

TOTALLY LIQUID SOLO MODE

OBJECTIVE

You are the newly appointed CEO of your company and your board of director has your first job to prove your skills: reopening the rundown dinosaur theme park. Before you can get started, the AICEO's your competitors have hired learn of your plans. Since they are programmed to oppose you in every venture, they decide to start up their own dinosaur theme park on the neighboring islands. The pressure is on, can you defeat the AICEO and save your job?

SETUP

For your first few games, use the **AICEO - B4S1C**. Unless stated by the AI, setup the game as normal for 2 players. AI players do not gain coins, track DNA, or track Threat/Security. The AI player gets dealt a Blueprint at random that will be used when placing items in their park.

Select the difficulty you would like to play and setup the AI Action deck as shown in the chart: player receives \$17, etc.).

AI ACTION DECK

Difficulty	Basic Action	Difficult Action
Easy	3	4
Intermediate	2	5
Hard	0	7

Shuffle the AI Action deck and reveal the first Action card.

GAMEPLAY

The AI always goes first each phase. Follow the instructions of the AI and AI Action card each phase when drafting/purchasing/building. Each AI paddock can hold 4 dinosaurs and will always Create a Dinosaur on an empty paddock first.

The AI will take actions based off it's AI Action card each phase, and claim items according to it's flow chart of items. If it has already claimed or done an action, it will do the next one in the flow chart next.

If during a round the AI completes the objective on their AI Action card, place one of the AI company tokens on one of the player objectives starting with the left most objective. A player can still claim an objective that an AI has a company token on.

At the end of the round, the AI loses the number of Visitors shown on the AI Action card.

GAME END

The game ends in one of two ways: If there are no more AI Action cards at the start of a round (7 rounds) or there are 4 or more company markers on objectives (Player + AI). If there are no more AI Action cards at the start of a round, the player loses. If there are 4 or more company markers on objectives at the end of a round, move to scoring.

Scoring follows the same rules as the base game with one exception. The AI gets the point value for objectives it has a company marker on. If your final score is higher than the AICEO, then you win! If you also completed the campaign bonus goal, you get to use the extra bonus during the next game in the campaign.

If you are having trouble beating an AI, you can always choose a different difficulty mode or add Plot Twists that favor the player for an easier game.

After you have played a couple games against the basic AICEO, you can test your mettle against their metal in the campaign mode. Use the campaign bonus of each AI and follow the path to take on all the AICEO's and remove their robotic grip on the dinosaur theme park industry.



THE CAMPAIGN

GAME 1

Their prototype AICEO is activated to defeat you before you can get your park up and running.

Take on **B4S1C** to establish your park and show your competitors you mean business.

AICEO - B4S1C

Setup: Select a random Blueprint to use when placing Dinosaur Recipes.

PHASE 1: Selects smallest dinosaur recipe needed on Blueprint first each round. Follow AI Action Card for 2nd & 3rd Actions or when Blueprint recipes are fulfilled.

PHASE 2 – 4: Follow AI Action Card.

Notes:

Follow Blueprint for Dinos. Attractions do not need to follow Blueprint type.

Campaign Bonus - *If you score more objectives than the AI, gain the Technical Advisor Executive for the next game.*

GAME 2

This time they sent a master planner AI to maximize their potential to crush you.

Take on **PL4NN3R** to get the board to sign off on adding a Park Facility and CFO to your Park.

AICEO - PL4NN3R

Setup: Randomly select Blueprint with 1 Large Carnivore or less. Add Blueprints module to the game.

PHASE 1: Select smallest dinosaur recipe needed on Blueprint first each round. Select 1 dino each turn until Dinos on blueprint are full.

PHASE 2: Lowest cost blueprint attraction 1st. Follow AI Card for 2nd action. AI will never select more than 1 attraction per phase 2. Do not select attraction not on blueprint.

PHASE 3 – 4: Follow AI Action Card.

Notes:

Scores Blueprint bonus at end of game.

Win: Gain the Moneybags Executive for the next game.

Campaign Bonus - *If you have 2 or less Blueprint spaces open in your park, choose any Park Facility (except Dino Incubator) to use during the next game.*

If you don't, you will use the Dino Petting Zoo in the next game.

GAME 3

Your competitors are getting impatient, so they are resorting to incubating clones to guarantee your failure.

Take on **CLON3** and the board says they'll send you on vacation to somewhere tropical.

AICEO - CLON3

Setup: Randomly select a 3+ dino Blueprint with only 1 large dino or less. Add Park Facilities and Executives module to the game.

PHASE 1: Select smallest dinos first. Select 1 dino each turn until Dinosaurs on blueprint are full.

PHASE 2: Follow AI Action Card.

PHASE 3: Follow AI Action Card for placing 1 dino. Place cube on incubator track with longest available track. 1 cube per track. When cube reaches end of track, place dino in park.

Campaign Bonus - If you use your Park Facility in 4 or more rounds and scored more Objectives than the AI, you get to use the Security Officer in the next game.

GAME 4

Looks like the board did send you somewhere tropical, another island where you are to open a park with new Marine Creatures.

Take on **M4R1N3** and the board will send you back to your original park.

AICEO - M4R1N3

Setup: Randomly select a 3+ Dinosaur Blueprint to use as a guide. Add Marine Creatures module to the game.

PHASE 1: Selects a Marine Creature Recipe first. Select 1 Dinosaur Recipe each turn until Recipes on Blueprint are full. Follow AI Action Card for 2nd & 3rd Actions and when Blueprint Recipes are full.

PHASE 2 - 4: Follow AI Action Card.

Notes: Follow Blueprint for Dinosaurs. Attractions do not need to follow blueprint type. AI will only have 1 water dino.

Win: Gain the Boss Hog Executive for the next game.

Campaign Bonus - Have a full Level 4 Marine Creature paddock at the end of the game and select the Park Facility of your choice (except Reptile Resort) to use in the next game. If you do not, you are stuck with the Dino Petting Zoo again.



GAME 5

Upon returning, you find your competitors final AI already trying to seize control of your island.

Take on **R3X PR1M3** to prove once and for all that you cannot be replaced by machines!

AICEO - R3X PR1M3

Setup: Randomly select a Blueprint for AI to follow. AI gains the Reptile Resort Park Facility. Add Marine Creatures, Park Facilities and Executives, and Blueprint modules to the game.

PHASE 1: Select a Marine Creature Recipe first. Select 1 Dinosaur Recipe each turn until Recipes on Blueprint are full. Follow AI Action Card for 2nd & 3rd Actions and when Blueprint Recipes are full.

PHASE 2: Lowest cost Blueprint Attraction 1st. Follow AI Action Card for 2nd action. AI will never select more than 1 Attraction during phase 2. Do not select an Attraction that does not appear on AI Blueprint.

PHASE 3: Follow AI Action Card.

PHASE 4: Pull and Place visitors as normal. Place any open visitor spots with Reptile Resort guests.

PHASE 5: Fill any Reptile Resort spaces with visitors from the park.

Win: Your competitors have gone bankrupt from all the money they've wasted on AICEO program. You officially run the biggest dinosaur theme park in the world and the board of directors finally leave you alone long enough to run it without supervision.