



A Game by Scott Almes / 2-4 Players / 45-60 Minutes

## COMPONENTS

- 4 Double Sided Central Boards
- 1 Round / Overview Board
- 4 Player Boards
- 4 Player Ranches
- 16 Rancher Meeples (Small, 4 each in 4 colors)
- 4 Lead Rancher Meeples (Large, 1 each in 4 colors)
- 15 Allosaurus Dinomeeples (Red)
- 15 Brachiosaurus Dinomeeples (Blue)
- 15 Raptor Dinomeeples (Green)
- 15 Stegosaurus Dinomeeples (Yellow)
- 11 Unique Dinomeeples (Purple)
- 4 Leaf Tokens
- 4 Meat Tokens
- 4 Supply Tokens
- 26 Barriers
- 1 Round Tracker
- 1 First Player Marker
- 20 Contract Cards (mini euro)
- 22 Research Cards (mini euro)
- 1 Wrangling Die [3 Nets / 2 Injuries / 1 Egg]

## SETUP

1. Place the Central Boards in the middle of the table in alphabetical order from A to D. Each of these boards are double-sided; select the side of the board appropriate to the number of players in the game. (*Player count is noted at the top of each board*)
2. Shuffle the Contract cards. Give each player a Contract Card dealt face-down. They may look at the card but should keep it secret from other players. This is a Private Contract.
3. Deal a number of Contract cards face-up above the Central Boards equal to the number of players plus one. These are Public Contracts.
4. Shuffle the Research cards. Deal 3 cards face-up below the Central Boards.

5. Place the Round/Overview board in the middle of the table so all players can see it. Place the Round Marker on the '1' spot.
6. Give each player the following:
  - a. 1 Player Board – this shows a resource tracker, as well as gameplay reference information.
  - b. 1 Player Ranch
  - c. 4 Rancher and 1 Lead Rancher meeples in their chosen color. Place 3 Ranchers and the Lead Rancher on your player board in your 'Rancher Pool'.
  - d. Place 1 Rancher meeple next to round 4 on the Round Card.
  - e. 1 Leaf, 1 Meat, and 1 Supply Token. Place these to the left of the player board with the resource tracker. When the tokens are off the board, they are considered to be '0'.
7. Sort the dinomeeples into piles by color. Set these so they are easily reached by each player.
8. Give the First Player Marker to the last person to visit a Dinosaur museum or determine first player using your own method.
  - a. The 2<sup>nd</sup> player gains 1 leaf
  - b. The 3<sup>rd</sup> player gains 1 meat
  - c. The 4<sup>th</sup> player gains 1 supply  
(If there is a lower player count, only gain bonuses up to the number of players)

You are now ready to begin!



## GAMEPLAY OVERVIEW

The game will take play over 6 rounds. Each round will progress through the following phases, many of which players will resolve simultaneously.

1. Collect Resources (Simultaneous)
2. Assign Ranchers (Turn Order)
3. Retrieve Ranchers (Simultaneous)
4. Arrange Ranch (Simultaneous)
5. Feed Dinosaurs (Simultaneous)
6. Breed Dinosaurs (Simultaneous)
7. Refresh Research and Contract Cards

The rounds are tracked on the Round/Overview board with the round tracker. This also gives an overview of all the different phases during a round.

### **PHASE 1: RESOURCE COLLECTION**

For each resource symbol you have in your ranch that is not covered by a dinosaur, collect a resource of that type. All players do this simultaneously.

Resources are counted by moving the resource tokens up and down on the track on the player board. A player cannot have more than 13 resources of each type. If the resource token is off the left side of the board, that means the resource is at value '0'. Players cannot have below 0 resources.

On the first turn, each player will collect 5 Leaf, 3 Meat, and 1 Supply resource as they will have no dinosaurs in their ranch. On future turns this will change as ranch spaces get covered. Some research cards may also give additional collection options.

### **PHASE 2: ASSIGN RANCHERS**

Starting with the player that has First Player Marker, players will now assign their ranchers to different spaces on the Central Boards to take actions. Each player places one rancher, or their lead rancher (who is equal to two ranchers) on one action space, and then the next clockwise player will place, and so on. This continues until all players have placed all their ranchers. If it is a player's turn to place but they have no ranchers left and no abilities to use, they are skipped and the next clockwise player has the opportunity to place ranchers/use abilities.

When it is a player's turn to place, they must choose which action they want to take. Each action has an area on the space for the rancher to be placed (circle with a meeple in the middle). If the chosen action space is empty, the player may place a regular rancher or their lead rancher in that space. If the space already has ranchers there, they must place 1 more rancher than the player with the highest amount of ranchers on that space. Only in this instance may a player place more than one rancher.

- Example A: If Tom has 1 rancher on a space, in order for Stacie to also place on that space, she

must place 2 ranchers or her lead rancher (which counts as 2 ranchers) there.

- Example B: If Julie has 1 rancher on a space and Ben has the equivalent of 2 ranchers on a space, in order for John to go there he must place 3 ranchers or his lead rancher plus a regular rancher there.

When placing ranchers, you execute the action associated with the space immediately.

When placing ranchers, the Lead Rancher counts as two instead of one. The Lead Rancher is crucial to help players access actions that have already been taken, or to make it more difficult for other players to access certain actions.

You cannot place a rancher on a space that **currently** has one of your own ranchers.

When placing a rancher on a space, you must fulfill the action of that space. If the space offers multiple actions, you must fulfill at least 1 of actions offered by that space.

- Example A: If you place a rancher on a contract space, you must pay the appropriate dinosaurs and gain the contract card. Otherwise you cannot place your rancher there.
- Example B: You cannot place your rancher on a space that requires a payment you cannot afford.

Here are some general rules for collection:

- When collecting resources, immediately adjust the resource track on your player board.
- When collecting dinosaurs or barriers, place these on your player board in the Dinosaurs and Barriers "Holding" area. They will be placed into your ranch during Phase 4. They are not yet considered to be in the player's Ranch and therefore cannot be used to collect Contracts or for spaces that require you to pay a dinosaur to take the action.
- When collecting a Public Contract card, if a player also meets the requirements to complete their Private Contract card, they may do so at this time. It does not cost an additional action to complete a Private Contract. If a player completes their Private Contract card they draw a new Private Contract card off the top of the Contract Deck.
- When collecting a Public Contract card, do not immediately replace it. Public Contract cards are replaced at the end of the round.

A detailed description of each action space can be found at the end of the rulebook

### **PHASE 3: RETRIEVE RANCHERS**

Players return all ranchers on the central boards to their respective Rancher Pool, including those in Medical Leave.

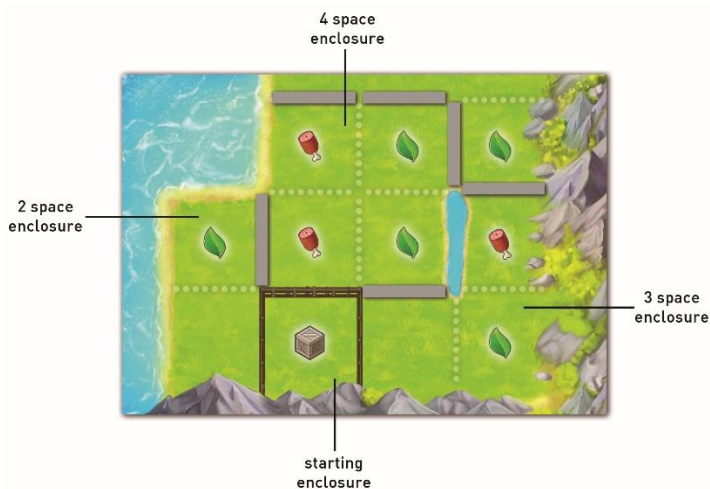
### **PHASE 4: ARRANGE RANCH**

The barriers and dinosaurs collected in the previous phase are now placed into their owner's ranch. Players perform this Phase simultaneously. When placing new dinosaurs and barriers, players must follow these rules:

- Barriers that were placed in an earlier turn cannot be moved.
- All dinosaurs in a ranch may be moved around as needed, even if placed on a previous turn.
- All dinosaurs must be placed inside an enclosure except for unique dinosaurs with research cards.

#### Enclosures

An enclosure is a grass area that is surrounded on all sides by any combination of barriers, mountains, and water. Each player's starting ranch will have one permanent enclosure surrounded by pre-printed barriers. Each ranch has natural mountains and water areas that can be used to easily create additional enclosures. An enclosure may be as small as one space or it may be many spaces, as long as it is surrounded on all sides by barriers, mountains, or water.



Each ranch space may only hold 1 dinosaur. Each enclosure can only hold dinosaurs that are the same type.

- Example: A Stegosaurus cannot be in the same enclosure as a Raptor.

If you cannot place a dinosaur into an enclosure, it escapes. Unique dinosaurs (those gained through research cards) do not need to be in an enclosure.

If you can place a dinosaur, you must.

#### Escaped Dinosaurs

Dinosaurs may escape during the game if they cannot be placed in an enclosure or if they cannot be fed.

Herbivore Dinosaurs that escape have their dinomeeple removed and placed back into the general supply. If at least one of your herbivores escapes, you must remove a barrier of your choice from your ranch. The rampaging dinosaur will knock down a barrier as it escapes! If multiple herbivores escape you still only lose one barrier. If losing a barrier causes other dinosaurs to no longer be properly enclosed, they do not escape now, but they also prevented from breeding in Phase 6.

Carnivore Dinosaurs also have their dinomeeple removed and placed back into the general supply. When at least one of your carnivore dinosaurs escapes, the player must discard another dinosaur of their choice from their ranch. If multiple carnivores escape you still only lose one other dinosaur.

If the dinosaur escaping is an omnivore, you may choose to treat it as an herbivore or as a carnivore and choose whether to destroy a barrier or discard a dinosaur.

If a unique dinosaur escapes, not only is the dinomeeple removed and returned to the supply but the associated research card is discarded as well. The card will be discarded to the Research discard pile face down.

### **PHASE 5: FEED DINOSAURS**

Players must now feed each dinosaur in their ranch. You may feed your dinosaurs in whichever order you prefer, but all dinosaurs must eat or they escape. Players do this simultaneously.

If a dinosaur can be fed then it must be fed! A player cannot choose to skip feeding a dinosaur.

On your player card, each dinosaur will show what kind of food it eats and how much. For example, the Stegosaurus eats 1 Leaf. The Allosaurus eats 2 Meat. Unique dinosaurs will describe what they eat on their cards.

You only pay the penalty for escaped dinosaurs once per round, per type (herbivore/carnivore).

### **PHASE 6: BREED DINOSAURS**

After feeding, the dinosaurs breed. Every two dinosaurs of the same type in the same enclosure will produce 1 dinosaur of that type. Dinosaurs not properly enclosed will not breed.

- Example: A player that has 3 Stegosauruses in one enclosure will gain 1 Stegosaurus
- Example: A player that has 4 Stegosauruses (either all 4 in the same enclosure or 2 each in 2 different enclosures) will gain 2 Stegosauruses

Any dinosaurs gained through breeding must be immediately placed into that player's ranch but do not have to be placed in the same enclosure as the dinosaurs that were used to breed them.

If the player has no room for these new dinosaurs, they escape! The normal rules and penalties for escaped dinosaurs apply.

### **END OF THE ROUND**

Refill Public Contract Cards so that there are 1 plus the number of players available. Discard all faceup Research Cards, facedown and reveal 3 new cards from the deck. If this is the end of the 6th round, the game is over, and players should proceed to 'End of Game/Scoring'. If this was not the 6th round, then the players will play another round.

The first player token does not rotate! It will stay with the player who currently holds it.

If this is the end of the 3th round, and you are about to start the 4<sup>th</sup>, then each player gains their extra rancher.

### **END OF GAME / SCORING**


At the end of the 6th round, the game ends. At this point, players will calculate their scores. Players get points in the following ways:

- Points for each contract, as stated on the card.
- Points for each dinosaur in their ranch (not in Holding):
  - The four standard types of dinosaurs have their point value referenced on the player board.
  - The unique dinosaurs have their point value referenced on their associated Research card.
- Points for each Science Research card, as stated on the card.

The player with the most points is the winner! If there is a tie, then player turn order, starting with the player who holds the first player marker, is the winner.

## **CENTRAL BOARD ACTION SPACES**

### **Dinosaur Wrangling Spaces & Wrangling Die**






Space	Action Description
	Roll the wrangling die to collect the dinosaur shown.

When a player places a rancher on one of these spaces, the player rolls the wrangling die. Then, the player should apply the results:




- Net: Collect 1 of the dinosaur shown
- Injury: Collect 1 of the dinosaur shown, but move your rancher(s) to the medical leave area on the Central Card.
- Egg: Collect 2 of the dinosaur shown. (Note: you must collect 2, even if you do not wish to have both!)

A note of caution: Be careful what dinosaurs you collect, because they will need to be fed later in the round!




### **Other Dinosaur Spaces**

	Pay one supply resource in order to collect one of the four basic dinosaurs. You do not need to roll the wrangling die.
	Pay one meat resource to collect either a raptor or an allosaurus. You do not need to roll the wrangling die.
	Pay one leaf resource to collect either a stegosaurus or a brachiosaurus. You do not need to roll the wrangling die.
	Pay one supply in order to instantly place a dinosaur into your Ranch.
	In addition, you may rearrange the barriers currently in your ranch however you'd like. At this time, it does not matter if this leaves dinosaurs outside of enclosures. That will be checked at the end of Phase 4.




### **Resource & Barrier Spaces**

	Collect 1 barrier.
	Collect 1 barrier and 1 supply.
	Pay 1 supply resource to collect two barriers.



	<p>Gain the 1<sup>st</sup> player token. In the next round, rancher placement will start with you.</p> <p>In addition, you may rearrange the barriers currently in your ranch however you'd like. At this time, it does not matter if this leaves dinosaurs outside of enclosures. That will be checked at the end of Phase 4.</p>
	<p>Pay two supply resource to collect three barriers.</p>
	<p>Collect the resources shown. In this example, you collect two supplies.</p>

### Research Card Spaces

	<p>Pay a leaf and a meat resource to collect a research card.</p>
	<p>Pay two supply resources to collect a research card.</p>
	<p>Discard any dinosaur from your <i>ranch</i> or <i>Holding Area</i> in order to collect a research card. You cannot discard a dinosaur from your Holding area.</p>

### RESEARCH CARDS

When collecting a research card, you have the option to select one of the cards in the face-up display, or to draw 3 from the top of the deck. If you draw 3 from the top of the deck, you must select one of the 3 drawn. Then place the remaining two cards face-up with the other research cards. If there are no cards face-up when you try to gain a research card, you must draw 3.




There are two types of research cards: Science and Dinosaurs. Both cards are placed face-up in front of you when gained. Research cards provide special benefits throughout the game and/or additional victory points at the end of the game.

Each research card is unique, and its ability is described in the text of the card.

The Dinosaur cards give the player access to unique dinosaurs. Each dinosaur card comes with a dinomeeples associated with it which you gain when you collect the card. Unique dinosaurs will also have to be fed, as described on the card. However, there are two notable differences between these dinosaurs and the others normally collected from the central board:

- Unique dinosaurs will not breed
- Unique dinosaurs have a special ability, as described on the card. These special abilities may interact with where the dinosaur is placed in a player's ranch.
- They do not need to be placed in an enclosure (and cannot be placed in an enclosure with other dinosaurs).

### Contract Card Spaces

	<p>Collect one of the face-up contract cards. You must discard the dinosaurs shown on the card in order to collect the card. Remember the dinosaurs must be in your ranch!</p>
	<p>Pay a supply to collect a contract. As above, you must discard the dinosaurs shown on the contract card.</p>
	<p>Pay a leaf and a meat to collect a contract. As above, you must discard the dinosaurs shown on the contract card.</p>

Contract cards allow players to trade dinosaurs for additional points. Collecting contracts is a good way to keep ranches from getting too full and to maximize points.

When collecting a Public Contract card, you may always complete a Private Contract card as well if you meet the requirements.

Dinosaurs used for collecting a Public Contract cannot be used for completing a Private Contract card. A player would need to trade 6 dinosaurs to collect both a Public Contract AND complete a Private Contract.

When a Public Contract card is collected, it is not replaced until the end of the round.