





8 | 9 | 10 | 11 | 12 | 13

7

6

5

4

3

2

1

**RANCHERS**

**STEGOSAURUS**  
HERBIVORE  
2

**VELOCIRAPTOR**  
CARNIVORE  
3

**BRACHIOSAURUS**  
HERBIVORE  
3

**ALLOSAURUS**  
CARNIVORE  
4

**HOLDING AREA**

**ESCAPING DINOSAURS**  
Apply each penalty once a round:

HERBIVORES:

CARNIVORES:

8 | 9 | 10 | 11 | 12 | 13

7

6

5

4

3

2

1

**RANCHERS**

**STEGOSAURUS**  
HERBIVORE  
2

**VELOCIRAPTOR**  
CARNIVORE  
3

**BRACHIOSAURUS**  
HERBIVORE  
3

**ALLOSAURUS**  
CARNIVORE  
4

**HOLDING AREA**

**ESCAPING DINOSAURS**  
Apply each penalty once a round:

HERBIVORES:

CARNIVORES:

6 | 7 | 8 | 9 | 10 | 11 | 12 | MAX 13

**SCIENTIST**

MAX: +

MAX: +

MAX: +

MAX: You choose

12

11

10

9

8

7

6

5

4

3

2

1

6 | 7 | 8 | 9 | 10 | 11 | 12 | MAX 13

**BREEDER**

MAX: +

MAX: +

MAX: +

MAX: +

12

11

10

9

8

7

6

5

4

3

2

1









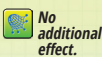





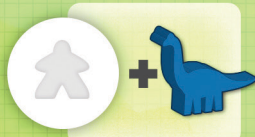
**FREE RANGED INOS**



 **Immediately send  
your Rancher(s)  
to *Medical Leave***



 Gain an additional Dinosaur of the space's type.



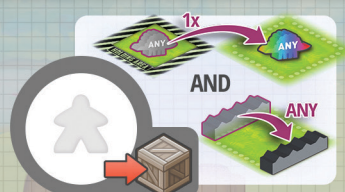
DINO MARKET



## CONTRACTS



# BARRIERS



# RESEARCH



# DOMINION MARKETING



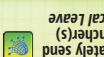
**THE SONIC ARCADE**



Gain a Dinosaur and then roll the Wrangler Die:

-  Immediately send your Rancher(s) to Medical Leave
-  No additional effect
-  Gain an additional Dinosaur of the space's type.

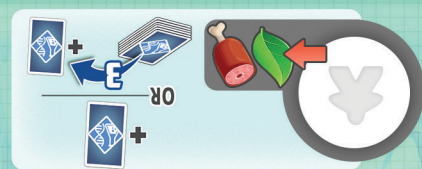
**No additional effect.**



## 4 PLAYERS



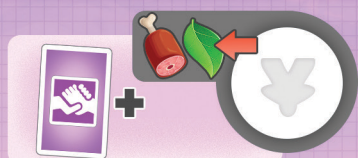
## ИЗДАТЕЛЬСТВО



BARRIERS



## CONTACTS



#### 4 PLAYERS





1-2 PLAYERS

**C**

+ +

+ AND

+ +

+

→ OR +

1-2 PLAYERS

**D**

+

+

+

+

+

+

3-4 PLAYERS

**E**

+ OR +

+

+

+

+

+

3-4 PLAYERS

**F**

+ OR +

+

+

+

+

+

+

+

+ + +



PRIVATE CONTRACTS

PUBLIC CONTRACTS

FULFILL A CONTRACT

2

Discard **Dinosaurs** to take a Public Contract from the row and then you may discard Dinosaurs to **pay for your Private Contract**.

7

Draw new Contract Cards to fill the row, up to the number of players +1.

DISCARD PILE

RESEARCH

CONDUCT RESEARCH

2

**Take a Research Card:**  
Take one of the cards from the row OR **draw 3 cards** and add them to the row, then choose 1 of those 3 cards to keep.

7

Discard all previous round's cards and **draw 3 new cards** for the next round's row.

PRIVATE CONTRACTS

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Discard all previous round's cards and **draw 3 new cards** for the next round's row.



ROUND

1

2

3

4

5

6

PHASES

1

RESOURCE COLLECTION

Gain resources from all unoccupied spaces in your Ranch.

2

ASSIGN RANCHERS

Place Ranchers, in turn order, onto action spaces to perform actions.

3

RETRIEVE RANCHERS

Take back all Ranchers from Action Mats, and Ranchers and Dinosaurs from Medical Leave.

4

ARRANGE RANCH

Place all Dinosaurs and Barriers from your Holding Area into your Ranch.

5

FEED DINOSAURS

Feed Dinosaurs in your Ranch. If you cannot, unfed Dinosaurs *Escape*.

6

BREED DINOSAURS

For each 2 of the same Dinosaur in an Enclosure, gain and place a newborn Dinosaur into your Ranch.

7

REFRESH FOR NEXT ROUND

Draw new Contract and Research Cards, and advance the Round Marker.

MEDICAL LEAVE

PUBLIC CONTRACT:

14

PUBLIC CONTRACT:

14

09

07

08

06

002

05

04

03

02

01

9

7

8

6

10

5

4

3

2

1

1st

TIE-BREAKER:

DINOSAURS

3

RESEARCH

2

CONTRACTS

1

FINAL SCORING:

PUBLIC

PUBLIC



**EGG INCUBATOR**



**6** You may pay 2 to add any 1 regular Dinosaur to your Holding Area.

1

**MOBILE BARRIERS**



**4** You may rearrange your Barriers (including those previously placed).

1

**RESOURCE CONVERTER**



**5** You may use up to 2 of a single resource type as another single type.

1

**RANCHER BIOMETRICS**



**2** After you have placed all of your Ranchers, you may place 1 of your Ranchers from Medical Leave onto an empty action space and take that action.

Tilt this card to indicate it has been used this round.

1

**SECURITY FORCE**




Prevent 1 Dinosaur from escaping each round and place it in your Holding Area instead (ignore its Escaping Penalty).

Tilt this card to indicate it has been used this round.

1

**ENCLOSURE UPGRADES**



You do not discard Barriers or Dinosaurs due to Escaping Dinosaur Penalties (the escaping Dinosaurs are still discarded).

1

**LABORATORY UPGRADE**



Gain any 1 resource of your choice any time you acquire a Research Card.

1

**ADRENO-INJECTORS**



**2** After you have placed all of your Ranchers, you may pay 1 to move 1 of your Ranchers from its current action space to a different empty action space and take that action.


Tilt this card to indicate it has been used this round.

1





**BREEDING CENTER**



**6** If you have only a single regular Dinosaur of one species, you may pay 1 to add a newborn Dinosaur of that species into your Ranch. *Newborn Dinosaurs cannot breed the round they are born.*

**1**

**UNIVERSITY SPONSOR**



**1** If you have the First Player Token, gain any 2 resources of your choice.

**1**

**DINO FOOD ADDITIVES**



**5** You may discard this card to feed ALL of your Dinosaurs.

**3**

**SUPER FOOD RESEARCH**

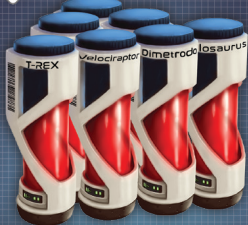


**5** If you:

- feed 3 different species of Dinosaurs, gain 1.
- feed 4 or more species of Dinosaurs, instead gain 2.

**1**

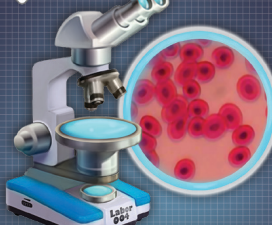
**CARNIVORE DNA-LOG**



★ At the end of the game, gain 1 if you have the most Carnivores in your Ranch. *If tied, gain 1.*

**\***

**HERBIVORE HEMO-LOG**



★ At the end of the game, gain 1 if you have the most Herbivores in your Ranch. *If tied, gain 1.*

**\***

**MAXIMUM HABITAT**



★ At the end of the game, gain 1 for every 2 Dinosaurs in your Ranch.

**\***

**ANKYLOSAURUS**



If you have the First Player Marker, any other player using the action to take it from you must also pay you 2.

**2**





### DEINOCHEIRUS

OMNIVORE

2 Once a round, instead of placing a Rancher on an action space, you may place it on this card. Then **collect resources** based on what is showing in your Ranch (as if it were ).

2

### DILOPHOSAURUS

CARNIVORE

2 You may send all your currently assigned Ranchers to *Medical Leave*.  
*Tilt this card to indicate it has been used this round.*

3

### DIMETRODON

CARNIVORE

1 Gain any **1 additional resource** of your choice if the *Dimetrodon* is orthogonally adjacent to *Water*.

3

### DIPLODOCUS

HERBIVORE

Gain any **1 resource** for each of your Ranchers leaving *Medical Leave*.

3

### DRACOREX

HERBIVORE

2 On your turn, in addition to placing a Rancher, you may clear a single action space of all Ranchers, sending them to *Medical Leave*.  
*Tilt this card to indicate it has been used this round.*

2

### GALLIMIMUS

OMNIVORE

5 Choose 1 **Dinosaur** in a space orthogonally adjacent to *Gallimimus*. That Dinosaur does not have to be fed this round.

2

### IGUANODON

HERBIVORE

1 Open Ranch spaces orthogonally adjacent to *Iguanodon* that produce a resource, **produce 2** of their resource instead of 1.

2

### MOSCHOPS

HERBIVORE

All 4 sides of *Moschops*' space count as *Barriers* for creating Enclosures. *Moschops* is always considered *Enclosed*.

3





# PLESIOSAURUS

CARNIVORE • WATER

Place Plesiosaurus into your Ranch's **Water Space** (you cannot acquire this card if another Water Dinosaur occupies that space).

**2** Plesiosaurus may be used as any Dinosaur species for fulfilling any Contract Card.

3

# PARASAUROLOPHUS

HERBIVORE

**1** Collect 2 of the **resource** (if applicable) from the Ranch space that Parasaurolophus is in.

2

# PTERODACTYL

CARNIVORE • FLYING

Pterodactyl may **share a space** with any other Dinosaur in your Ranch.

**2** You may spend 1 to move 1 Dinosaur from your Holding Area to your Ranch.

Tilt this card to indicate it has been used this round.

3

# PUBLIC CONTRACT:

7

# SPINOSAURUS

CARNIVORE

**2** On your turn, in addition to placing a Rancher, you may clear a single action space of all Ranchers, sending them to **Medical Leave**.

Tilt this card to indicate it has been used this round.

3

# TRICERATOPS

HERBIVORE

At the end of the game, gain an additional for each Dinosaur orthogonally adjacent to the Triceratops' space.

4

# TYRANNOSAURUS REX

CARNIVORE

**5** You may choose to feed Tyrannosaurus Rex **any regular Dinosaur** from your Ranch instead of 3 (discard that Dinosaur). If you do so, also gain 1 .



5




# PUBLIC CONTRACT:



9













 PUBLIC CONTRACT: 



  
  





 PUBLIC CONTRACT: 



  
  





 PUBLIC CONTRACT: 



  
  





 PUBLIC CONTRACT: 



  
  





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PRIVATE CONTRACT: 






PRIVATE CONTRACT: 








PRIVATE CONTRACT: 




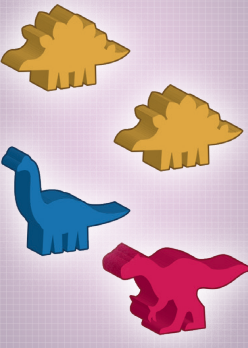



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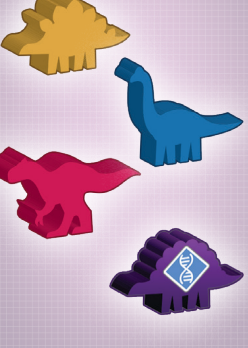



PRIVATE CONTRACT: 








PRIVATE CONTRACT: 




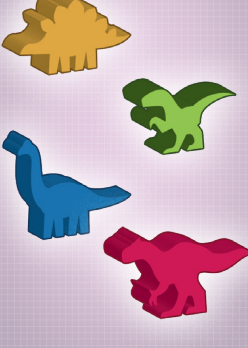


PRIVATE CONTRACT: 





PRIVATE CONTRACT: 





PRIVATE



PRIVATE



PRIVATE



PRIVATE



PRIVATE



PRIVATE




PRIVATE





PRIVATE




FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 


FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 


FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 


FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 


FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 


FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 


FILLS ALL ACTION SPACES ON:





EMPTY + 

Perform Action 

FILLS ALL ACTION SPACES ON:

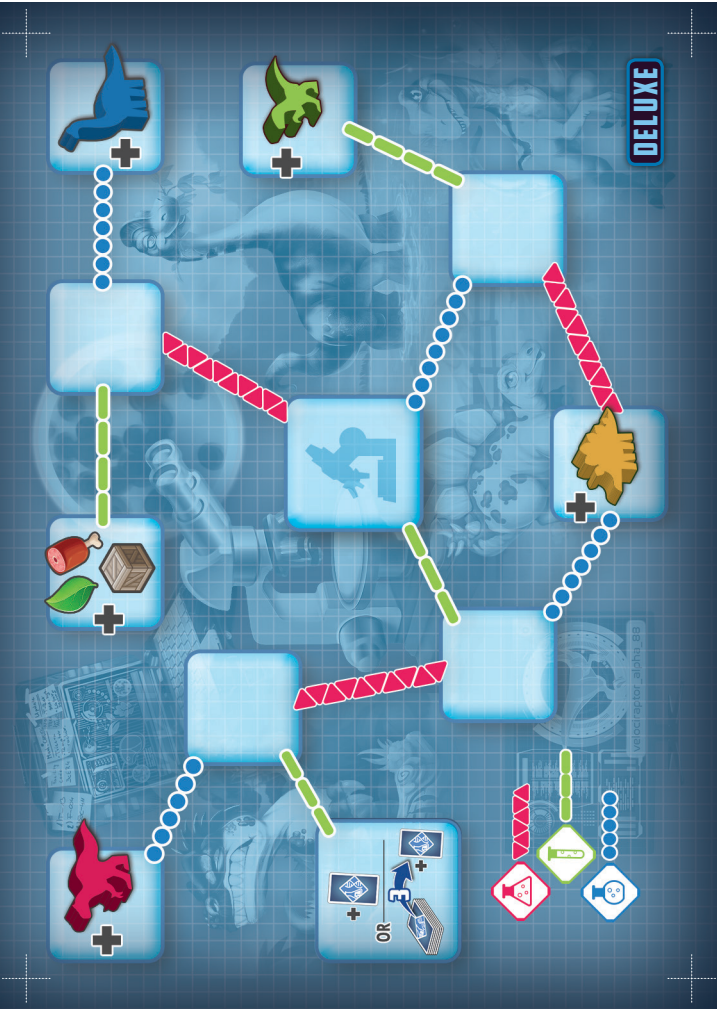
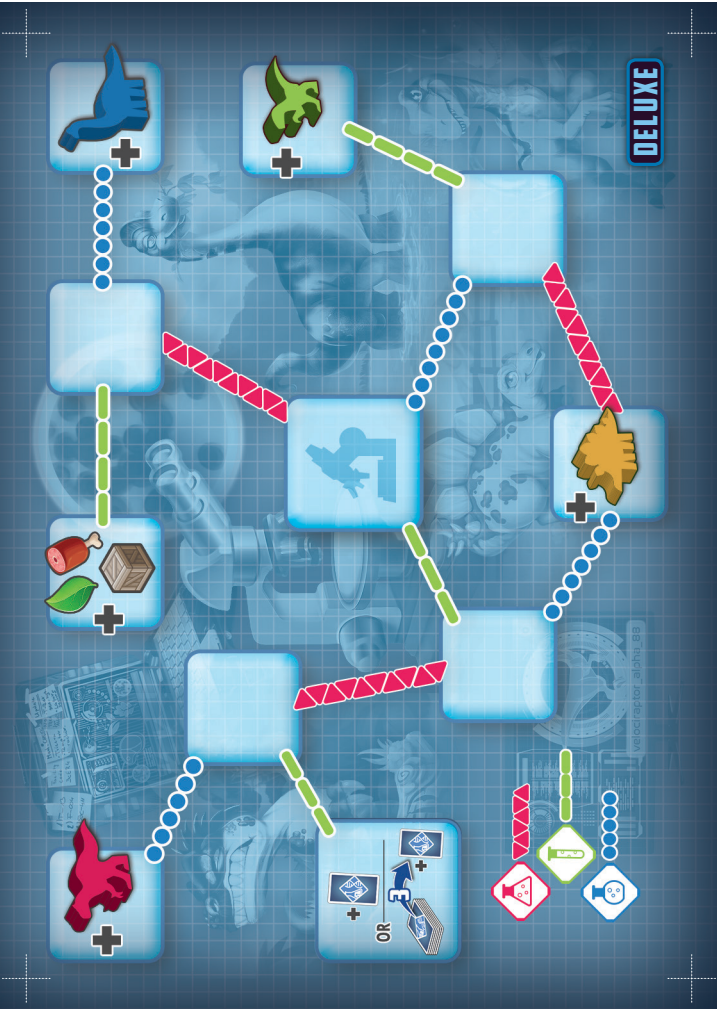


EMPTY + 

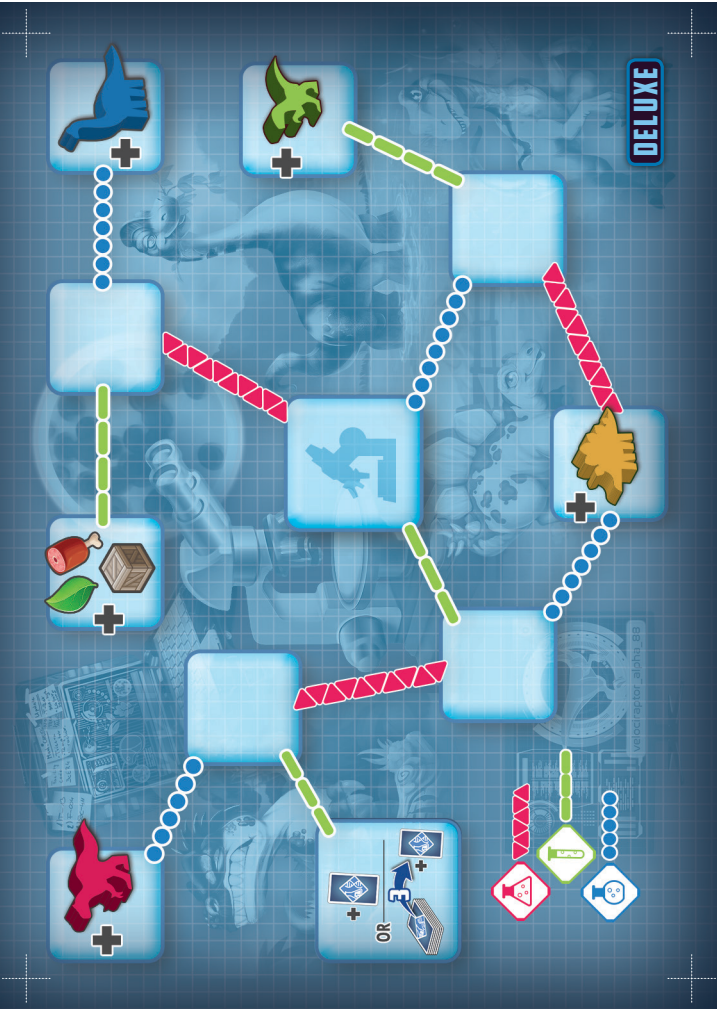
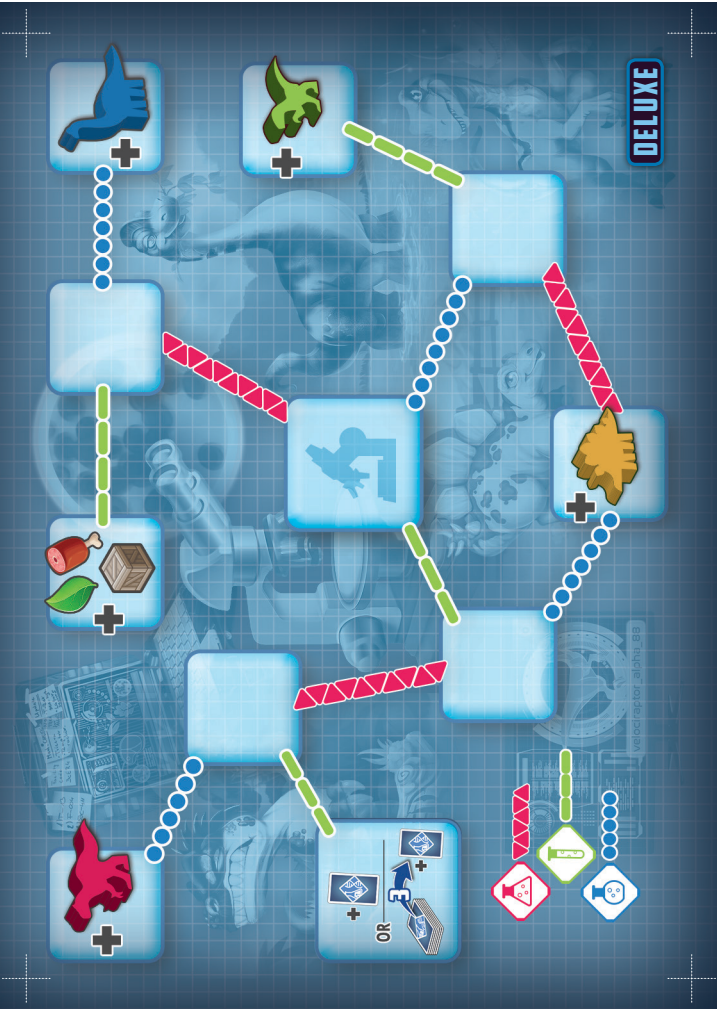
Perform Action 













### AERIAL SURVEYOR

**1** Collect **2 resources** of your choice if you have at least 3 Enclosures in your Ranch (including your Starting Enclosure).

**DELUXE** **1**

### FOSSIL MUSEUM

★ At the end of the game, score **1** for each different species of Dinosaur in your Ranch (max **5**).

**DELUXE** **\***

### GAMELYDON

HERBIVORE

Gamelydon may be placed in an Enclosure with regular Dinosaurs. *If so, it is then treated like that Dinosaur species for breeding and fulfilling Contracts.*

**DELUXE** **3**

### MOSASAURUS

CARNIVORE • WATER

Place Mosasaurus into your Ranch's **Water Space** (you cannot acquire this card if another Water Dinosaur occupies that space).

**2** When you perform an action of a **Contract** space, you may instead fulfill the top face-down Public Contract Card from the deck by discarding Mosasaurus and 1 Allosaurus from your Ranch.

**DELUXE** **5**





# Tiny Epic Dinosaurs - Wrangler Die

Die Color



Green375 C

Count: 1



Face Colors



Red 206 C



Blue285 C



Purple  
246 C