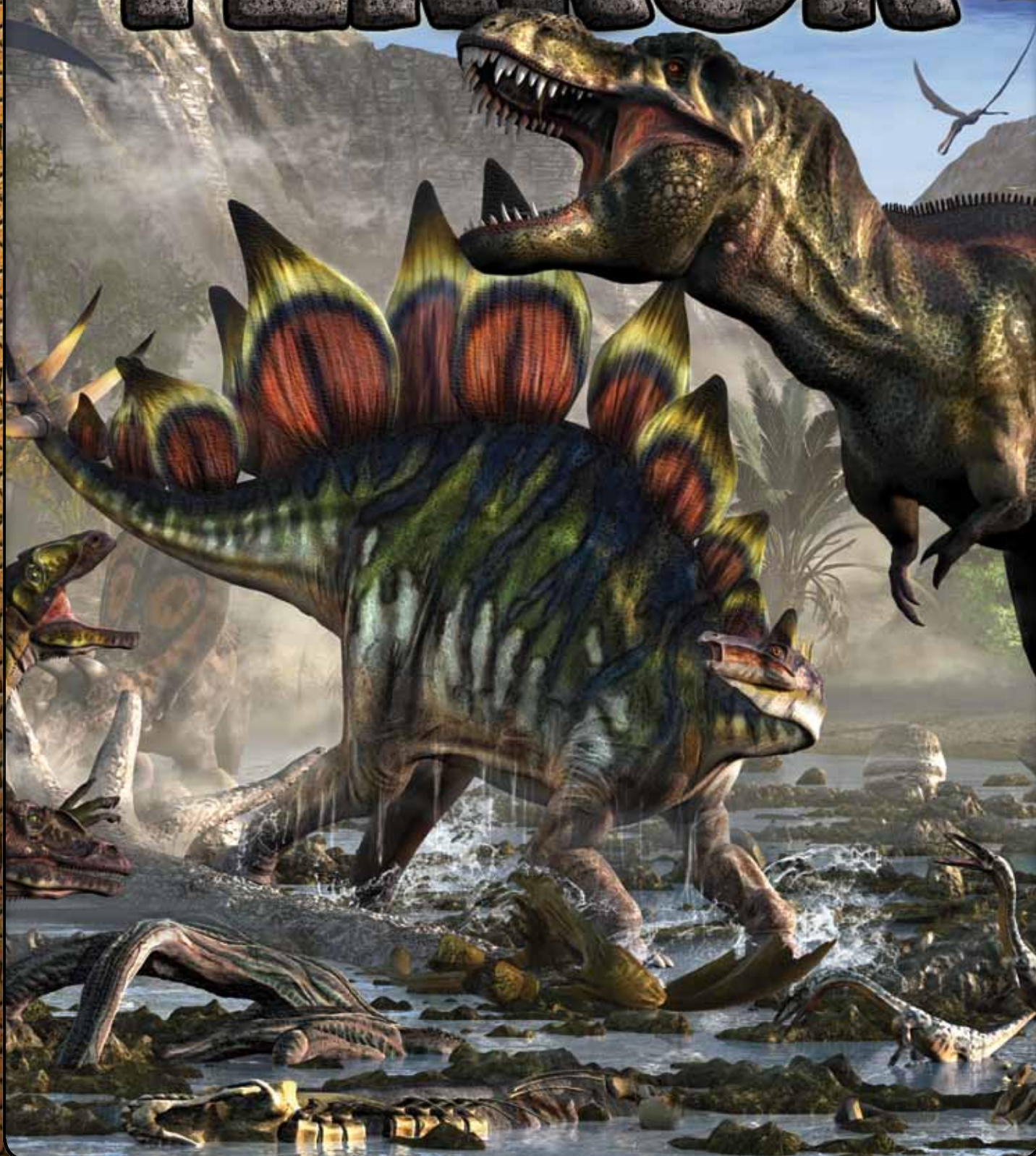


Peter Hawes

TRIASSIC TERROR



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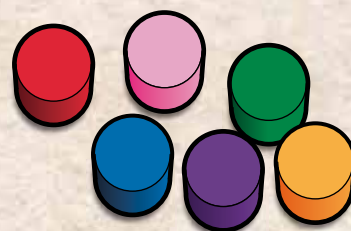
Important Terms

- Dinosaurs will be referred to as Dinos.
- The player whose turn it is, will be called the Active Player.
- A Herd is a stack of all of one player's Dinos in an area, grouped together in one Habitat.
- The examples shown in the rules are for a 4 player game.

Components

- 1 Rule Book
- 1 Game Board
- 1 Set-up Chart
- 1 Sticker sheet
- 3 Player Aid Charts
- 1 Turn Marker
- 1 Start Player Marker
- 28 Environment Cards
7 of each Environment type
- 6 Action Tiles
- 1 Game T-Rex
- 6 Player T-Rex
- 2 Velociraptors
- 1 Pterodactyl Token
- 6 Player Dinosaurs
- 6 Player Scoring Markers
- 6 Hatch Counters
one in each player color
- 6 Volcano Counters
one in each player color
- 120 Dinosaur Tokens
12 White Dinosaur Tokens and
one set of 18 in each player color
- 78 3-Dino Discs
each of which is worth 3 single Dinosaur Tokens
one set of 13 in each player color

Scoring Markers



Player Counters



Overview

Triassic Terror is a game for 2-6 players. Starting with just one herd in the Swamp, players must establish new herds and grow them into larger herds, which will migrate across the four environments present, competing for the best habitats. This primeval world is however, full of danger. Players' dinosaurs will fall prey to the mighty T-Rex, marauding Velociraptors and swooping Pterodactyls. Erupting volcanoes will devastate some areas and fill the skies with ash making the affected area almost unlivable. The player who best avoids these dangers and maintains the largest herds across all four environments, will win.



Before your first game of Triassic Terror, apply the stickers to these pieces!

The Game Board

- 1 One side is for 2-4 players (as shown with the yellow glow in the top right corner) and the other side is for 5-6 players.
- 2 The board shows an island which has 4 different environments: Swamp, Forest, Desert and Mountains.
- 3 Each environment contains 3 **Areas**, separated from each other by colored boundaries. The board has 12 areas in total.
- 4 Each area contains 3 **Habitats** represented by circles. The Primary Habitat (largest) is at the left end of an area, the Secondary Habitat (next largest) is in the centre and the Tertiary Habitat (smallest) is at the right end of an area.
- 5 Scoring Stones are attached to the Primary and Secondary Habitats on the 2-4 player side and to all 3 habitats on the 5-6 player side. When scoring occurs, players having herds in these habitats will score the Victory Points (VP) shown on the Scoring Stones.
- 6 The spaces numbered 1 to 6 are the Action Tile Spaces. The Action Tiles are placed here each turn.
- 7 The Turn Track shows the 3 Geologic Periods, the number of turns in the game and when scoring occurs. The game ends after differing numbers of turns, depending on the number of players. The small black numbers show on which turn the game ends for that number of players. The card deck under Turn 1 of each period, reminds players to draw an Environment card on these turns.
- 8 The icons of the T-Rex, the 2 Raptors and the Pterodactyl indicate the starting positions for these 4 predators.
- 9 The Score Track runs around the outside of the board.



[E] Predators



Preparation

- A. Shuffle the Environment Cards and place them face down next to the board. Turn 1 card face up next to the deck.
- B. Place the Raptors Action Tile on Action Tile space 5 and Herd Migration on space 6. Shuffle the remaining 4 Action Tiles and place one on spaces 1 to 4.
- C. Place a white Dinosaur Token on Action Tile spaces 5 and 6.
- D. Each player chooses a color and takes his Player Dinosaur, 18 x Dinosaur Tokens, 13 x 3-Dino Discs, T-Rex and 2 x Player Counters.
- E. Place the T-Rex, the 2 Raptors and the Pterodactyl Token on the board in the positions shown.
- F. Place the Turn Marker on Turn 1 of the Triassic Period.
- G. Place the players' Scoring Markers on zero.
- H. Randomly choose a start player (player 1) who takes the Start Player Marker. Counting clockwise from him, determines player number 2, 3, 4 etc. After consulting the Set-Up Chart, each player places 4 of his Dinosaur Tokens in the Swamp Habitat marked with his player number appropriate to the number of players in the game.



[A] Environment Cards



[B] Action Tiles



Aim of the Game

On his turn a player will do one of six available actions and attempt to get the largest herd in as many areas as possible. At the end of each of the 3 geologic periods scoring occurs. Players score the VP indicated on the Scoring Stones attached to habitats containing their herds. Extra VP are scored by any player who has his dinosaurs present in all 4 environments. At game end, there is a special scoring for the players with the most and 2nd most dinosaurs in total, in each of the 4 environments: Most dinosaurs in the Swamp, most in the Forest, most in the Desert and most in the Mountains.

Playing the Game

Starting with the start player each player takes a turn, then the Turn Marker is advanced one space and the Start Player Marker is passed one player to the left and that player becomes the start player for the next game turn. Play continues in this manner.

After the designated number of turns in the Triassic, Jurassic and Cretaceous Periods a scoring occurs, indicated by the "Score" stone on the Turn Chart. The length of the game depends on the number of players:

- The 2, 4 and 5 Player Games have 8 turns, spread over the 3 Geologic Periods: Triassic - 3 turns, Jurassic - 3 turns and Cretaceous - 2 turns.
- 3 player games end after turn 3 of the Cretaceous (9 turns).
- 6 Player games end after turn 3 of the Jurassic (6 turns).

The Turn Chart's small black numbers show on which turn the game ends for that number of players.

After the scoring in the Cretaceous (Jurassic in a 6 player game), the game ends and the player with the most Victory Points wins.



Player Set-up Legend

Number of players in the game



Player number – counting from the Start Player who is player 1.



Example 1: Player Set-up Chart – this is where player 2 in a 2 player game, player 3 in a 3 player game or player 3 in a 4 player game, puts his 4 Dinos.

Actions on a Turn

A. Select Cards & Tiles

On Turn 1 of Each Period

In Turn Order each player takes:

- 1 Environment Card. The card may be the face up card or come from the top of the deck.
- AND**
- 1 Action Tile and replaces it with his Player Dinosaur.

On Turns 2 and 3 of Each Period

- In turn order each player takes 1 Action Tile and replaces it with his Player Dinosaur.

After each player's turn, replace the face up Environment Card if it was drawn.

B. Play Cards & Tiles & Perform Actions

Once the Cards & Tiles are chosen, the player order for playing them is then determined by the order of the Players' Dinosaurs on the Action Tile Spaces.



Example 2: Red has chosen the Action Tile from space 5, Green from space 3, Blue from space 6 and Orange from space 1. This results in an Orange, Green, Red, Blue order for the play of cards & tiles this turn.

In this order, each player plays his card and/or tile. When both a Card and a Tile are held **either may be played first**. Each Card and Tile gives the player specific actions. At the end of his turn the player takes back his Player Dinosaur from the Action Tile space, then the next player takes his turn.

Used Environment Cards go in a discard pile.

At the End of Each Game Turn:

- Any unused Action Tiles from that turn are slid down the number sequence to occupy the highest numbered Action Tile space or spaces possible, maintaining their same relative order on the number sequence. A white Dino Token is placed on each card. Cards may accumulate multiple white Dino Tokens.
- The used Action Tiles are shuffled and placed face up onto the empty Action Tile Spaces.



Example 3: The 2 unused Action Tiles are repositioned. The Tile from the higher numbered space will go to space 6 and the other Tile to space 5 (maintaining their same relative positions). Continuing the previous example, the Hatch Tile from space 4 is moved to space 6 and the Raptors Tile is moved to space 5. A white Dino Token is placed on each of these Tiles.

White Dinosaur Tokens

When a player draws an Action Tile with one or more white Dino Tokens on it, the player swaps them for the same number of his Dino Tokens and places them anywhere on the board in any of his **existing** herd or herds. **This may be done at any point during his turn. They may not be kept.**



Placement Rules

Each player starts with 4 Dinosaurs in the Swamp. Environment Cards allow players to start up new herds on the board. The various Action Tiles allow more Dinosaurs to be added to or subtracted from, existing herds and allow herds to move.

The Environment Cards

Environment Cards give players 3 new Dinosaurs to place on the board in the environment shown on the card. They may be placed in any of the 3 areas in that environment, in any combination.



Example 4: Green draws a Mountain Card (red) which gives 3 Dinosaurs for placement in the Mountains – 1 in each area, or 2 in one area and 1 in another area, or all 3 in just 1 area. Shown here are 3 of the ten possible ways to add the 3 Dinosaurs to the 3 areas of an environment.

Rules Of Placement Within An Area.

Each area has 3 Habitats, which are arranged left to right. On the left is the largest habitat, the Primary Habitat. Next in size is the Secondary Habitat. On the right is the smallest Habitat, the Tertiary Habitat.



- Only one herd of Dinos can live in each Habitat, so 3 herds is the maximum number of herds an area can hold.
- Each player can only have 1 herd in an area, so if a player brings a second herd into that area it will join his existing herd.
- Herds in an area are ranked in terms of size and the largest herd goes into the Primary Habitat, next largest into the Secondary Habitat and smallest into the Tertiary Habitat.
- The first herd to enter an area goes into the Primary Habitat. When another herd enters it will either take over the Primary Habitat if it is larger (and push the existing herd into the Secondary Habitat) or it will occupy the Secondary Habitat if it is the same size or smaller. The same occurs when a third herd enters, it may displace the existing herd from either the Primary or Secondary Habitats depending on its size or it will go into the Tertiary Habitat if it is smaller than both existing herds.
- When a herd is displaced from the Primary Habitat, it will move into the Secondary Habitat and displace the original herd there into the Tertiary Habitat. A herd displaced from the Tertiary Habitat is made extinct and the Dinos are returned to that player's supply.



Example 5: Green draws a Desert Environment Card (yellow) and places 3 Dinos in this Desert area. They join his existing herd bringing it to 4. Since this herd is larger than the other herds it moves into the Primary Habitat and displaces the Blue and Orange herds into the Secondary and Tertiary Habitats respectively.



Example 6A: Red draws a Desert environment Card and places 3 Dinos in this Desert area.

Example 6B: The Red herd is larger than the Orange herd, so it takes the Secondary Habitat and displaces Orange into the Tertiary Habitat. Green is again displaced from the Tertiary Habitat and made extinct.



The Action Tiles

1. New Environment

When the player plays the New Environment Action Tile he chooses any one of the 4 environments and adds 3 Dinos in any combination to the 3 areas in it. This is done in the same manner as with Environment cards. The Dinos can make new herds in areas where the player has none or can be added to existing herds a player may have in that environment.



2. Herd Growth

When the player plays Herd Growth he adds 3 Dinos to one existing herd and 2 Dinos to another existing herd, anywhere on the board.



Example 7: The Red player plays the Herd Growth Tile and adds 3 Dinos to his herd in the forest and 2 Dinos to his herd in the swamp.

3. Herd Migration

When the player plays Herd Migration he can migrate 2 of his herds. The player nominates which 2 herds will migrate and then migrates each herd separately. No Dinos that moved as part of the first migration can be involved in the second migration.



When a herd migrates the Dinos move to an adjacent area. They may split up and move to as many adjacent areas as the player wants. Some Dinos may stay in the original area and not move at all.



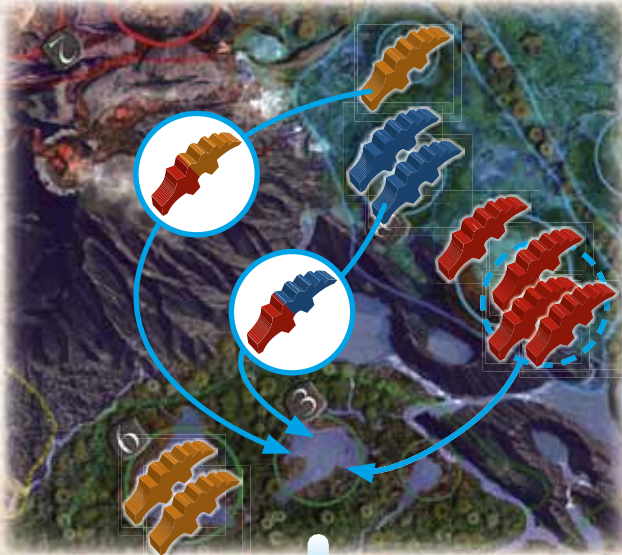
Important: All movement in the game is to adjacent areas. Two areas only touching at their corners are **not adjacent**. Environments have an inner (near the volcano) , middle and outer area. When moving to a new environment, Dinos in inner areas move to the inner area of the new environment, middle areas to middle areas of the new environment etc.

Migration within the same environment is free, but **ANY TIME** migration to a different environment occurs, 1 Dino dies, due to environmental shock. Once a herd has taken this loss and moved into a new environment (adapted), it can later migrate within the same environment with no loss.



Example 8: The red player wants to move 3 of his herd from the Swamp into the adjacent Forest area. He loses 1 due to environmental shock, so 2 Dinos survive and must go in the Secondary Habitat in the Forest. Note: 1 Dino remains in the original Swamp area.

When a herd migrates, 1 Dino from each other players' herds in that same area get caught up in the migration and join the moving player's herd. 1 Dino from other herds in the area is returned to its owner and the migrating herd adds that number of Dinos to the moving herd. This is done before the herd actually splits up and migrates. At least 1 Dino from a herd must migrate for this to occur.



Example 9: Red again migrates 3 Dinos from the swamp. Blue has a herd of 2 and Orange has a herd of 1 in this area, so blue and Orange each lose 1 Dino and Red will gain 2 Dinos to his herd. Red now ends up with 4 Dinos in the Forest, Blue is left with 1 Dino and Orange no Dinos, in the Swamp. Also note that Red's herd of 4 goes in the Primary Habitat in the Forest area and Orange with 2 Dinos is displaced into the Secondary Habitat.



Example 10: This shows the end result of a herd of 7 Dinos migrating. 1 Dino remains in the starting Forest area, 2 migrate to the Swamp (1 dies), 2 migrate to the Desert (1 dies) and 2 migrate into the other Forest area (none die).

4. Hatch

When the player plays Hatch he chooses one existing herd and adds 3 new Dinos to it. He also gets to move the Pterodactyl Token up to 2 areas from its current location and places it in a new area and then removes up to 2 Dinos from that area. Each Dino removed can come from any Habitat in that area.



Example 11: Orange chooses this Swamp area where he has 1 Dino. He hatches 3 new Dinos which add on to his existing herd. He moves the Pterodactyl Token into the adjoining area causing Blue to lose 1 Dino and Red to lose 1 Dino. The 4 Orange Dinos will now take the Primary Habitat and displace Blue into the Secondary Habitat.

5. T-Rex

The T-Rex starts the game in the area shown on Page 2, outside the 3 habitats. This Tile activates the T-Rex and allows the player to move the T-Rex and eat other Dinos.



- When a player plays the T-Rex Action Tile, he replaces the current T-Rex piece with his colored Player T-Rex.
- He may move the T-Rex to an adjacent area and eat **UP TO** 5 Dinos from any herds there. OR
- He may move the T-Rex two areas away from its current location and eat **UP TO** 3 Dinos. Its second move may not be back into the area it started from.
- A player's T-Rex adds 3 to his Dino count in that area for purposes of determining herd size.
- After moving, the T-Rex piece is first positioned anywhere in the area, but not in any of the 3 habitats occupied by the players' Dinos. It has influence over the whole of that area and may attack herds in any of the 3 habitats there. After eating, it then moves into a Habitat appropriate to its Dino count of 3 displacing other herds as necessary. If this player has a herd of his own in this area, place T-Rex alongside other Dinos the player has in this area adding 3 to the Dino count and adjusting Habitats depending on his new herd size.

If T-Rex can't force its way into a Habitat because they all contain 3 or more Dinos, it simply remains in the area but outside the Habitats. Similarly if T-Rex is displaced from a Tertiary Habitat by a larger herd, it remains in that area but outside the Habitats.

A player may choose not to move T-Rex and forego its ability to eat other Dinos, in order to gain an advantage in its current location.

Note: The T-Rex must move in order to eat. (Any Dinos in the area where the T-Rex starts its move are safe).

A player's T-Rex remains on the board until replaced by the T-Rex of the next player to take the T-Rex Action Tile.

A player's T-Rex counts towards Presence in an environment. (See scoring Presence in all 4 environments Page 11.)



Example 12: Orange has the T-Rex Action Tile. He swaps the current T-Rex piece for his Orange one and moves it 1 area into this swamp area. He kills 3 of Red's Dinos and 2 of Green's Dinos. His T-Rex piece adds 3 to his Dino count in this area which means he has the "largest herd" (4 Dinos) and therefore moves into the Primary Habitat and pushes Red (2) into the Secondary Habitat. If on a subsequent turn another player takes T-Rex, Orange's herd size will again be 1 since he loses the 3 for the T-Rex piece.



Example 13 : Orange moves T-Rex 2 areas and eats 3 Red Dinos. Red and Orange each have 3 Dinos (Orange's T-Rex is worth 3), so Orange's T-Rex moves into the Secondary Habitat displacing Green (1) into the Tertiary Habitat.

6. Raptors

The 2 Raptors start in the areas shown on Page 2. They are placed in the area but not in any of the 3 habitats. This Tile allows the player to move one Raptor 1 area and the other Raptor 1 or 2 areas. Each Raptor that moves then:



- Eats **UP TO** 2 Dinos in that area. Then
- Scatters **UP TO** 2 Dinos to an adjacent area. Dinos must be scattered to the same environment they are currently in. Only when there is no habitat available (or blocked by a volcano- see below), can they be scattered to a hostile environment where they will suffer shock. If 2 Dinos from 1 herd can only be scattered to a new environment, they must go together, so after 1 dies due to environmental shock, the other may survive.

Note: If 2 Dinos of 1 player are scattered to the same area they displace a herd of 1 from its habitat.

- Steps A and B are done in this order, but within each step, the number of Dinos eaten and the number scattered, are done at the discretion of the Active Player. It is possible to eat 0, 1 or 2 Dinos and scatter 0, 1 or 2 Dinos.
- Rules for herd size and which Habitats herds occupy, must be observed during these steps.
- A player may choose to scatter Dinos from his own herd.
- A Raptor may enter an area already occupied by the other Raptor (or T-Rex).
- If a Raptor moves two areas it may not move back into the area it started from.

Note: Raptors must move in order to do actions A and B above.

Example 14: Orange draws the Raptors Action Tile and moves a Raptor into this Forest area. He eats 2 Red Dinos. Blue moves into the Primary Habitat, Orange into the Secondary and Red into the Tertiary Habitat. Then he scatters 1 Orange Dino to the area above and 1 Orange Dino to the area below. Orange now has the biggest herd in the upper forest area and takes over the Primary Habitat, displacing Green into the Secondary Habitat. Orange occupies the Primary Habitat in the lower forest area. With Orange gone Red moves into the Secondary Habitat.

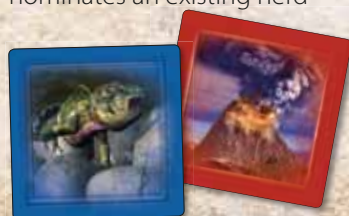


Player Counters

All players have 2 Counters that can each be used once only, during one of their turns in the game. Each player may only play one Counter per Period. It can be played before, during or after his other actions that turn. Once used, a Counter is placed on the Turn Track name for that Period to indicate this player has used a Counter during that Period.

1. Hatch Counter

This Counter works similarly to the Hatch Action Tile with the exception that it has no Pterodactyl function associated with it. The player nominates an existing herd and adds 3 new Dinos to it.



2. Volcano Counter

The player places this Counter in an area and it causes 2 Dinos in the Primary Habitat to die and 1 Dino from herds in the other two habitats to die (including his own). After the Active Player's turn finishes, the Volcano Counter stays in that area and is only removed at the start of that player's next turn. Whilst a Volcano Counter is in an area, no Dino may enter or leave the area by any game mechanism.

Exception: Raptors, the T-Rex and Pterodactyl may leave the Volcano area if players play the appropriate Tiles (but they may not enter it). Other than this, the Raptors, T-Rex and Pterodactyl are not affected by a Volcano.

While an area has a Volcano Counter, another Volcano may not be played in the same area.

Note: If a player goes first on one turn, then last on the next turn, his Volcano has effectively lasted two turns on the board.

The Pterodactyl

The Pterodactyl starts in the area shown in the set-up on Page 2. It is placed in the area but not in any of the 3 habitats.



When a player chooses the Hatch Action Tile, which gives 3 Dinos to one of his herds, he also gets to move the Pterodactyl up to 2 areas and eat up to 2 opponent's Dinos in the area where it is placed. The Dinos may be taken from 1 or more herds in that area.

The Pterodactyl remains in that location until the next player chooses the Hatch Action Tile and moves it. Like the other Predators the Pterodactyl must move in order to eat.



Example 15: The Pterodactyl is in the inner Desert area and when activated may move up to 2 areas. Shown here are the possible adjacent areas it could move to, which cost one toward its maximum movement range of 2 areas.

Scoring

After the listed number of turns are completed for each Period, a scoring occurs and Victory Points earned are scored by each player moving his Scoring Marker on the Score Track. Each Scoring has 2 phases:

1. Normal Scoring

All Players score the VP listed on the Scoring Stones attached to habitats where they have herds.



Example 17: In this area Orange earns 6 VP and Red earns 3 VP.



Example 16: Green wins with a count of 4 Dinos (1 Dino plus 3 for his T-Rex). Red and Orange both have 3 Dinos, but Red entered the area before Orange and retained the Secondary Habitat when Orange entered. Dinos only move into a better habitat when they outnumber a herd already there. Green gets 4 VP and Red gets 2 VP.

	TRIASSIC				JURASSIC			
2 PLAYER	TURN 1	TURN 2	TURN 3	SCORE	TURN 1	TURN 2	TURN 3	SCORE
	Special Scoring for P				---			
3 PLAYER	TURN 1	TURN 2	TURN 3	SCORE	TURN 1	TURN 2	TURN 3	SCORE
	Special Scoring for P				P			
4 PLAYER	TURN 1	TURN 2	TURN 3	SCORE	TURN 1	TURN 2	TURN 3	SCORE
	Special Scoring for P				P			
5 PLAYER	TURN 1	TURN 2	TURN 3	SCORE	TURN 1	TURN 2	TURN 3	SCORE
	Special Scoring for P				P			
Pterodactyl Kills 1	TURN 1	TURN 2	TURN 3	SCORE	TURN 1	TURN 2	TURN 3	SCORE
Optional longer game	Special Scoring for P				P			

2. Special Scoring

The type of Special Scoring depends on the Geologic Period and the number of players in the game.

There are 2 types of Special Scoring possible:

A. For Presence in All 4 Environments – “P”

8 Victory Points (VP) are scored by any players who have at least 1 Dino present in each of the 4 environments.

A player's T-Rex counts for this purpose.



Example 18: Red has a Dino in all 4 environments: One Dino in the Swamp, Mountains and Desert and his T-Rex in the Forest. He scores 8 VP.

B. For Environment Domination – “D”

In each of the 4 environments the players count their total number of Dinos across the 3 areas. T-Rex again counts as 3 Dinos. Do this for Mountains, Desert, Swamp and Forest.

The player with the largest total gets 8 VP and the 2nd largest total gets 4 VP. Ties are broken in this order: Most Primary Habitats, then most Secondary Habitats and then most Tertiary Habitats. If still tied: the tied player with the better habitat in the highest VP area wins.

Which type of Special Scoring and when it occurs for the different number of players possible is summarized on the Player Aid Chart.

Note: “P” means Presence in all 4 environments. “D” means environment Domination.



Example 19: Three players have a Dino count of 6: Red, Blue and Green. All 3 have 1 Primary Habitat and 1 Secondary Habitat. Green has no Tertiary Habitat so is beaten by Red and Blue, who each have one. The tie breaker then becomes the best habitat in the highest valued VP area, the 6/4 area. Red is in the Primary Habitat in this area and wins the tie. Red gets 8VP and Blue 4 VP.

CRETACEOUS				
TURN 1	TURN 2	X	COIN	
1	2			D
TURN 1	TURN 2	TURN 3	COIN	
1	2	3		D
TURN 1	TURN 2	X	COIN	
1	2			D
TURN 1	TURN 2	X	COIN	
1	2			P D
X	X	X	X	
Optional	1	2	X	P D

Example 20: In the 4 player game there is a “P” under the Score Stone of the Triassic and the Jurassic and a “D” under the Score Stone of the Cretaceous, so special scoring in the Triassic is for Presence in all 4 environments, in the Jurassic for Presence in all 4 environments and in the Cretaceous for environment Domination. Note that this chart also shows that the 4 player game does not use Turn 3 in the Cretaceous but ends after Turn 2.

Game End

After the scoring in the Cretaceous Period (Jurassic in a 6 player game), the game ends. The player with the most VP wins. Ties are broken by the player having the highest total Dino count (including T-Rex). If still tied use the number of Primary, then Secondary, then Tertiary, Habitats as the tie-breaker.

Important Rules

- Players may only have 1 herd per area. If a player brings more Dinos into this area by any means, those Dinos will join his existing herd.
- A herd is only forced into a smaller Habitat when a larger herd enters the area, not a herd of the same size.
- Herd Growth and Hatch actions only allow growth to existing herds.
- The Environment Cards and the New Environment Action Tile bring new herds onto the board.
- Raptors, T-Rex and the Pterodactyl:
 - Must move in order to eat.
 - Are not affected (killed) by Volcanoes.
 - May move out of a Volcano area (but not into it).
 - Are immune to shock.
- T-Rex pieces count as 3 Dinos and give a presence.
- If a herd is scattered it must be to areas within the same environment. Only when there are no Habitats available can Dinos be scattered to new environments, where they would suffer shock.
- Each player can only play 1 Player Counter per Period.

Changes for 2, 3, 5 and 6 Players

Play is exactly the same as the 4 Player Game, unless stated otherwise. The turn on which the game ends varies depending on how many players are in the game, as does the Special Scoring. These are summarized on the Player Aid Chart, where:

- Turns on the Turn Chart that are not used are marked with an X.
- The Special Scoring that occurs is listed under "Score" for each Period. "P" denotes Presence in all 4 environments and "D" denotes Domination of an environment.

2 Player Game

- The players draw an Environment Card on the **FIRST** and **SECOND** turns of the Triassic and Jurassic Periods. The Cretaceous is played normally with an Environment Card being drawn on Turn 1 only.
- There is no Special Scoring at the end of the Jurassic.
- The Special Scoring at the end of the Cretaceous has no VP for 2nd place, just 4 VP for the winner in each environment.

3 Player Game

- The Start Player Marker is passed 2 places to the left instead of 1, after turn 3 of the Triassic and Jurassic Periods (after scoring). On turns 1 and 2 of each Geologic Period the Start Player Marker is passed one player to the left, as in the standard game.
- The game ends after Turn 3 in the Cretaceous.

5 Player Game

- The Special Scoring in the Cretaceous is for both Presence and Domination.
- The game ends after Turn 2 in the Cretaceous.

6 Player Game

- Put the T-Rex Action Tile on space 4, without a White Dino Token at the start of the game and shuffle the remaining 3 Action Tiles and place them on spaces 1 to 3.
- The Pterodactyl when activated by the Hatch Action Tile only eats 1 Dino and not 2.
- The game ends after Turn 3 in the Jurassic.
- Special Scoring in the Jurassic is for both Presence and Domination.
- OPTIONAL RULE: To have three lots of scoring in the game, end the game after Turn 2 in the Cretaceous and Special Scoring in the Cretaceous is for Presence and Domination. In this case, Special Scoring in the Jurassic is only for Presence.

Acknowledgements

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Summary of Play

Set the board up as per page 2.

Turn Structure

Triassic Period: Turn 1, Turn 2, Turn 3.
Then score.

Jurassic Period: Turn 1, Turn 2, Turn 3.
Then score.

Cretaceous Period: Turn 1, Turn 2,
(Turn 3), Final scoring.

Randomly choose a start player who takes the Start Player Marker. Play in clockwise order from Start Player. After turn 1, Start Player Marker passes to the left and this player is the Start Player for Turn 2 etc.

Actions on a Turn

Turn 1: Take 1 Environment Card and 1 Action Tile.

Turns 2 and 3: Take 1 Action Tile.

Environment Cards and Action Tiles must be played on the turn they are drawn (they may not be kept in the hand).

Action Tiles

1. New Environment: Choose one of the four environments and add 3 Dinos to it.
2. Herd Growth: Choose 2 existing herds and get 3 Dinos for 1 herd and 2 Dinos for the other herd.
3. Herd Migration: 2 Herds can migrate. 1 Dino from any other player's herds joins the migrating herd.
4. Hatch: Chosen Herd gets 3 Dinos. Move Pterodactyl and eat up to two Dinos of your opponents.
5. T-Rex: Move the T-Rex one area and eat up to 5 Dinos or move two areas and eat up to 3 Dinos.
6. Raptors: First Raptor moves 1 area, 2nd Raptor moves 1 or 2 areas. Each eats 0-2 Dinos, then scatters 0-2 Dinos.

Environment Cards

Get 3 New Dinos.

Each card gives 3 Dinos in the environment shown: either Swamp, Forest, Desert or Mountains.

Placement Rules

All herds are placed in 1 of the 3 Habitats in each area, so 3 is the maximum number of herds possible in an area.

First herd to enter or the largest herd goes in the Primary Habitat. Smaller herds go in the Secondary and Tertiary Habitats and are ranked on their size.

Only when a larger herd enters does a herd get displaced.

T-Rex counts for 3 Dinos when determining herd size and adds to the owner's Dino count in that area.

Changing Areas

1. To the same environment - No loss.
2. To a different environment - Lose 1 Dino due to environmental shock.

Herd Migration - 2 Herds

Nominate a herd, which then can split up and move into as many adjacent areas as desired. Account for any environmental shock. Then nominate a 2nd herd, which may do the same.

The 2nd herd picked may not include Dinos that moved as part of the first herd migration.

Environmental Shock

Occurs when Dinos move out of one environment to a different environment - Lose 1 Dino.

No loss occurs moving between areas of the same environment

Player Counters

1. Hatch: One herd gains 3 Dinos.
2. Volcano: This is placed in 1 area and it causes 2 Dinos in the Primary Habitat to die and 1 Dino from the other two Habitats to die. It remains in place until that player's next turn and no Dinos may enter, leave or breed in that area whilst a Volcano Token is present. (except Raptors, T-Rex and Pterodactyl).

These can be used once per game during a player's turn.

Each player may only use 1 Counter per Period.

Scoring

1. Normal Scoring

All herds score the VP on the Scoring Stones of their Habitats.

2. Special Scoring

- A. Presence in all 4 environments - 8 VP.
- B. Environment Domination- 8 VP for 1st, 4 VP for 2nd.

For which Special Scoring occurs in each period see the Player Aid Chart (varies with the number of players).

Ties are decided in this order: Most Primary Habitats, most Secondary Habitats, most Tertiary Habitats, higher VP area.

Game End

The game ends after the scoring in Turn 2 or 3 of the Cretaceous Period (Turn 3 of Jurassic for 6 players).

The most VP wins and ties are broken by the highest total Dino count, then best Habitats.

