

6

7

8

9

10

11

12

MAX13

CONTRACTOR

+

Take the lowest-value Public Contract Card. *Pay Dinosaurs as best it can to fulfill the card's cost. If there is a tie, take the tied card closest to the deck.

5

MAX

+

1st

2

3

4

4

MAX

+

1st

2

3

4

3

MAX

+

1st

2

3

4

2

MAX

+

1st

2

3

4

1

MAX

+

1st

2

3

4

6

7

8

9

10

11

12

MAX13

SCIENTIST

+

You choose

5

MAX

+

1st

2

3

4

4

MAX

+

1st

2

3

4

3

MAX

+

1st

2

3

4

2

MAX

+

1st

2

3

4

1

MAX

+

1st

2

3

4

6

7

8

9

10

11

12

MAX13

POACHER

+

You must discard one of your Barriers in your Ranch.

5

MAX

+

1st

2

3

4

4

MAX

+

1st

2

3

4

3

MAX

+

1st

2

3

4

2

MAX

+

1st

2

3

4

1

MAX

+

1st

2

3

4

6

7

8

9

10

11

12

MAX13

BREEDER

+

5

MAX

+

1st

2

3

4

4

MAX

+

1st

2

3

4

3

MAX

+

1st

2

3

4

2

MAX

+

1st

2

3

4

1

MAX

+

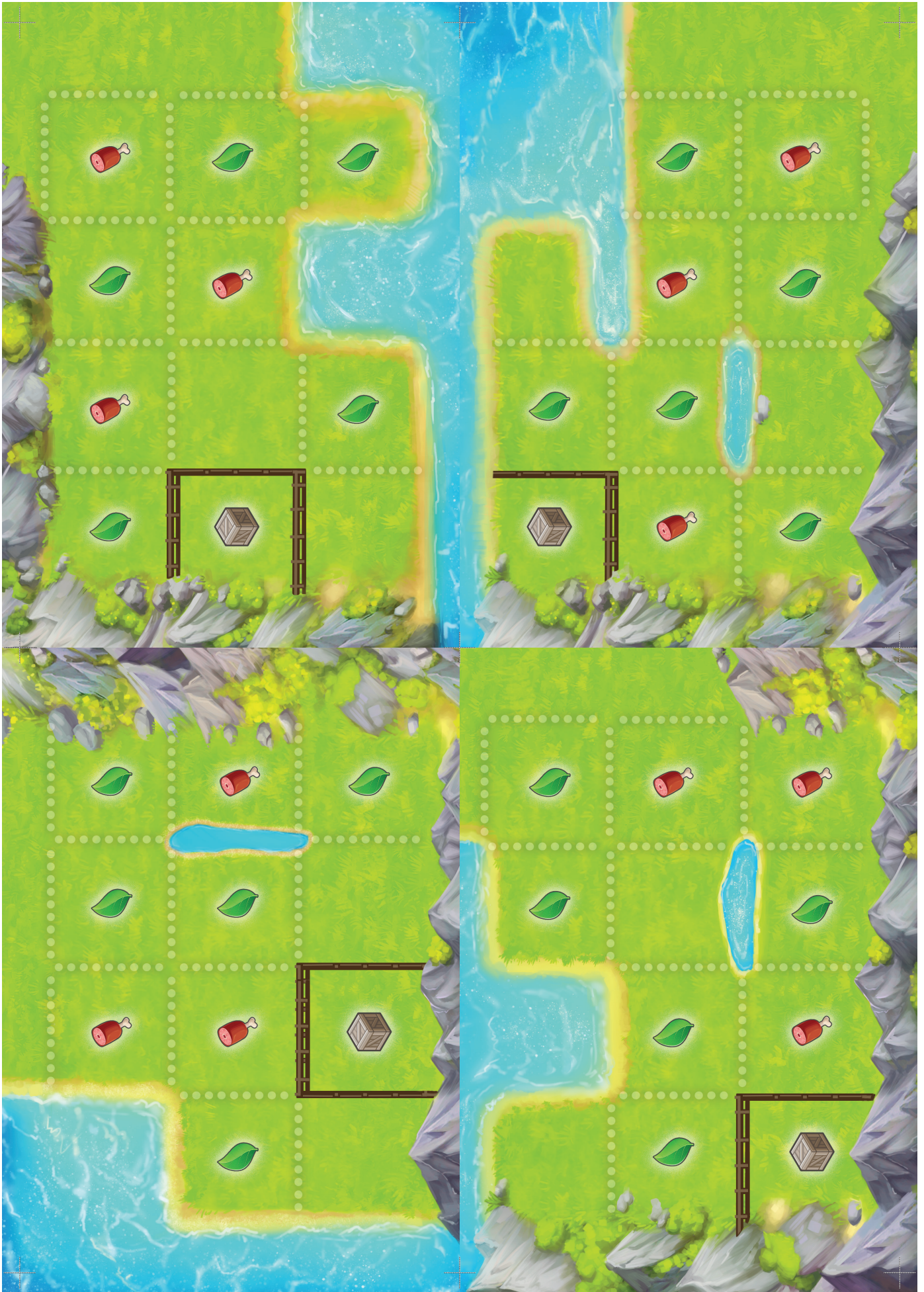
1st

2

3

4

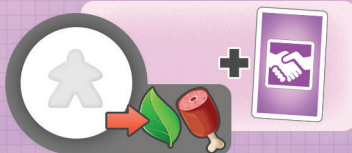




4 PLAYERS



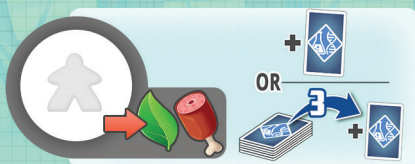
CONTRACTS



BARRIERS



RESEARCH



4 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



3-4 PLAYERS



RESOURCES



3-4 PLAYERS



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



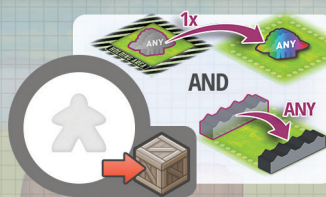
1-3 PLAYERS



CONTRACTS



BARRIERS



RESEARCH



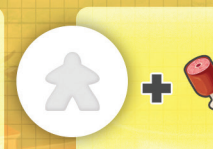
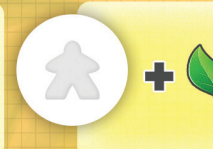
1-2 PLAYERS



1-2 PLAYERS



RESOURCES



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.

1 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.

1 Discard all previous rounds cards and **draw 3 new cards** for the next rounds row.

FINAL SCORING:

1



CONTRACTS

2



RESEARCH

3



DINOSAURS

TIE-BREAKER:



1

2

3

4

5

10

9

8

7

6

10

20

30

40

50

100

90

80

70

60

200

DISCARD PILE

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 rounds cards and draw 3 new cards for the next rounds row.

PRIVATE CONTRACTS

PUBLIC CONTRACTS

2

FULFILL A CONTRACT

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.

ROUND

1

2

3

4

Gain a New Rancher and a Private Contract

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



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

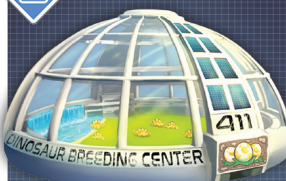


2 After you have placed all of your Ranchers, you may pay 1 to move 1 of your Ranchers from its current action space to a different empty action space and take that action.

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 5 if you have the most Carnivores in your Ranch. If tied, gain 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.

*


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



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 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



PUBLIC CONTRACT:

11



PUBLIC CONTRACT:

11



PUBLIC CONTRACT:

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PUBLIC CONTRACT:

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PUBLIC CONTRACT:

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PUBLIC CONTRACT:



12













 PUBLIC CONTRACT: 










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 PUBLIC CONTRACT: 


FILLS ALL ACTION SPACES ON:





 + 

EMPTY



 + 

Perform Action

FILLS ALL ACTION SPACES ON:





 + 

EMPTY



 + 

Perform Action

FILLS ALL ACTION SPACES ON:





 + 

EMPTY



 + 

Perform Action

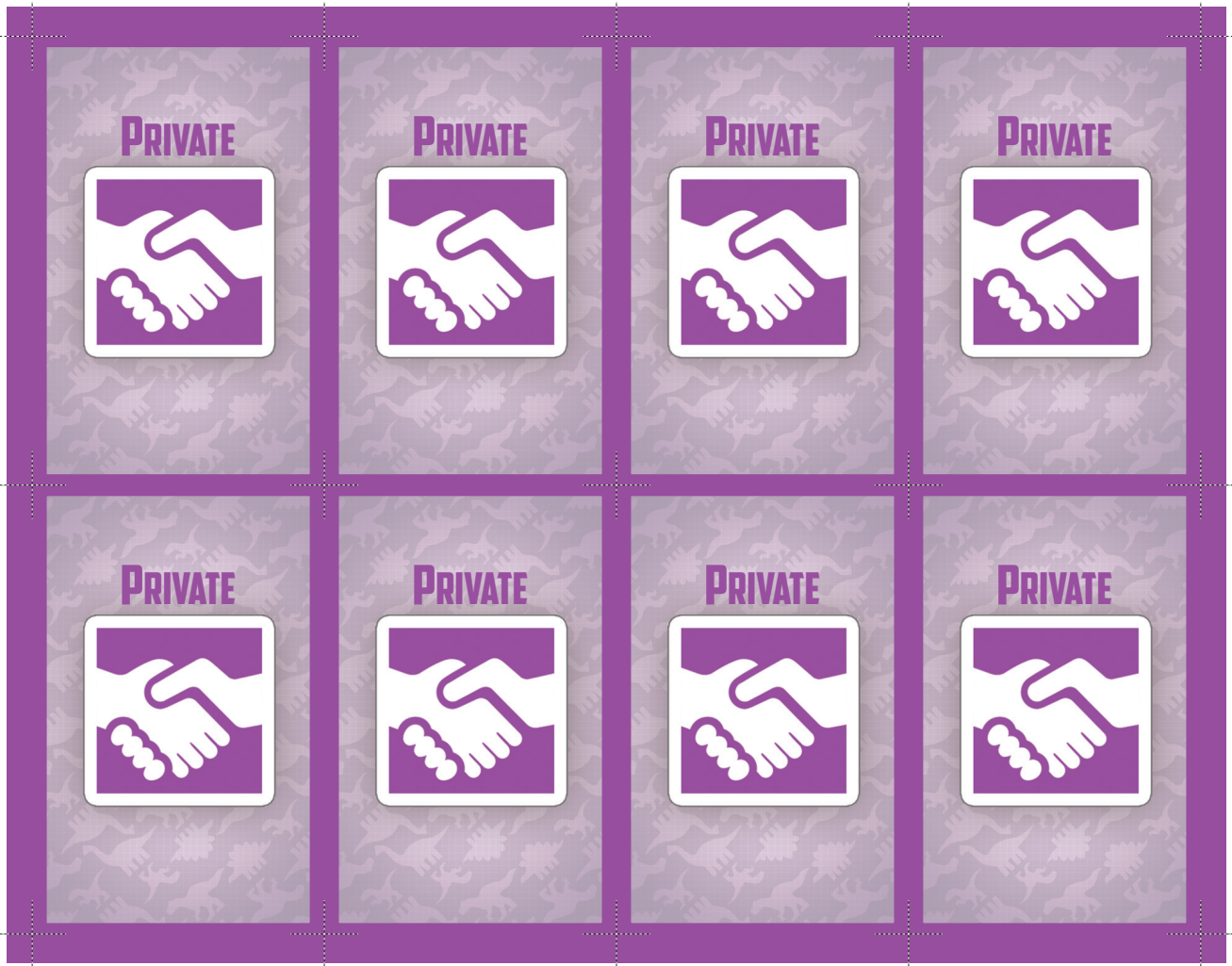
FILLS ALL ACTION SPACES ON:

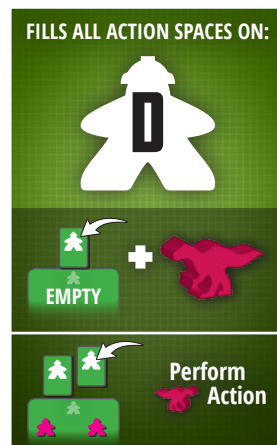
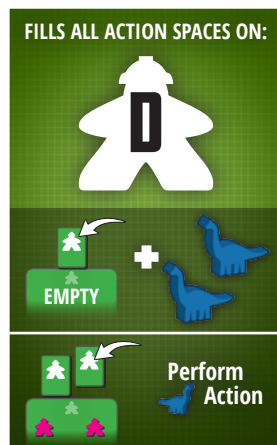
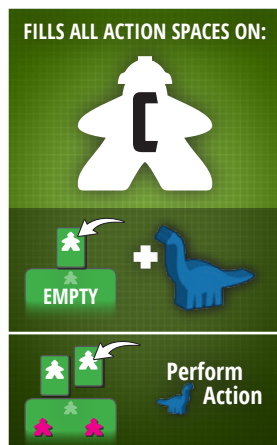
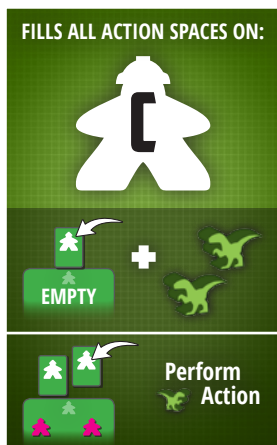

 + 

EMPTY

 + 

Perform Action





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DINOSAURS

LABORATORY

epic
DINOSAURS

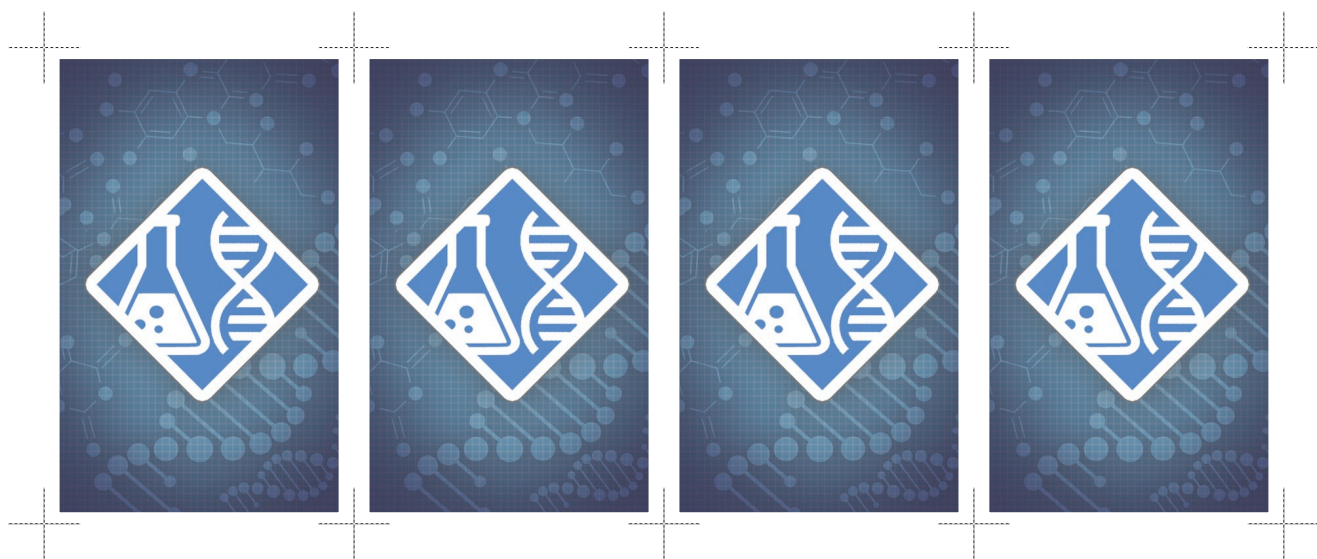
LABORATORY

epic
DINOSAURS

LABORATORY

epic
DINOSAURS

LABORATORY



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 ★ for each different species of Dinosaur in your Ranch (max **6**).

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

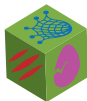
Tiny Epic Dinosaurs - Wrangler Die

Die Color



Green375 C

Count: 1



Face Colors



Red 206 C



Blue285 C



Purple
246 C