

Welcome to Mesozoic Park

The time has finally come! With the power of the world's greatest geneticists and rich mogul capital, the first dinosaur theme park will be opening its doors!!!

Mesozoic Park: RPG is a game where participants with conflicting priorities must navigate the opening of a new dinosaur theme park. While the Scientist wants to study the genome, the Shareholder is worried about the quarterly dividend, and the Citizen just wants to know if their house is in the "munch zone."

This game will be played in 3 major steps:

1. Set up: Building the island, establishing resources, location scouting for the park.
2. Operational Tasks: Enact safety measures, Creating Dinosaurs, Fixing Infrastructure, etc.
3. The "Life Finds a Way" Event: Previous Projects are put to the test due to a major disaster event that hits Isla Tonta.

Pedagogical Questions:

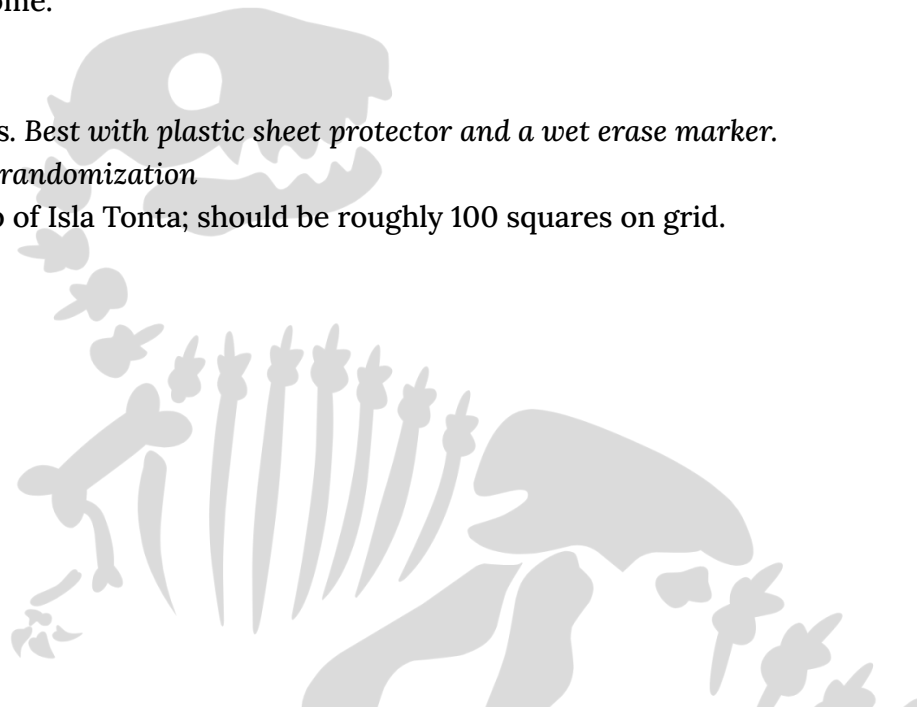
1. Consider how innovation impacts different stakeholder groups?
2. How do we balance funding, economic incentives, humane practices, and preservation in lieu of major technological advances?

Pedagogical Reasoning:

Mesozoic Park RPG has students work together, resolve conflict, and examine ethical questions around technological advancements. Each session group will have to consider their motivations and how this emerging technology will impact their lives, their money, and their home.

Materials:

1. Player Sheets. Best with *plastic sheet protector and a wet erase marker.*
2. Dice Set: *for randomization*
3. Gridded Map of Isla Tonta; should be roughly 100 squares on grid.



Meet the Stakeholder Groups

Stakeholder	Core Motivation	Resources & Information
Scientists	Discovery & Ethical Integrity	<ul style="list-style-type: none"> ● Public Goal: Ensure ethical and safe dinosaur creation, environmental protections/ preservation ● Secret Objective: <ul style="list-style-type: none"> ○ Pursue breakthrough discoveries at any cost ● Abilities: <ul style="list-style-type: none"> ○ Unlock new dinosaur species ○ Assess risk levels ○ Research Data
Shareholders	Profit & Global Prestige	<ul style="list-style-type: none"> ● Public Goal: Maximize profit and park value ● Secret Objective: <ul style="list-style-type: none"> ○ Push risky cost-cutting ○ Plan exit strategy before collapse ● Abilities: <ul style="list-style-type: none"> ○ Control funding ○ Demand faster timelines
Local Government	Safety & Economic Growth	<ul style="list-style-type: none"> ● Public Goal: Approve a safe and economically beneficial park ● Secret Objective: <ul style="list-style-type: none"> ○ Re-election (avoid scandals) ● Abilities: <ul style="list-style-type: none"> ○ Approve/deny permits ○ Set regulations and fines ● Limitations: Can only fund 2 Projects at one time and not affect citizen amenities.
Citizens x2	Quality of Life & Security	<ul style="list-style-type: none"> ● Public Goal: Ensure safety, jobs, and financial wellbeing of the public ● Secret Objective (examples): <ul style="list-style-type: none"> ○ Push for maximum compensation ○ Secretly oppose the park entirely ● Abilities: <ul style="list-style-type: none"> ○ Can organize protests or public support ○ Influence public opinion meter ● Starting Resource: <ul style="list-style-type: none"> ○ Public Opinion

Phase 1: The Planning Committee

On a map, the citizen group may select up to 30 squares of established developed land where citizens live. The players must reach a consensus on three major pillars. If they can't agree, the Game Master (GM) introduces a "Budget Cut" or "Regulatory Fine."

1. Site Selection

- **Option A: Isla Tonta (Remote Island).** High cost, high privacy, hard to escape.
- **Option B: Mainland Outskirts.** Low cost, high tourism potential, extreme liability if a fence fails.
- **Option C: Abandoned Industrial Zone.** Cheap land requires heavy environmental cleanup.

2. Safety & Containment Strategy

- *Task:* Players must allocate "Security Points."
- Do you invest in **Physical Barriers** (Steel & Concrete), **Digital Systems** (AI monitoring), or **Biological Controls** (Terminator genes/Lysine contingency)

Phase 2: Operational Tasks

During the game, trigger "Council Meetings" where stakeholders must perform their specific duties:

- **The Scientist's Burden:** Roll to see if the DNA sequence is stable. *Failure result:* The T-Rex has unexpected camouflaging skin.
- **The Shareholder's Mandate:** Pitch a new attraction (e.g., "Petting Zoo") to increase revenue. *Risk:* High chance of citizen lawsuits.
- **The Government's Red Tape:** Draft an evacuation plan. *Conflict:* Shareholders don't want to pay for the sirens because they "scare the guests."
- **The Citizen's Voice:** Organize a town hall. Will they support the park for the jobs, or protest the "Giant Lizard" in their backyard?

Ethics Score: Shareholders must maintain an Ethics score of 5. If it dips below 3, the impacted group/s will receive an oversight point. Ethic score is deducted by projects that are deemed unethical. (This can come to debate. GM plays as judge)

Oversight Points: Oversight points can be used to veto shareholder projects.

Phase 3: The "Life Finds a Way" Event

Once the park is built, the GM introduces a **Crisis**. The players must react based on their roles:

- **The Problem:** *Examples:* A tropical storm has fried the primary grid. The Raptors are testing the fences. Scientists make mega monster dinosaurs (*This is how the last game ended!*)
- **The Stakeholder Conflict: for example:**
 - *Shareholders* want to keep the park open to avoid refunding tickets.
 - *Scientists* want to tranquilize the animals immediately (expensive).
 - *Local government* wants to declare martial law.
 - *Citizens* are currently stuck in the monorail.

Suggestion for Success Metrics

At the end of the session, grade the park on three scales:

1. **Viability:** Is the park still making money?
2. **Ethics:** Did you create monsters or restore nature?
3. **Survival:** How many guests (and players) made it to the helipad?