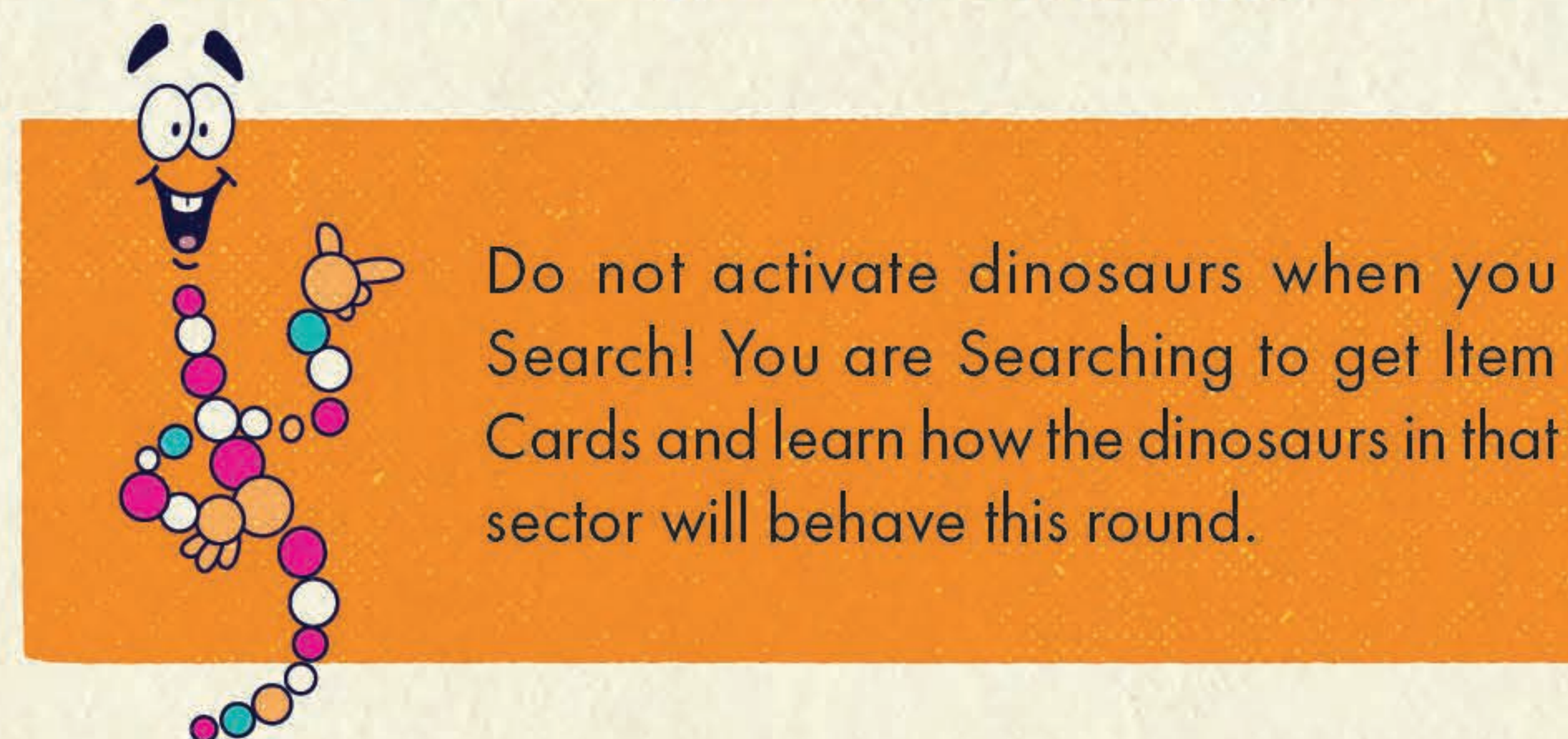
- **If you are outdoors** (not inside a building), move the dinosaur to an adjacent zone. You may move with the dinosaur if you want to, but the other character who helped you cannot. You can Herd dinosaurs through barriers and into spaces with other dinosaurs. You cannot Herd dinosaurs into buildings or through mountains.
- **If you are indoors**, place the dinosaur on the board in the zone with the Building Token—they rush outdoors regardless of what room they were in. Unlike when you Herd outdoors, when you Herd indoors you may not move with the rushing dinosaur.
- **If you don't want to move the dinosaur**, you may still take this action to place a Herded Token under their figure. Leave the dinosaur where they are.

**IMPORTANT:** Each round, only one Herded Token may be placed under each dinosaur. You may still Herd a dinosaur with a Herded Token so you can move them, but do not place another Herded Token.

**HERD EXAMPLE:** Muldoon takes a Herd action. He places a Herded Token under the Velociraptor and moves them from Zone 14 through the barrier to Zone 13. He chooses not to move with them. He could only take this action because he is not injured and Dr. Harding is also in his space.



**SEARCH (OUTDOORS):** Reveal the Sector Card for the sector you're in and draw the number of Item Cards written at the top. To take the Search action, you must be outdoors (not inside a building). There is no limit to the number of times a sector can be Searched. You still get to draw the Item Cards, even if the Sector Card was already face up. That Sector Card remains the same for the entire round—do not discard it.



**SEARCH EXAMPLE:** Hammond takes a Search action. He reveals the Sector Card for Sector 4 and draws two Item Cards from the Item Deck, as written at the top of the Sector Card. Then Dr. Wu takes a Search action and also draws two Item Cards from the Item Deck.



After a Herded Token is placed under a dinosaur, it moves with them whenever they move until the token is discarded. A Herded Token will cancel the next activity a dinosaur does, so Herding is a good way to keep the dinosaurs under control.



# CHARACTER ACTIONS CONTINUED

**REST (INDOORS):** Remove one Injury Token from your Character Card, returning it to the general pool. To take the Rest action, you must be inside a building. (More details on the **INJURIES** Rule Card.)



A character can have only two Injury Tokens at a time, as indicated by the spots along the right edge of their card. If they receive more injuries, the players will suffer consequences!



**TRADE ITEMS:** Give and/or take any number of Item Cards from **one** character in your space.



10A

**BUILDING ACTIONS (INDOORS):** Each building has one or more unique actions that can only be taken when you're inside that building. Some building actions may only be taken in specific rooms. Refer to the building mats and each building's Rule Card for details.

**CARD ACTIONS:** Some Character Cards, Item Cards, and Round Cards provide additional actions. If a card effect has "**ACTION**" in front of it, the player must turn an Action Token face down to use it. If it has "**FREE ACTION**" in front of it, the effect doesn't require an Action Token. And if the effect starts with "Discard to...", it doesn't require an Action Token, but you must discard the card to use it. No matter what type of action or effect a card has, you cannot use it in the middle of taking an action or using another card. You must complete one action or effect before using another. (More details on the **ACTIONS** and **ITEM CARDS** Rule Cards.)



You may now start playing! Begin the adventure by doing Steps 1 & 2 on page 7, if you haven't already. As you start taking actions, read the objectives in the adventure guide to find out what you need to do to win the adventure!

# PLAYING THE ADVENTURE: STEP 4

## 4 Activate Dinosaurs

**REVEAL SECTOR CARDS:** Reveal **all six** Sector Cards in the sector areas along the bottom of the board.



**WEATHER FORECAST:** Ignore the forecast for now. The weather isn't impacting your work...yet.

11A

**DINOSAUR ACTIVITY:** Activate each dinosaur in Sector 1. When activated, the dinosaur completes their activities (green for herbivores and red for carnivores) one at a time from left to right. Each symbol on the Sector Card indicates one activity. (**DINOSAUR ACTIVITIES** are explained on pages 12-13.)

Then activate each dinosaur in Sector 2, then Sector 3, and so on. Each dinosaur is activated only once per round, even if they move into a higher-numbered sector. You can use Reminder Tokens to help track which dinosaurs have activated. If a dinosaur moves into another sector, they complete the activities on the Sector Card they were originally activated in. A dinosaur is still considered activated even if they don't do anything that round.

Herbivores activate before carnivores in each sector. If there are multiple herbivores or carnivores in the sector, activate them in the order their Dinosaur Card appears in the row.

**HERDED TOKENS:** If a dinosaur has a Herded Token under them when they Hunt, Ambush, or Wander, discard the Herded Token, returning it to the general pool, and ignore that activity. If there are multiple activities for that dinosaur, complete the other activities as normal—even if they are the same activity as the one that was just ignored. If the dinosaur activates and does no activities, the Herded Token is still discarded, even though it had no effect.



11B

**DINOSAUR POWERS:** Dinosaurs may have unique powers on their Dinosaur Card. Pay attention to these powers, especially when activating a dinosaur and when a dinosaur is attacked or receives an injury.

If an attack injures but does not remove them, the attacking dinosaur receives an injury.

**DINOSAUR ACTIVITIES** are explained on the next page. ➔



# DINOSAUR ACTIVITIES



## HUNT:

When they Hunt, a dinosaur will either attack one prey, damage barriers, or Ambush, as explained below. **Prey** includes characters, followers, and dinosaurs—even other carnivores!

**First, if the dinosaur is in a building without prey**, they immediately rush outdoors to Hunt, regardless of what room they were in. Place the dinosaur on the board in the zone with the Building Token.

**Then the dinosaur Hunts by doing the first available option listed below.**



**MOVE TO NEARBY PREY AND ATTACK:** The dinosaur may move up to one zone away to reach one nearby prey and attack them. \* If there are multiple prey nearby, the dinosaur Hunts **one**, in this order:

- 1 Prey in their space.
- 2 Indoor prey in their zone, as explained in **PREY IN A BUILDING** on the next page.
- 3 Outdoor prey in an adjacent zone with no barrier in the way.
- 4 Indoor prey in an adjacent zone with no barrier in the way, as explained in **PREY IN A BUILDING** on the next page.
- 5 Prey on the other side of a barrier. However, because the dinosaur cannot move through it, they damage the barrier by placing one Damage Token on it. This ends the Hunt, even if the barrier is destroyed. (More details on the **BARRIERS** Rule Card.)



**Note:** Dinosaurs never move through mountains. Prey on the other side of mountains are ignored.

**TIES:** If there are still multiple options for which prey the dinosaur Hunts, the players choose. With your knowledge of the dinosaur's Hunting behavior, you're able to get their attention and direct them toward one of the tied prey.

IF NO PREY NEARBY...

**DAMAGE ALL BARRIERS:** If there are no prey in the dinosaur's zone or any adjacent zone, but there are one or more barriers in their zone, they damage each barrier. Then the Hunt ends, even if one or more barriers were destroyed. (More details on the **BARRIERS** Rule Card.)

IF NO PREY OR BARRIERS...

**AMBUSH:** If there are no prey in the dinosaur's zone or any adjacent zone **and** there are no barriers in their zone, you've lost track of the dinosaur and they Ambush, as explained in **AMBUSH** on the next page.



**PREY IN A BUILDING — MOVE AND ATTACK:** Dinosaurs can sense nearby prey, even if their prey are inside a building. The dinosaur moves through the building all the way to the nearest prey and attacks one. \* If multiple prey are equally near, the players choose which one the dinosaur moves to and attacks.

A dinosaur's attack is weakened by moving through a building. Take one Reminder Token for **each room they move into**, as a reminder to ignore any one strike from this attack. \*

**EXAMPLE:** The Velociraptor are Hunting the Architect, who is inside the Visitor Center. The Velociraptor move to the adjacent zone, into the entrance room, and then through the building until they reach the Architect. Because they moved into three rooms, the players take three Reminder Tokens to indicate they can ignore any three strikes from this attack on the Architect.



## AMBUSH:

Roll the Zone Die and place the dinosaur in the zone rolled, ignoring all barriers and mountains. Then if there are prey in their space, they attack one. \* If not, but there are prey inside the building in their zone, they move to the nearest one and attack. \* (Remember to take Reminder Tokens, as described above.) Otherwise, the Hunt ends.



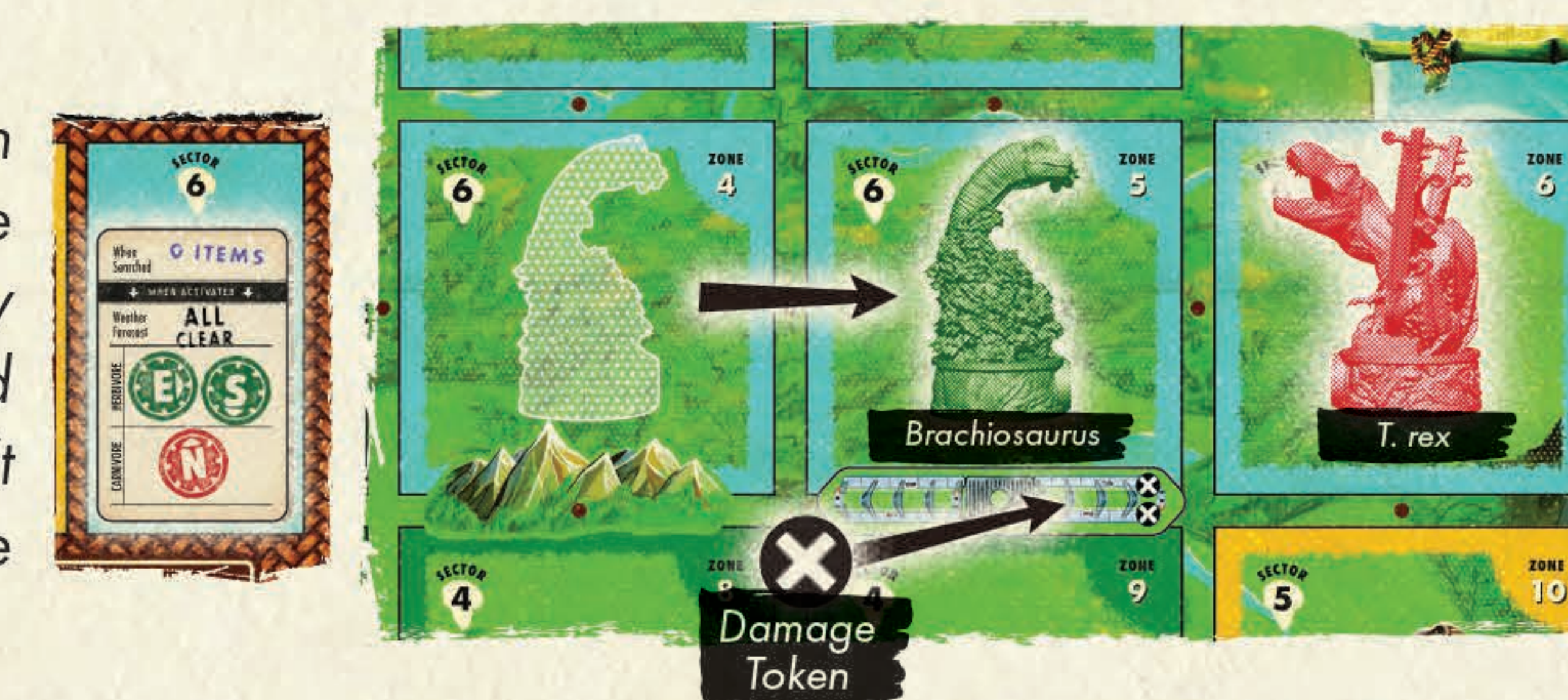
## WANDER:

Move the dinosaur one zone in the direction indicated by the symbol (north, south, east, or west), according to the compass rose on the board. Dinosaurs cannot Wander through barriers, and they can **never** move off the coast (outside of a zone) or through mountains. If the dinosaur cannot Wander in the direction indicated, they stay where they are. If they cannot Wander because of a barrier, damage the barrier by placing one Damage Token on it. This ends the Wander, even if the barrier is destroyed. (More details about barriers on the **BARRIERS** Rule Card.)

Dinosaurs who are indoors do not Wander—if the dinosaur is inside a building, nothing happens.

## WANDER EXAMPLE:

The Brachiosaurus move east. Then they would move south, but because there's a barrier in the way, they damage it instead. The T. rex would move north, but because they can't move off the coast, they stay where they are.



Carnivores don't attack when they Wander, and they may even Wander away from prey they just attacked. Carnivores only attack when Hunting, Ambushing, or reacting to a Risky Run. Remember that carnivores are considered prey and may be attacked by other carnivores.

\* **DINOSAUR ATTACKS** are explained on the next page. ➔



# DINOSAUR ATTACKS

**ROLL:** When a dinosaur attacks, roll as many Attack Dice as the attacking dinosaur's Might, as shown on their card. If the attack is from a Risky Run, only roll one die. The Attack Dice have three types of strikes ( , , ) and blanks. If all blanks are rolled, the attack misses and nothing happens.



**DEFEND:** The attacked prey must defend against each strike rolled using their Defense icons, plus any Reminder Tokens from the dinosaur moving through a building.

Each Defense icon defends against **one** strike of that type. Characters and dinosaurs usually have some **Natural Defense**, as shown on their cards. Followers usually do not, unless specifically shown on their token.

Some Item Cards can be discarded to defend against strikes, but only the character with the card may use it. You cannot use an Item Card to defend a dinosaur, a follower, or another character.

If the attacking dinosaur moved through a building, their attack is weakened by how far they moved, as explained in **PREY IN A BUILDING** on the previous page. Each Reminder Token lets you ignore any one strike. After defending, return all the Reminder Tokens to the general pool.

**INJURIES:** For each strike that cannot be defended against, the prey receives an injury.



**CHARACTERS:** Place the Injury Token on one of the spots on the right edge of their Character Card. Each character can have only two Injury Tokens at a time. Suffer one consequence for **each** injury a character receives after that, as explained in **CONSEQUENCES** on the next page.



**DINOSAURS:** Place the Injury Token on their Dinosaur Card. If the dinosaur has at least as many injuries as their Vitality, remove them from the island! Return their figure to the game box, turn their Dinosaur Card face down, and suffer **two** consequences.



**FOLLOWERS:** Followers normally don't have Defense, but if the dinosaur moved through a building, Reminder Tokens still weaken the attack. If the follower receives any injuries, remove the follower from the island! Return their token to the general pool, turning it face down, and suffer the number of consequences shown on the back of the token.



**DINOSAUR ATTACK EXAMPLE:** The T. rex attacks Dr. Wu—roll four Attack Dice for the dinosaur's 4 Might.



T. rex's Attack Roll

Dr. Wu defends against one with the Natural Defense on his Character Card. Then he chooses to discard his Herding Gear Item Card to defend against one.



Dr. Wu's Defense

Dr. Wu cannot defend against the remaining , so he receives one injury, placing an Injury Token on one of the spots on his Character Card.



# PLAYING THE ADVENTURE: STEP 5

## 5 End the Round (Sweep, Check, & Refresh)

To end the round, sweep all six Sector Cards by discarding them from the sector areas along the bottom of the board.

Then check the face-up Round Cards and suffer a consequence for **each** Round Card with a consequence symbol that's still face up in the row. (More details on the **ROUND CARDS** Rule Card.)



Lastly, refresh all the Action Tokens by turning them face up again. Begin a new round by revealing the next Round Card. If all the Round Cards have already been revealed, the adventure ends.

**CONSEQUENCES:** Each time you suffer a consequence, turn a random Consequence Token face up. Each Consequence Token has a value of 0, 1, or 2. If at any time the total value of the face-up Consequence Tokens is 5 or more, the adventure ends immediately and the players lose.

# END OF ADVENTURE

If at any time the total value of the face-up consequences is 5 or more, the adventure **ends immediately** and the players lose the adventure.

If the players haven't completed all the adventure's objectives by the end of Round 5, the players lose the adventure.

If the players make it to the end of Round 5 and all the adventure's objectives are complete, the players win the adventure! Don't forget to activate dinosaurs and check the Round Cards for consequences at the end of Round 5, although you don't have to discard all the Round Cards to win.

You may replay the Tutorial Adventure as many times as you like! To reset the game, clear the board of all figures, movers, and tokens, and remove any Injury Tokens from characters and dinosaurs. Then complete the General Setup on pages 4–5 in this rulebook, followed by the Adventure Setup on pages 4–5 in the adventure guide.

When you're comfortable with how to play and are ready to move on, return the **adventure components** shown in the front of the adventure guide to the Tutorial Adventure envelope, including the adventure guide itself. These components will not be used or referenced again. But be sure to keep the **unlocked components**, as they'll be used in future adventures. Add them to the other components in the game box.

If you're putting away the game, place the six Starting Item Cards back in the carton of Item Cards, in front of the divider. Leave the other Item Cards behind the divider in numerical order.

When you're ready to play the next adventure, complete the General Setup on pages 4-5, then open the Adventure No. 1 envelope!



# ITEM SETS

When you unlock an Item Set, check it off , retrieve all the Item Cards listed from the carton, and keep them. (More details on the **OBJECTIVES** Rule Card.)

## ADVENTURE ITEM CARDS

- Hammond's Desk  • 41-42
- Carnivore Droppings  • 43-44

## VISITOR CENTER ITEM CARDS

- ATV Garage  • 1-3
- Tour Car Garage  • 4-6
- Gift Shop  • 7-10
- Supply Locker  • 12-14
- Bunker  • 15-17
- Kitchen  • 18-20

## GENETICS LAB ITEM CARDS

- Herbivore Research Station  • 21-22
- Carnivore Research Station  • 23-24
- Genetics Research Station  • 25-26
- Embryo Station  • 27-28
- Lab Supply Room  • 29-30
- Lab Asset Containment  • 31-32

16A

16B

# BUDGET SHOP

## COST

16C

16D

16E

16F



# PLAYING SOLO

## JURASSIC WORLD: THE LEGACY OF ISLA NUBLAR

is fully playable solo by controlling two or more characters. In each adventure, you may choose two, three, or four of the available characters to play. You may change how many and which characters you play from adventure to adventure. Any rules or instructions that refer to **players** now apply to individual **characters** instead. For example, if each player is instructed to draw an Item Card, each character you are playing draws one Item Card.

**ACTION TOKENS:** During General Setup, set the Action Tokens aside. During Adventure Setup, after choosing your characters for that adventure, evenly distribute the Action Tokens among those characters. Each character may take only as many actions as they have Action Tokens. If playing with 2 or 4 characters, place the remaining Action Token on the compass rose of the board. You choose which character uses that token each round.

**ITEM CARDS:** Each character controls their own Item Cards. Characters cannot share Item Cards, or any other abilities or game effects, unless specifically stated. To give an Item Card to a different character, you must take the Trade Items action with that character.

