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

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 4 3 2 1

MAX :

MAX :

MAX :

Take the **highest-value Public Contract Card.***

1ST

2 3 3 4

A / B B / C C / D D / A



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

POACHER

You must discard one of your Barriers in your Ranch.

5 4 3 2 1

MAX :

MAX :

MAX :

1ST

2 3 3 4

A / B B / C C / D D / A



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

SCIENTIST

5 4 3 2 1

MAX :

MAX :

MAX :

You choose

1ST

2 3 3 4

A / B B / C C / D D / A



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

BREEDER

5 4 3 2 1

MAX :

MAX :

MAX :

1ST

2 3 3 4

A / B B / C C / D D / A




8 9 10 11 12 13
7 6 5 4 3 2 1
RANCHERS
HOLDING AREA
ESCAPING DINOSAURS
Apply each penalty once a round:
HERBIVORES:
CARNIVORES:
ANY
STEGOSAURUS
HERBIVORE
2
VELOCIRAPTOR
CARNIVORE
3
BRACHIOSAURUS
HERBIVORE
3
ALLOSAURUS
CARNIVORE
4

A

4 PLAYERS

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.

FREE RANGE DINOS

DINO MARKET

OR

B

4 PLAYERS

CONTRACTS

BABY-WEB

AND

ANY

1x

RESEARCH

OR

3

C

3-4 PLAYERS

1ST

AND

ANY

OR

3

D

3-4 PLAYERS

UNASSIGNED

OR

3

ANY

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

FINAL SCORING:

1	2	3
CONTRACTS	RESEARCH	DINOSAURS

TIE-BREAKER: 1ST

1	2	3	4	5	
10	9	8	7	6	
10	20	30	40	50	
100	90	80	70	60	
200					

1-3 PLAYERS

A

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

OR OR OR

1-3 PLAYERS

B

CONTRACTS

BARRIERS

1x ANY ANY AND ANY ANY

1-2 PLAYERS

C

1ST AND ANY

RESEARCH

OR 3

ANY OR 3

1-2 PLAYERS

D

RESOURCES

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.

PRIVATE CONTRACTS

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.

DISCARD PILE

ROUND

1

2

3

PRIVATE

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


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

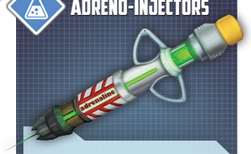
Laboratory Upgrade



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

HERBIVORE

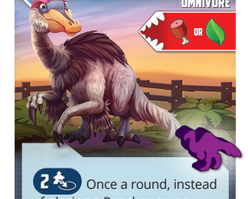


If you have the **First Player Marker**, any other player using the action to take it from you **must also pay you 2**.

2

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* 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



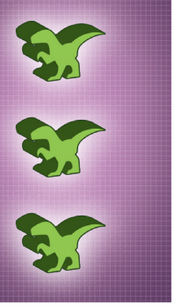
Public Contract: 9



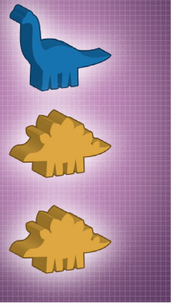
Public Contract: 10



Public Contract: 10



Public Contract: 10



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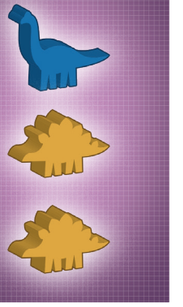
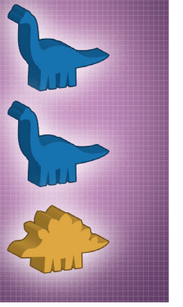


Public Contract: 11



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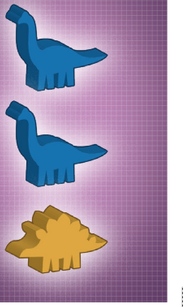
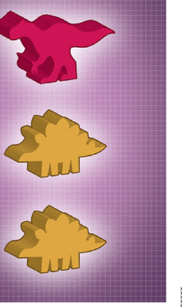


Public Contract: 11



Public Contract: 11



PRIVATE

PRIVATE

PRIVATE

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PRIVATE

PUBLIC

PUBLIC

PUBLIC

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RIVAL RANCHER

RIVAL RANCHER

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FILLS ALL ACTION SPACES ON: A

EMPTY +

Perform Action

FILLS ALL ACTION SPACES ON: A

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FILLS ALL ACTION SPACES ON: B

EMPTY +

Perform Action

FILLS ALL ACTION SPACES ON: B

EMPTY +

Perform Action

FILLS ALL ACTION SPACES ON: C

EMPTY +

Perform Action

FILLS ALL ACTION SPACES ON: C

EMPTY +

Perform Action

FILLS ALL ACTION SPACES ON: D

EMPTY +

Perform Action

FILLS ALL ACTION SPACES ON: D

EMPTY +

Perform Action

PUBLIC CONTRACT: 11

PUBLIC CONTRACT: 11

PUBLIC CONTRACT: 11

PUBLIC CONTRACT: 12

PUBLIC CONTRACT: 12

PUBLIC CONTRACT: 12

PUBLIC CONTRACT: 12

PUBLIC CONTRACT: 12

PUBLIC CONTRACT: 13

PUBLIC CONTRACT: 13

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PUBLIC CONTRACT: 14

PUBLIC CONTRACT: 14

PRIVATE CONTRACT: 14

PRIVATE CONTRACT: 15

PRIVATE CONTRACT: 15

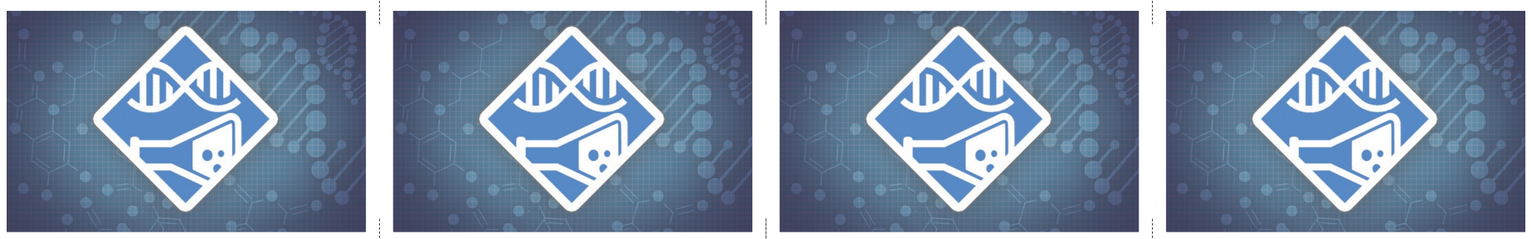
PRIVATE CONTRACT: 15

PRIVATE CONTRACT: 16

PRIVATE CONTRACT: 17

PRIVATE CONTRACT: 17

PRIVATE CONTRACT: 17




tiny
epic
DINOSAURS
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 1 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

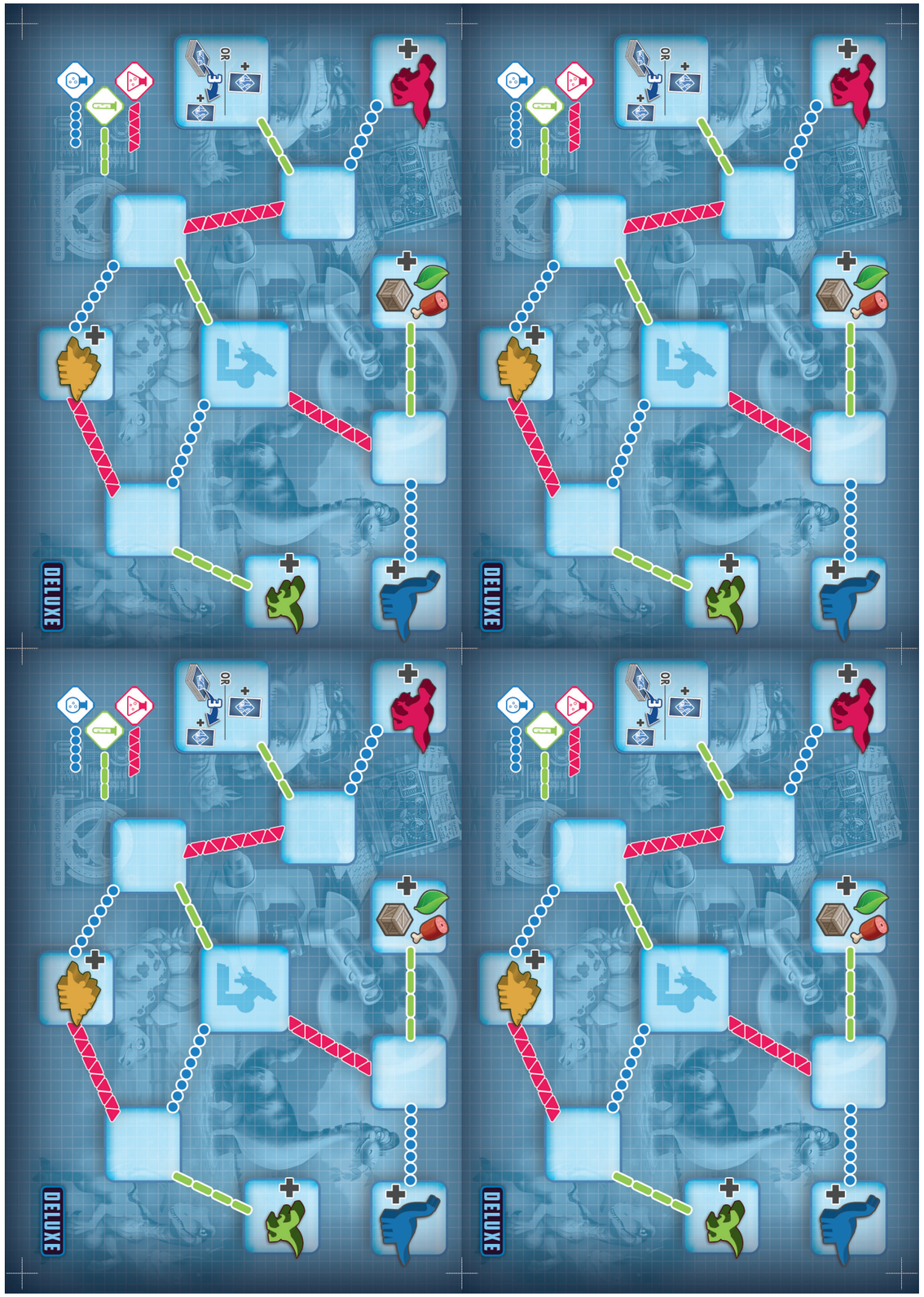


Place Mosasaurus into your Ranch's ***Water Space*** *(you cannot acquire this card if another Water Dinosaur occupies that space).*

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***.

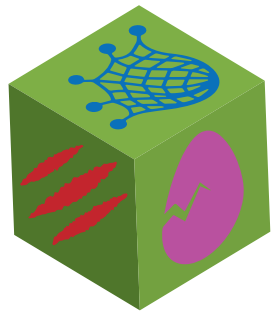
DELUXE

5



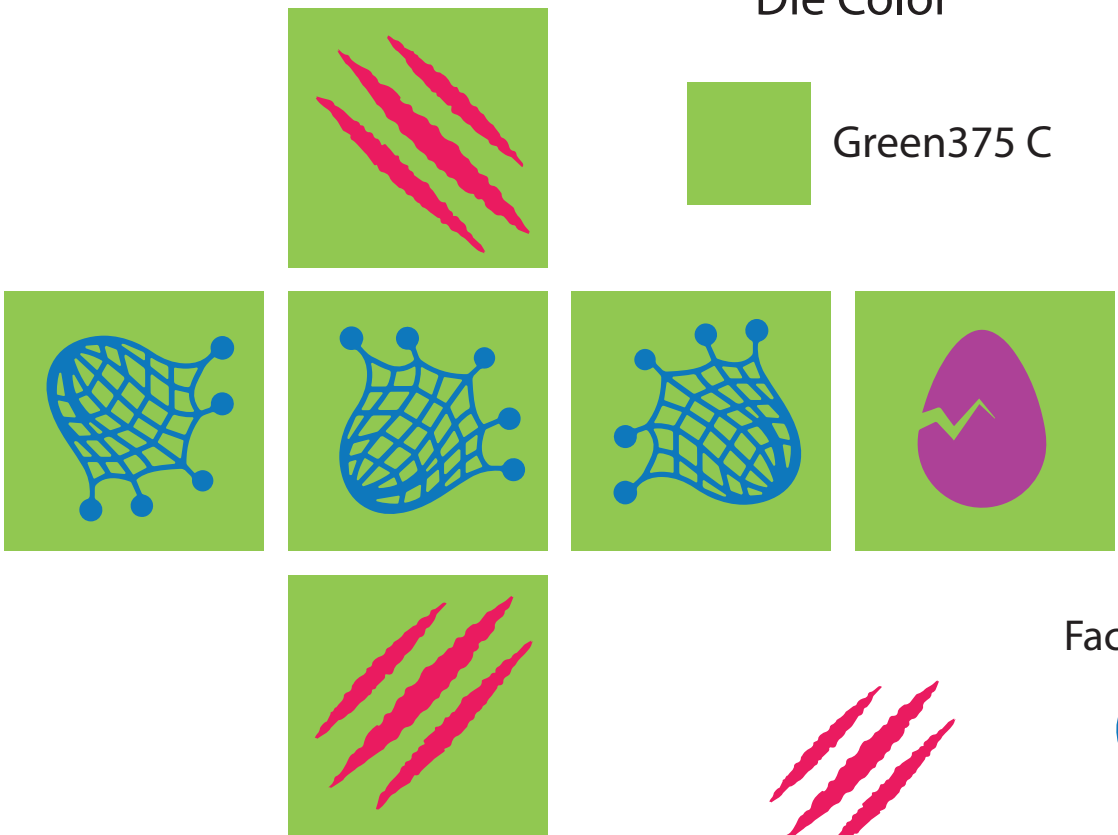
Tiny Epic Dinosaurs - Wrangler Die

Count: 1



Die Color

Green375 C



Face Colors

Red 206 C



Blue285 C



Purple 246 C