



A
1-3 PLAYERS

FREE RANGE 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

B
1-3 PLAYERS

CONTRACTS

BARRIERS

RESEARCH

C
1-2 PLAYERS

RESEARCH

D
1-2 PLAYERS

FEED DINOS

PUBLIC CONTRACTS

PRIVATE CONTRACTS

CONDUCT RESEARCH

RESEARCH

DISCARD PILE

ROUND

PHASES

MEDICAL LEAVE



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

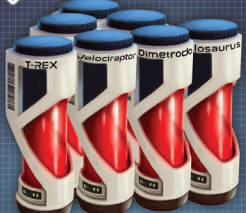
SUPER FOOD RESEARCH



5 If you:
• feed 3 different species of Dinosaurs, gain 1.
• feed 4 or more species of Dinosaurs, instead gain 2.

1

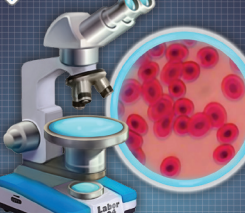
CARNIVORE DNA-LOG



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.

*

ANKYLOSOSAUR (HERBIVORE)



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

2


DEINOCEIRUS (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 1).

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

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 1 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: 7




PUBLIC CONTRACT: 9




PUBLIC CONTRACT: 10




PUBLIC CONTRACT: 10



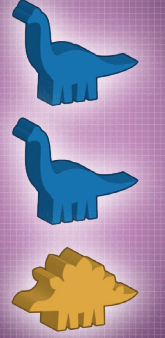
PUBLIC CONTRACT: 10



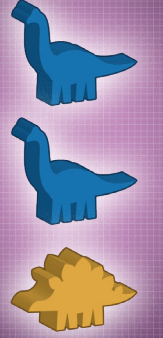
PUBLIC CONTRACT: 10




PUBLIC CONTRACT: 11




PUBLIC CONTRACT: 11



PUBLIC CONTRACT: 11




PUBLIC CONTRACT: 11





FILLS ALL ACTION SPACES ON:


A

EMPTY + 

Perform Action

FILLS ALL ACTION SPACES ON:

A

EMPTY + 

Perform Action

 PUBLIC CONTRACT:  11





 PUBLIC CONTRACT:  11












 PUBLIC CONTRACT:  11








 PUBLIC CONTRACT:  12






 PUBLIC CONTRACT:  12

FILLS ALL ACTION SPACES ON:


B

EMPTY + 



Perform Action




FILLS ALL ACTION SPACES ON:



B




EMPTY + 

Perform Action

 PUBLIC CONTRACT:  12



 PUBLIC CONTRACT:  12










 PUBLIC CONTRACT:  12








 PUBLIC CONTRACT:  13






 PUBLIC CONTRACT:  13

FILLS ALL ACTION SPACES ON:


C

EMPTY + 



Perform Action




FILLS ALL ACTION SPACES ON:



C




EMPTY + 

Perform Action

 PUBLIC CONTRACT:  13

 PUBLIC CONTRACT:  13

 PUBLIC CONTRACT:  13






 PUBLIC CONTRACT:  13





FILLS ALL ACTION SPACES ON:


D

EMPTY + 



Perform Action




FILLS ALL ACTION SPACES ON:



D




EMPTY + 



Perform Action




 PUBLIC CONTRACT:  14

 PUBLIC CONTRACT:  14



 PUBLIC CONTRACT:  14











 PUBLIC CONTRACT:  14















 PRIVATE CONTRACT:  14












 PRIVATE CONTRACT:  15




 PRIVATE CONTRACT:  15

 PRIVATE CONTRACT:  15

 PRIVATE CONTRACT:  16

 PRIVATE CONTRACT:  17







 PRIVATE CONTRACT:  17

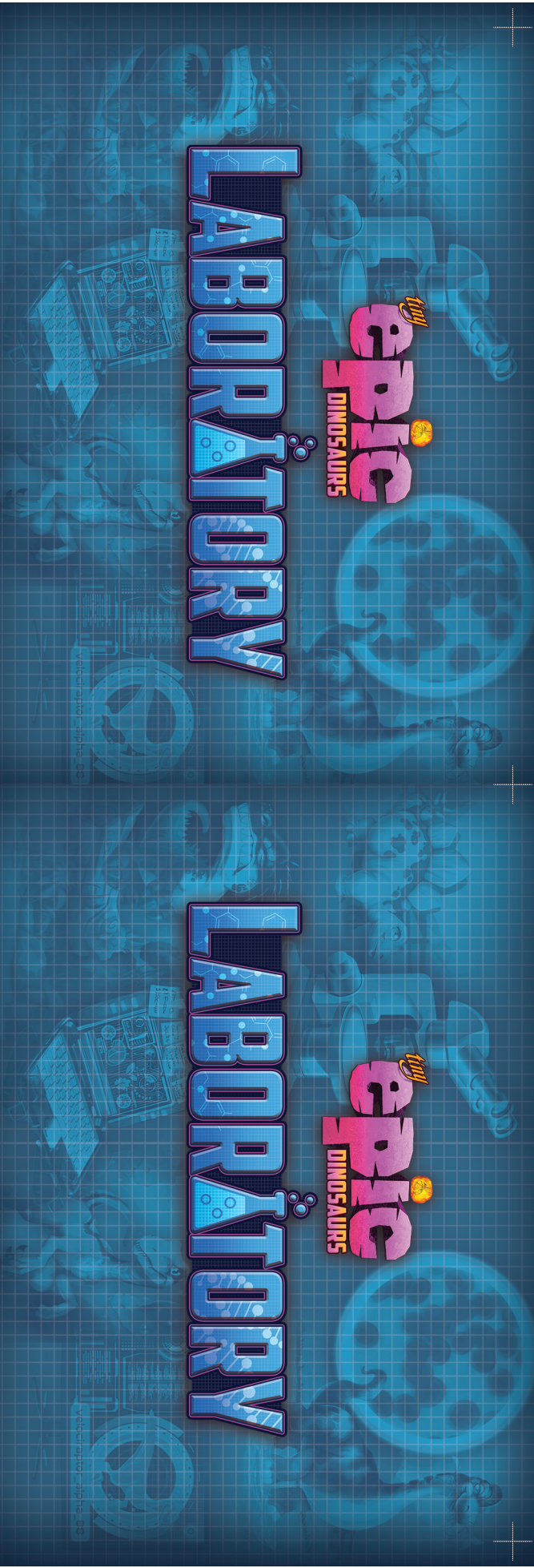


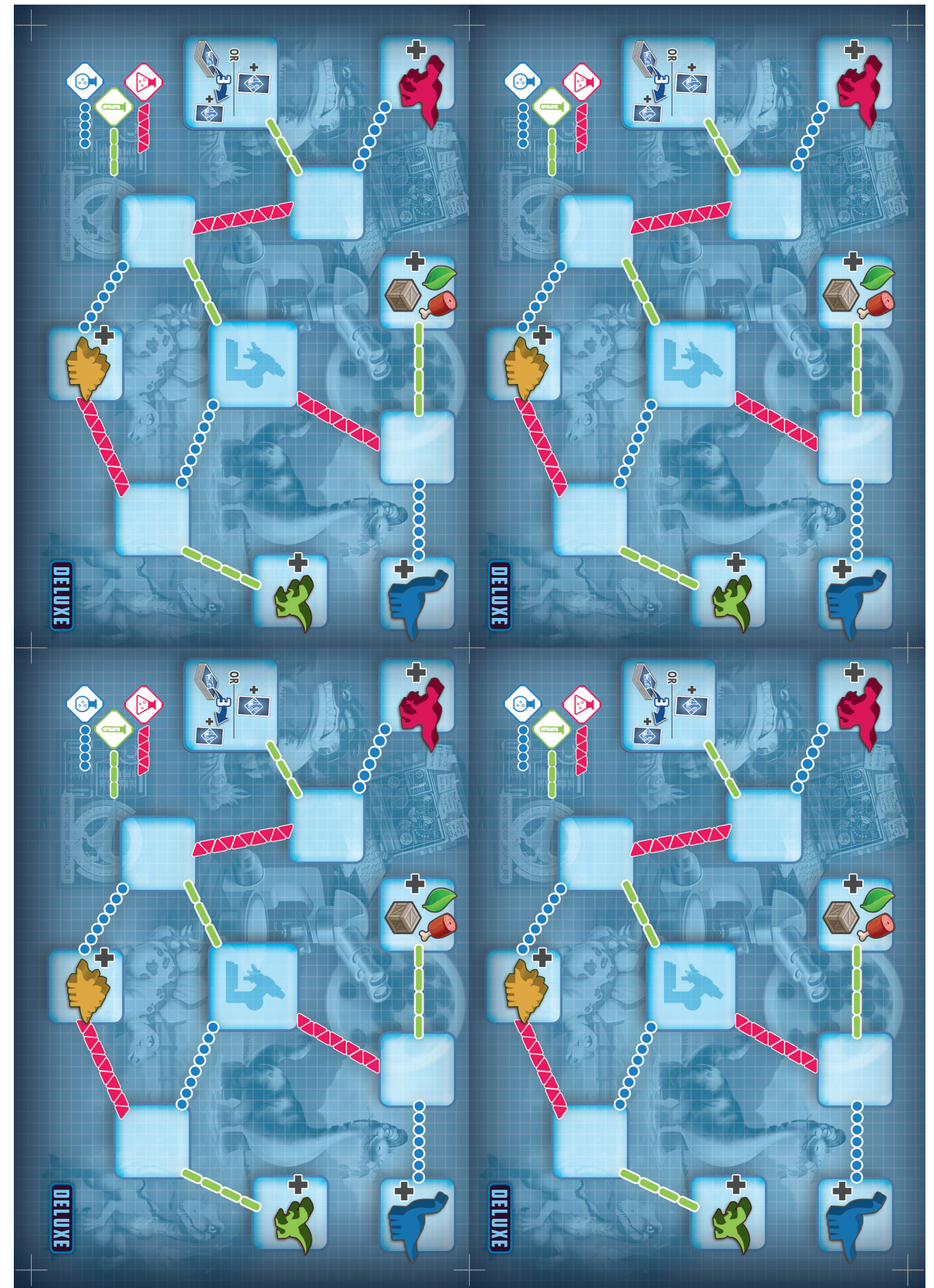



 PRIVATE CONTRACT:  17







Tiny Epic Dinosaurs - Wrangler Die

Die Color



Green375 C

Count: 1



Face Colors



Red 206 C



Blue285 C



Purple
246 C