



1-3 PLAYERS



FREE
RANGER
DINOS



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



DINO
MARKET



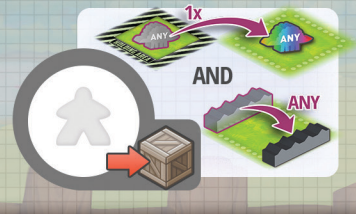
1-3 PLAYERS



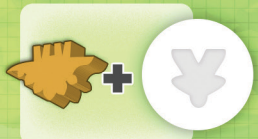
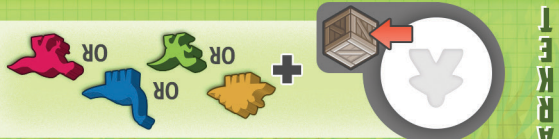
CONTRACTS



BARRIERS



RESEARCH



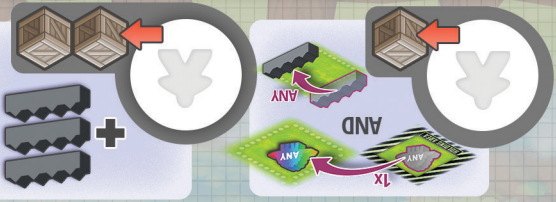
Gain a Dinosaur and then roll the Wrangler Die:
 Immediately send your Rancher(s) to Medical Leave
 No additional effect
 Gain an additional Dinosaur of the space's type



4 PLAYERS

4 PLAYERS

RESEARCH



BARRIERS



CONTRACTS



1-2 PLAYERS

1-2 PLAYERS

3-4 PLAYERS

3-4 PLAYERS

ROUND	PHASES	MEDICAL LEAVE
1	1 RESOURCE COLLECTION Gain resources from all unoccupied spaces in your Ranch.	
2	2 ASSIGN RANCHERS Place Ranchers, in turn order, onto action spaces to perform actions.	
3	3 RETRIEVE RANCHERS Take back all Ranchers from Action Mats, and Ranchers and Dinosaurs from <i>Medical Leave</i> .	
4	4 ARRANGE RANCH Place all Dinosaurs and Barriers from your <i>Holding Area</i> into your Ranch.	
5	5 FEED DINOSAURS Feed Dinosaurs in your Ranch. If you cannot, unfed Dinosaurs <i>Escape</i> .	
6	6 BREED DINOSAURS For each 2 of the same Dinosaur in an Enclosure, gain and place a newborn Dinosaur into your Ranch.	
7	7 REFRESH FOR NEXT ROUND Draw new Contract and Research Cards, and advance the Round Marker.	

09

70

80

90

002

05

40

30

20

10

9

7

8

6

01

5

4

3

2

1

15

TIE-BREAKER:

DINOSAURS

3

RESEARCH

2

CONTRACTS

1

FINAL SCORING:



EGG INCUBATOR



4 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



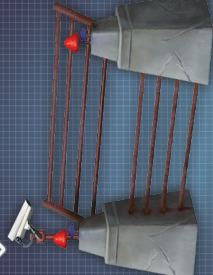
SECURITY FORCE



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 Dinosaur due to Escaping Dinosaur Penalties (the escaping Dinosaur are still discarded).

1




LABORATORY UPGRADE





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

1

ADRENAL-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

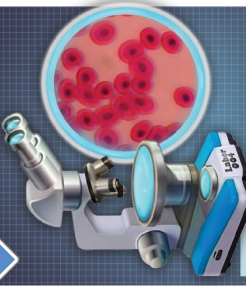


5  If you:

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


1





HERBIVORE HEMO-LOG

★ At the end of the game, gain 5★ if you have the most Herbivores in your Ranch. *If tied, gain 1★.*







ANKYLOSAURUS

HERBIVORE

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

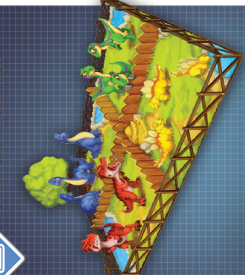




CARNIVORE DNA-LOG


★ At the end of the game, gain 5★ if you have the most Carnivores in your Ranch. *If tied, gain 1★.*






MAXIMUM HABITAT

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




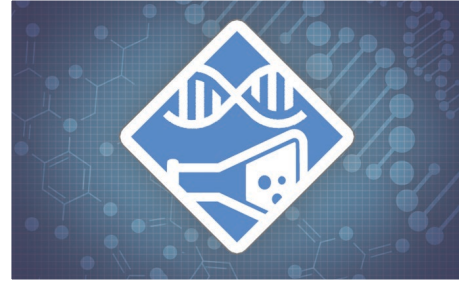
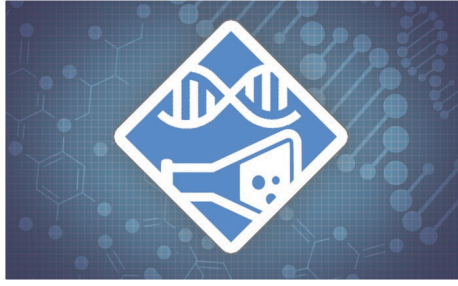


DEINOCHEIRUS

CARNIVORE

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 1★).





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

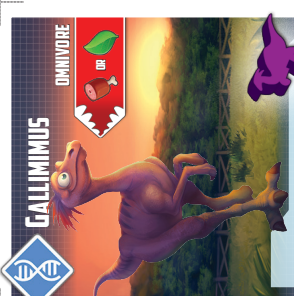
DRACOREX
HERBIVORE




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

HERBIVORE

PARASAUROLOPHUS

1

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

2

CARNIVORE - WATER

PLESIOSAURUS

2

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

CARNIVORE

SPINOSAURUS

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.

2

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

3

CARNIVORE - FLYING

PTERODACTYL

2

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.

2

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

3

CARNIVORE

TYRANNOSAURUS REX

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

HERBIVORE

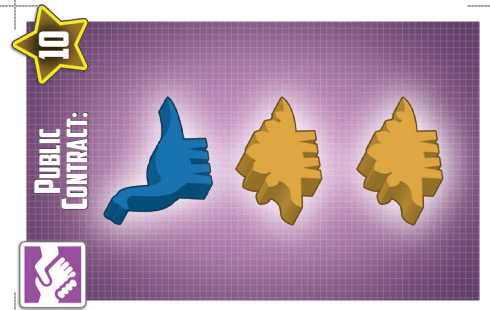
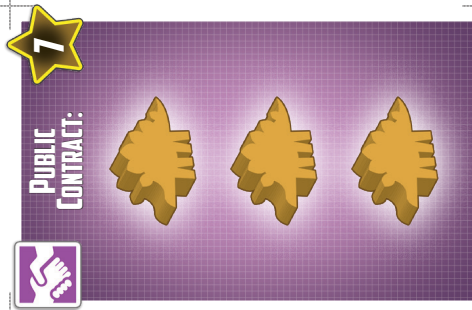
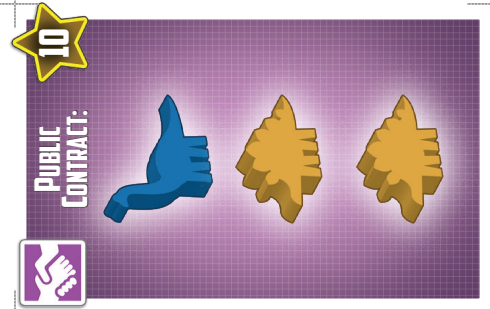
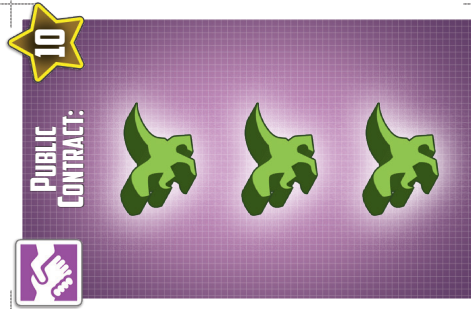
TRICERATOPS

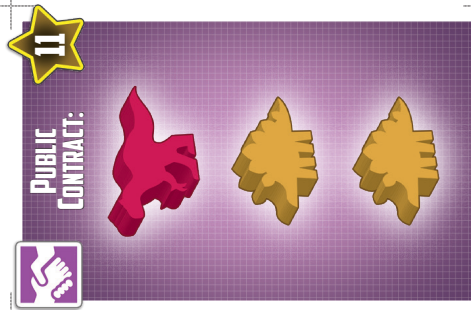
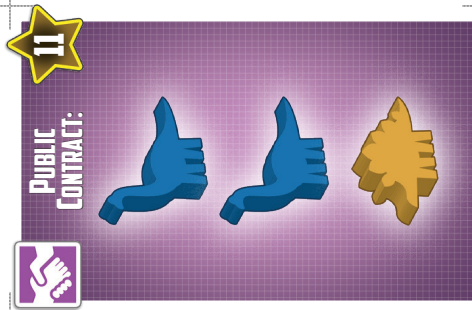
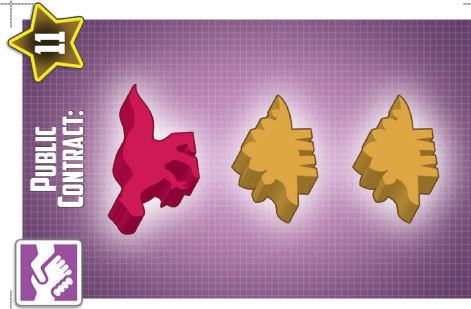
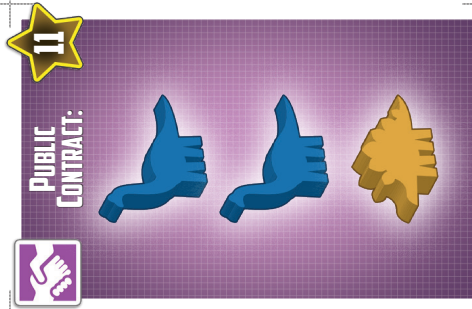
2

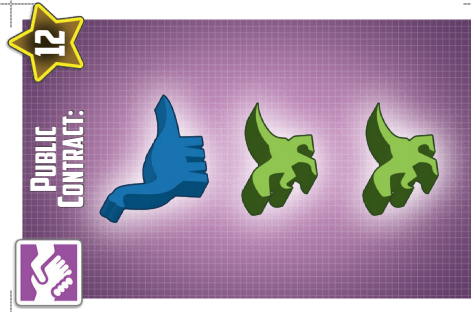
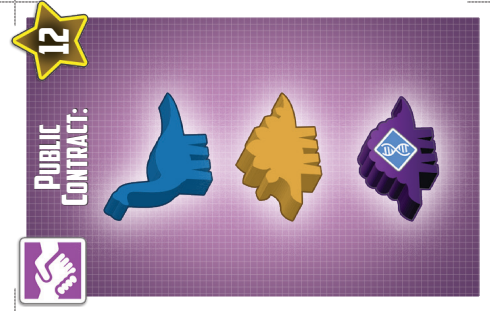
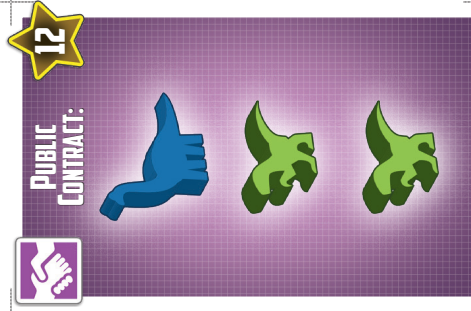
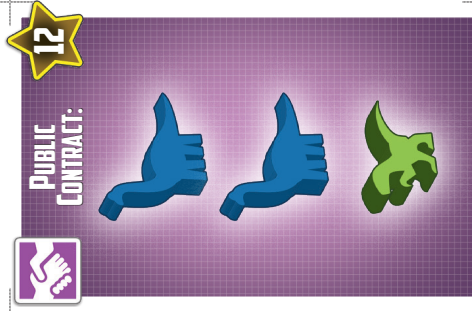
At the end of the game, gain an additional for each Dinosaur orthogonally adjacent to the Triceratops' space.

4




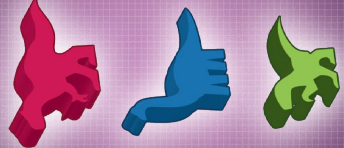








14

PUBLIC CONTRACT:



14

PUBLIC CONTRACT:




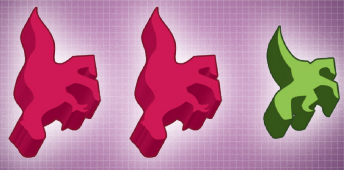
15

PRIVATE CONTRACT:



14

PUBLIC CONTRACT:





14

PUBLIC CONTRACT:



14

PRIVATE CONTRACT:



PUBLIC



PUBLIC



PRIVATE



PUBLIC



PUBLIC



PRIVATE



15

PRIVATE CONTRACT:



17

PRIVATE CONTRACT:



17

PRIVATE CONTRACT:



15

PRIVATE CONTRACT:



16

PRIVATE CONTRACT:



17

PRIVATE CONTRACT:



PRIVATE



PRIVATE



PRIVATE



PRIVATE

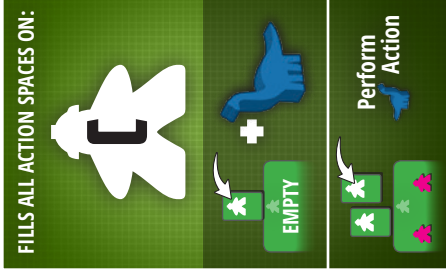
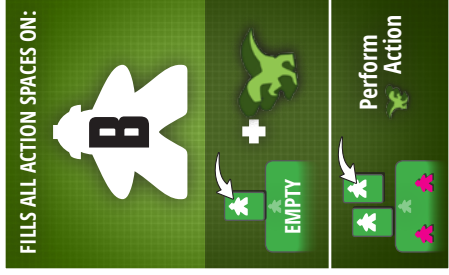
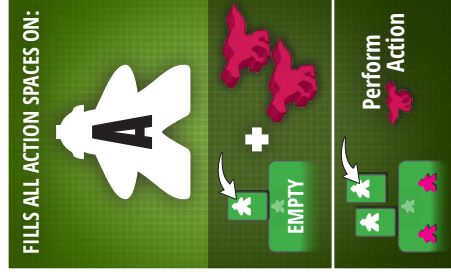
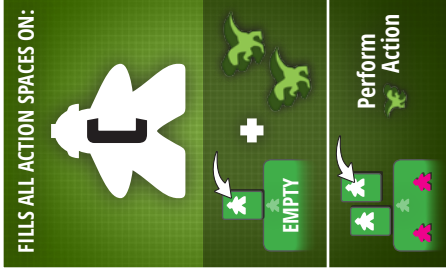
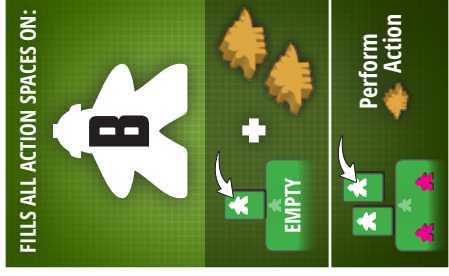


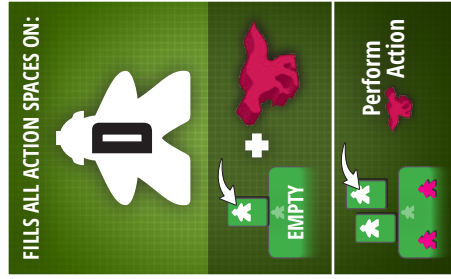
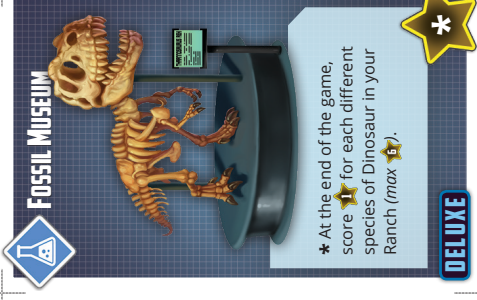
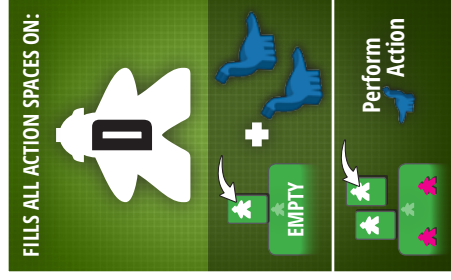
PRIVATE

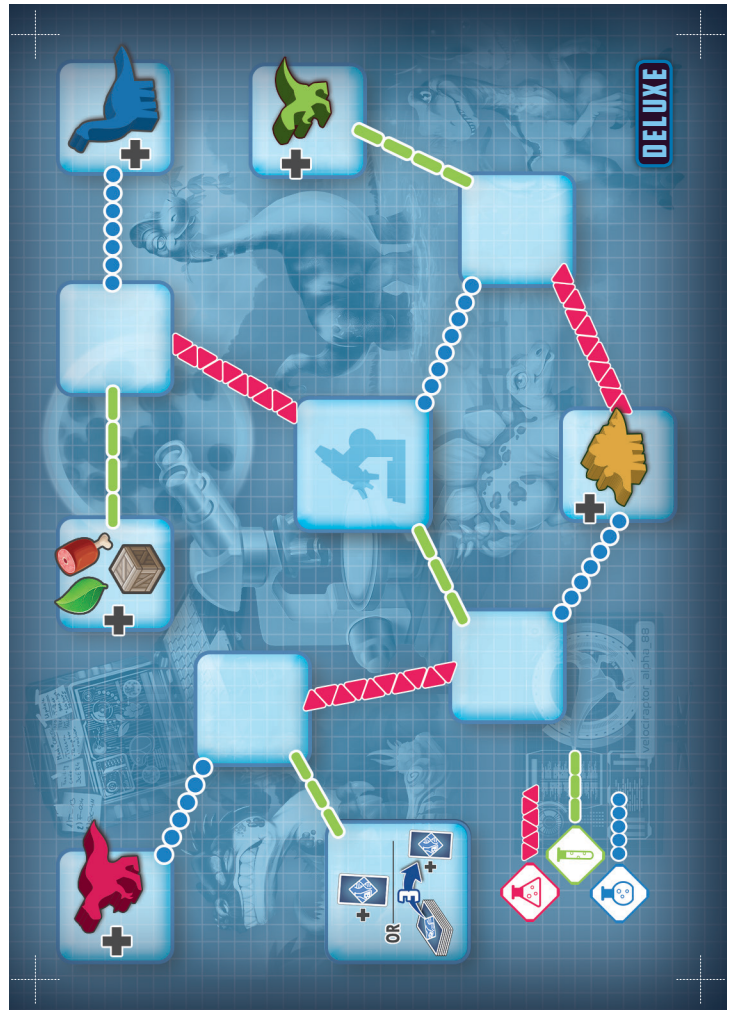
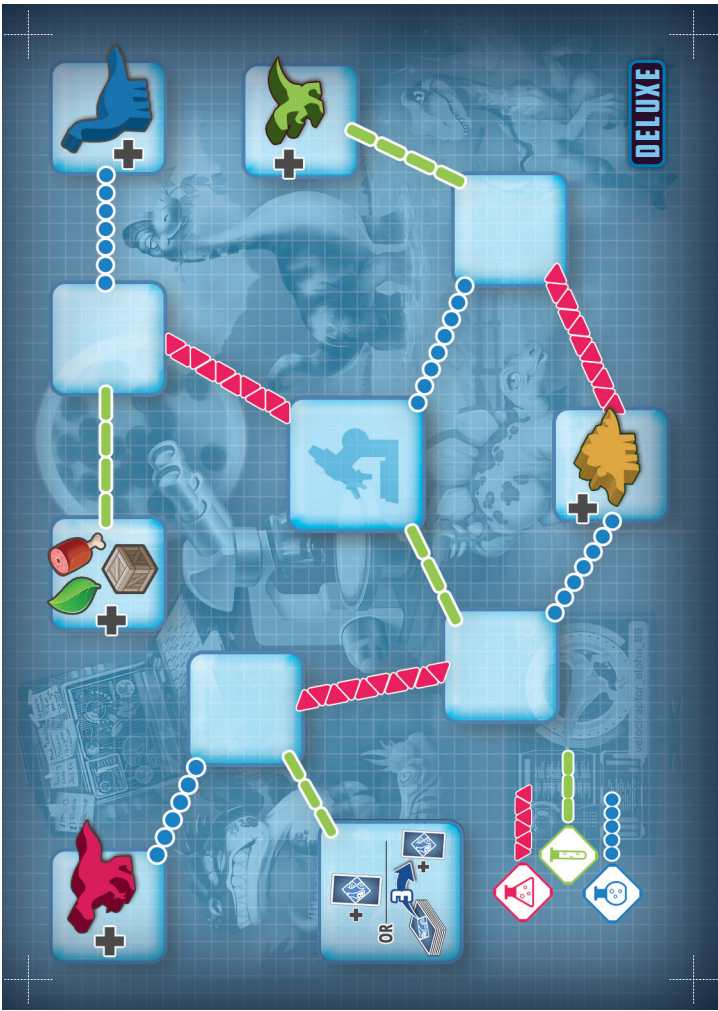


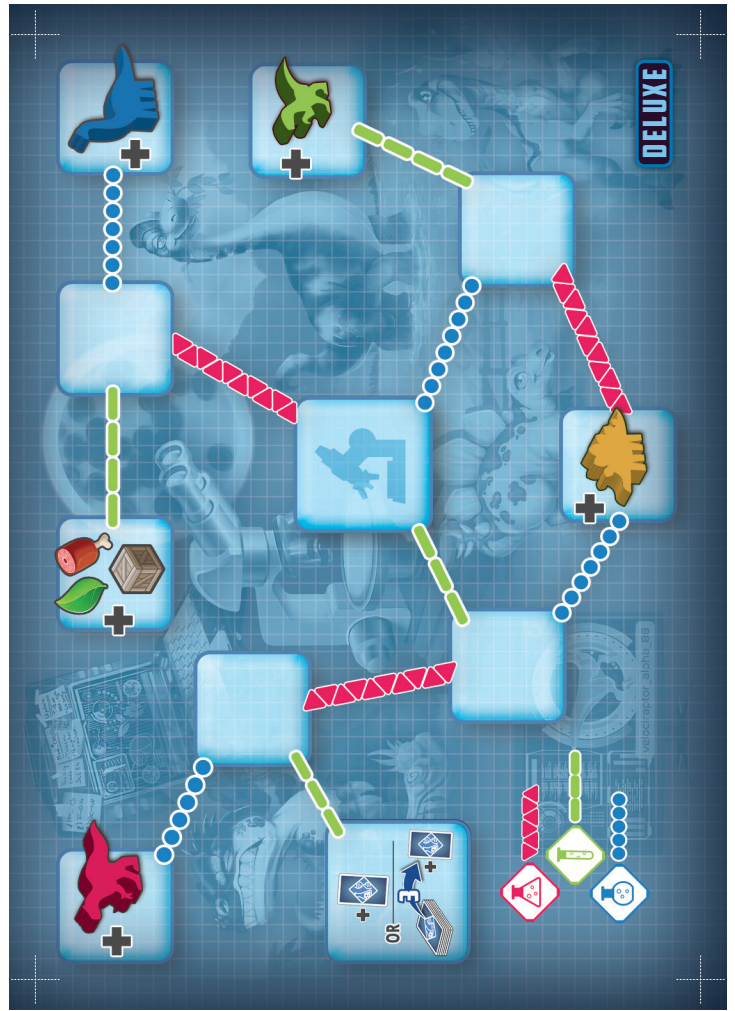
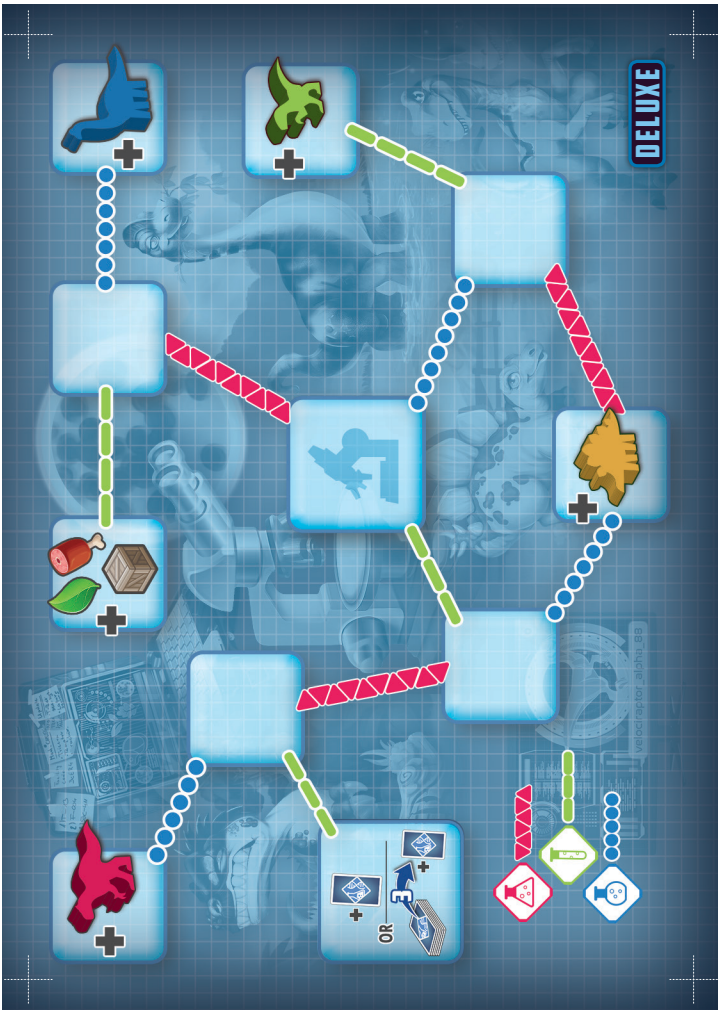
PRIVATE











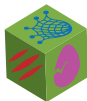
Tiny Epic Dinosaurs - Wrangler Die

Die Color



Green375 C

Count: 1



Face Colors



Red 206 C



Blue285 C



Purple
246 C