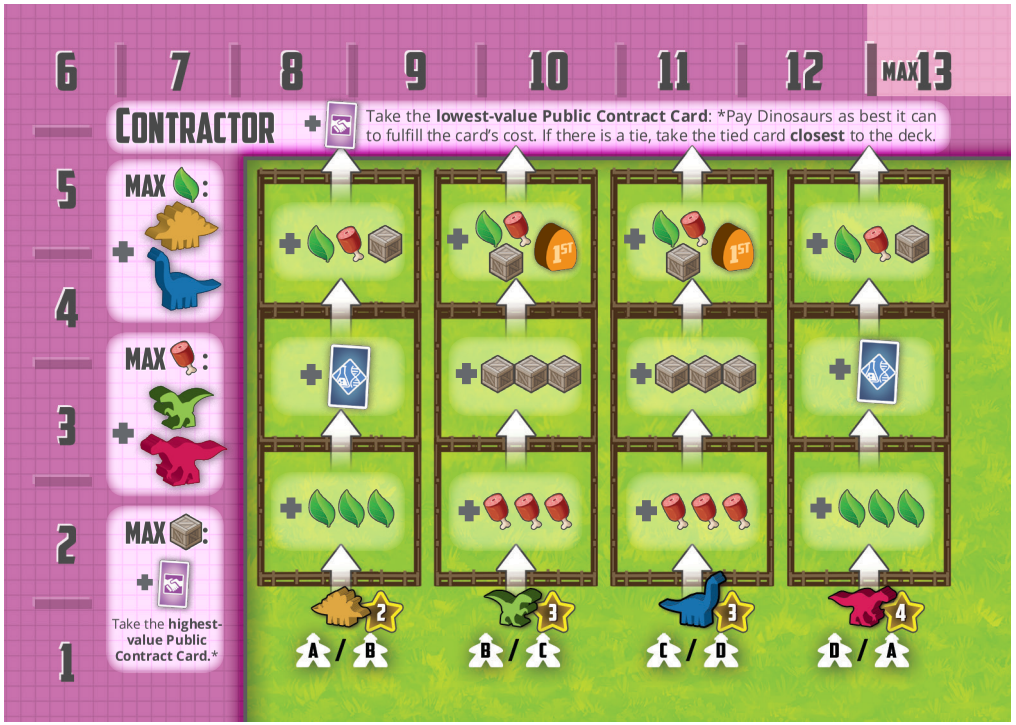

6 7 8 9 10 11 12 MAX 13
CONTRACTOR
Take the lowest-value Public Contract Card: *Pay Dinosaurs as best it can to fulfill the card's cost. If there is a tie, take the tied card closest to the deck.
MAX :
MAX :
MAX :
Take the highest-value Public Contract Card.*
5 4 3 2 1
A / B
B / C
C / D
D / A


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


6 7 8 9 10 11 12 MAX 13
POACHER
You must discard one of your Barriers in your Ranch.
MAX :
MAX :
MAX :
5 4 3 2 1
A / B
B / C
C / D
D / A


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

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:
ANY

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:
ANY

6 7 8 9 10 11 12 MAX 13

SCIENTIST

MAX

MAX

MAX

You choose

5 4 3 2 1

6 7 8 9 10 11 12 MAX 13

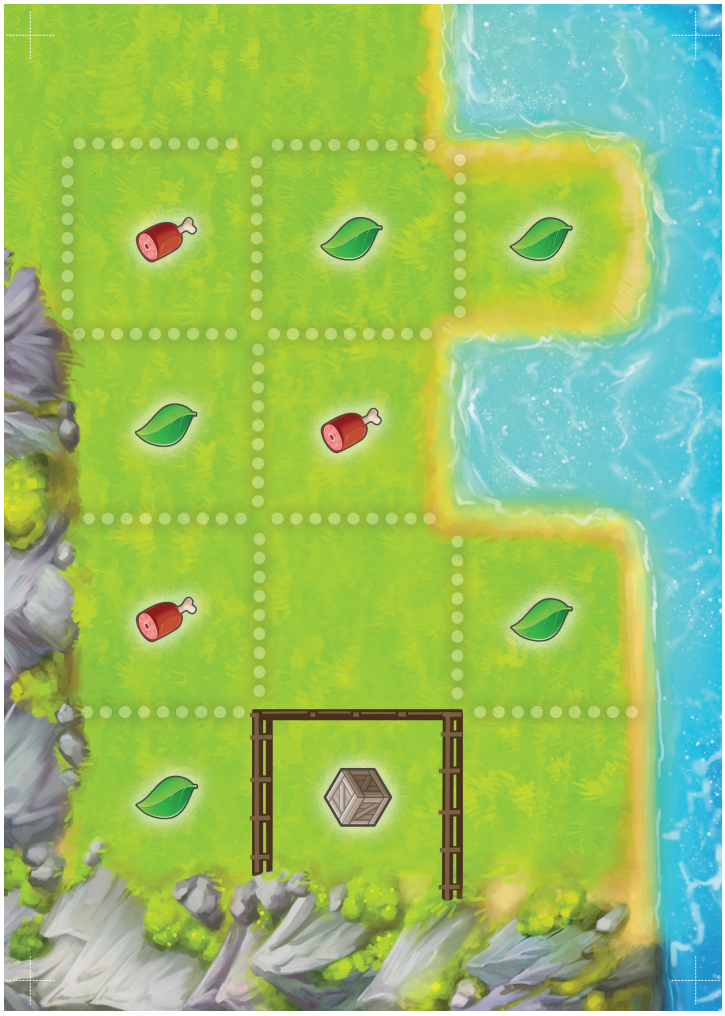
BREEDER

MAX

MAX

MAX

5 4 3 2 1











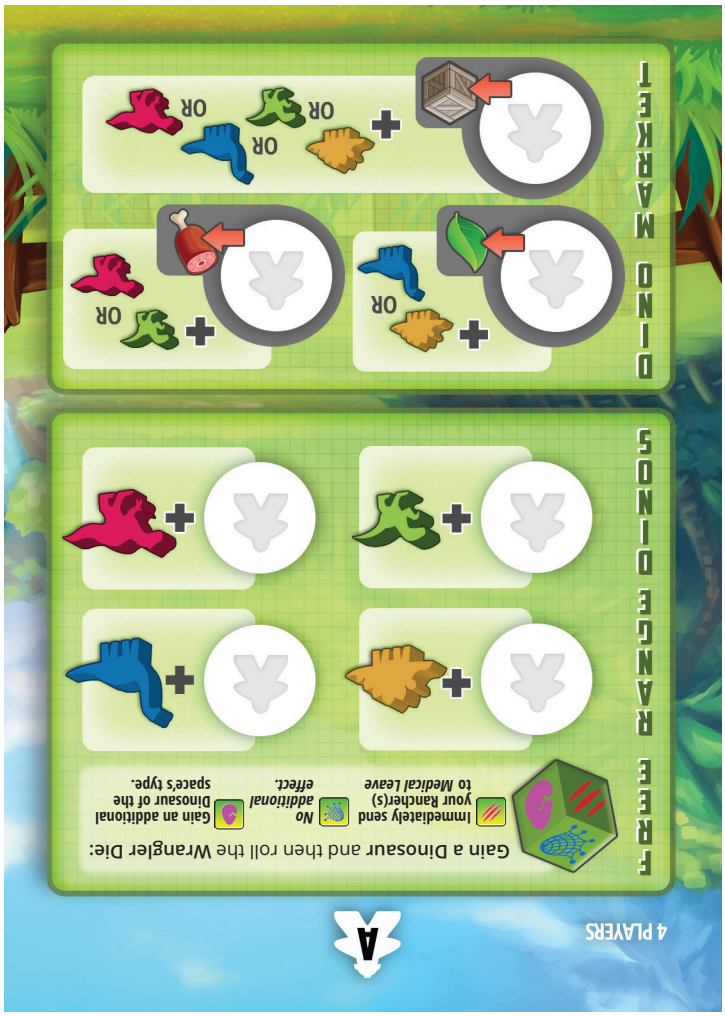







1-3 PLAYERS
A
FREE RANGE DINOS
Gain a Dinosaur and then roll the Wrangler Die:
Immediately send your Rancher(s) to Medical Leave
No additional effect.
Gain an additional Dinosaur of the space's type.
DINO MARKET
OR
OR
OR


1-3 PLAYERS
B
CONTRACTS
BARRIERS
1x
ANY
AND
ANY
RESEARCH
OR
3

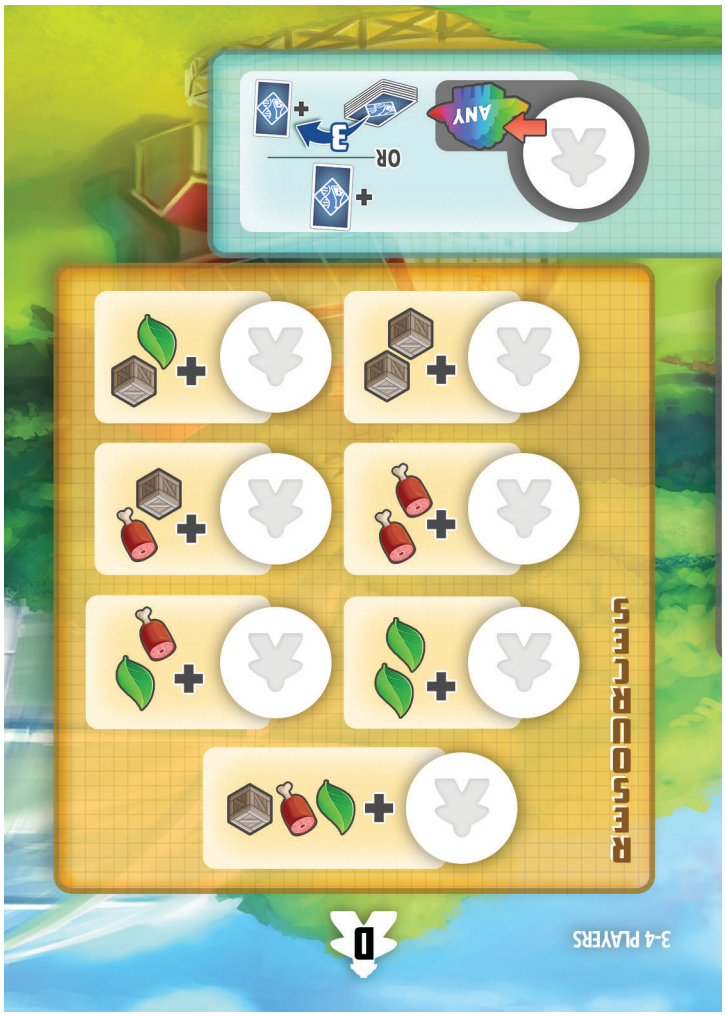

4 PLAYERS
A
FREE RANGE DINOS
Gain a Dinosaur and then roll the Wrangler Die:
Immediately send your Rancher(s) to Medical Leave
No additional effect.
Gain an additional Dinosaur of the space's type.
DINO MARKET
OR
OR
OR
OR
OR


4 PLAYERS
B
CONTRACTS
BARRIERS
ANY
AND
ANY
1x
RESEARCH
OR
3


1-2 PLAYERS
C
1ST
AND
ANY
OR
3
ANY


1-2 PLAYERS
D
RESOURCES


OR
3
ANY
AND
1ST
3-4 PLAYERS
C


OR
3
ANY
RESOURCES
3-4 PLAYERS
D

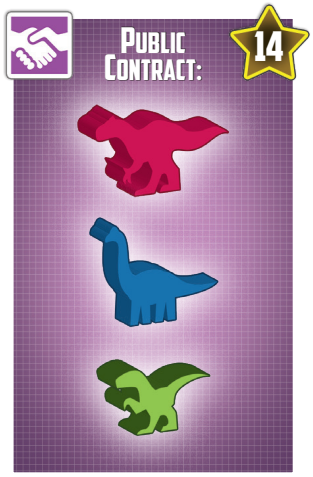

Private Contracts
Public Contracts
Fulfill a Contract
2
Discard Dinosaurs to take a Public Contract from the row and then you may discard Dinosaurs to pay for your Private Contract.
1
Draw new Contract Cards to fill the row, up to the number of players +1.

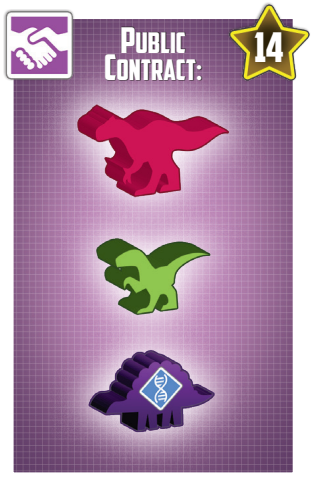

Private Contracts
Public Contracts
Fulfill a Contract
2
Discard Dinosaurs to take a Public Contract from the row and then you may discard Dinosaurs to pay for your Private Contract.
1
Draw new Contract Cards to fill the row, up to the number of players +1.


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.


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.


Round
Phases
Medical Leave
1
2
3
4
Private
Gain a New Rancher and a Private Contract
5
6
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.


Public Contract:
14


Public Contract:
14


60
70
80
90
200
100
50
40
30
20
10
6
7
8
9
10
5
4
3
2
1
Tie-Breaker:
1st
Dinosaurs
Research
Contracts
3
2
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

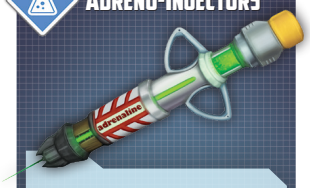
Laboratory Upgrade



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

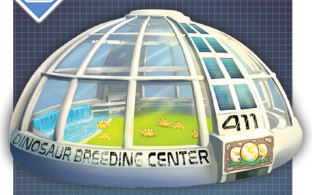









Breeding Center



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 3 if you have the **most Carnivores** in your Ranch. *If tied, gain 1.*

*

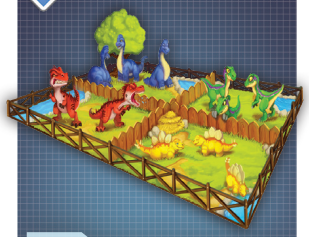
Herbivore Hemo-Log



* At the end of the game, gain 3 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



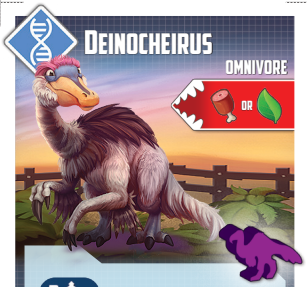







Deinocheirus

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* 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

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:
10


PUBLIC CONTRACT:
10


PUBLIC CONTRACT:
10


PUBLIC CONTRACT:
10


PUBLIC CONTRACT:
11


PUBLIC CONTRACT:
11


PUBLIC CONTRACT:
11


PUBLIC CONTRACT:
11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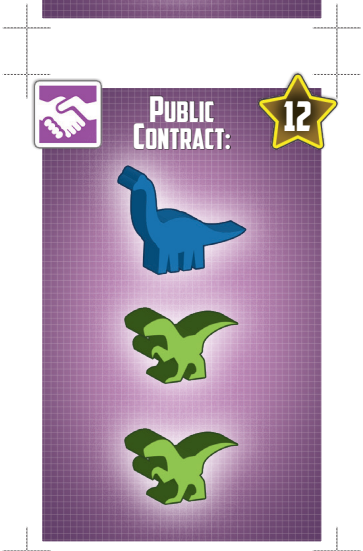
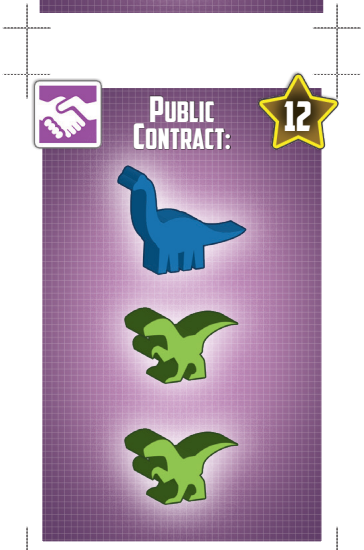
PUBLIC CONTRACT:
11


PUBLIC CONTRACT:
11


PUBLIC CONTRACT:
11


PUBLIC CONTRACT:
12


PUBLIC CONTRACT:
12


PUBLIC CONTRACT:
12


PUBLIC CONTRACT:
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PUBLIC CONTRACT:
13


PUBLIC CONTRACT:
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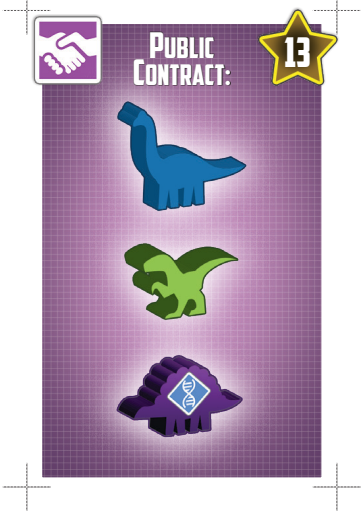
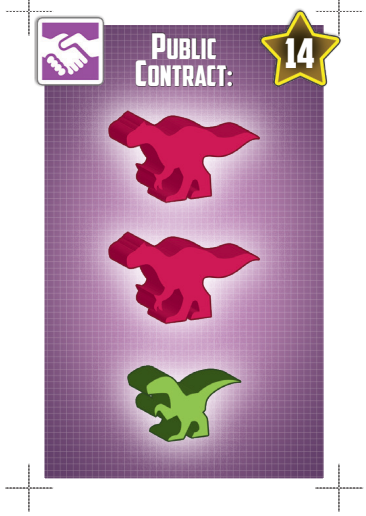
PUBLIC CONTRACT:
13


PUBLIC CONTRACT:
13


PUBLIC CONTRACT:
13


PUBLIC CONTRACT:
13


PUBLIC CONTRACT:
14


PUBLIC CONTRACT:
14


PUBLIC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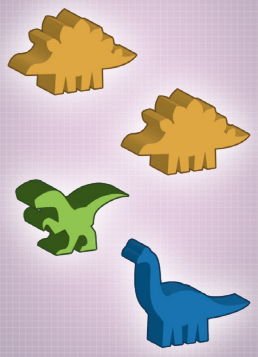
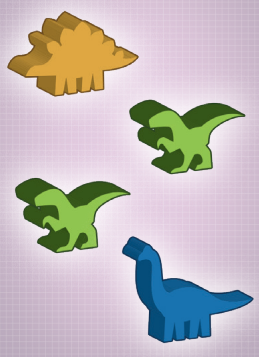
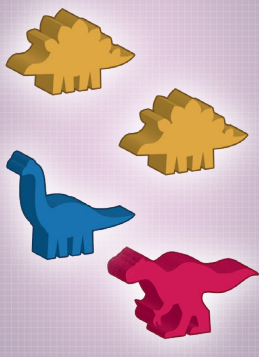
PRIVATE CONTRACT: 14



PRIVATE CONTRACT: 15



PRIVATE CONTRACT: 15



PRIVATE CONTRACT: 15



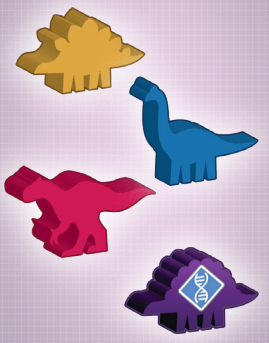
PRIVATE CONTRACT: 16



PRIVATE CONTRACT: 17



PRIVATE CONTRACT: 17



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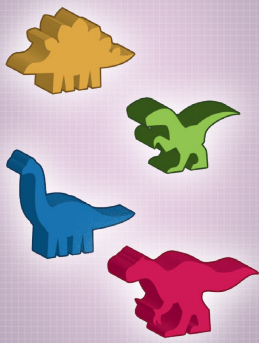


PRIVATE

PRIVATE

PRIVATE

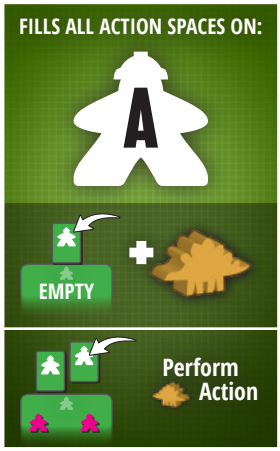
PRIVATE

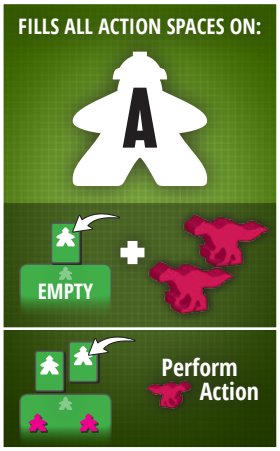
PRIVATE

PRIVATE

PRIVATE

PRIVATE


FILLS ALL ACTION SPACES ON:
A
EMPTY
Perform Action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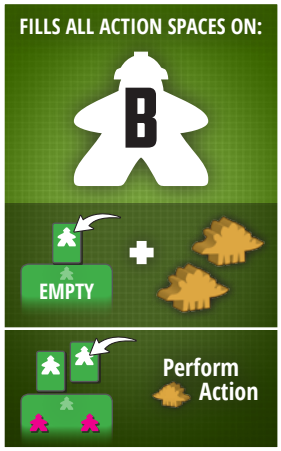
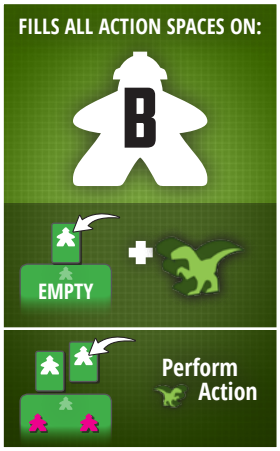
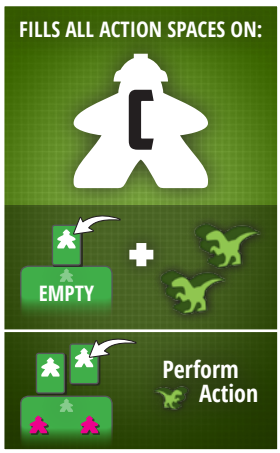
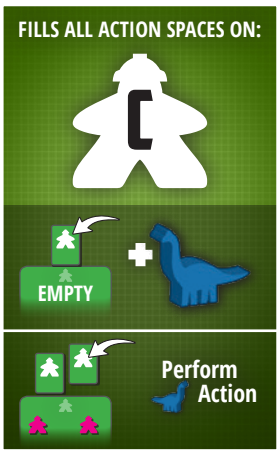
A
EMPTY
Perform Action

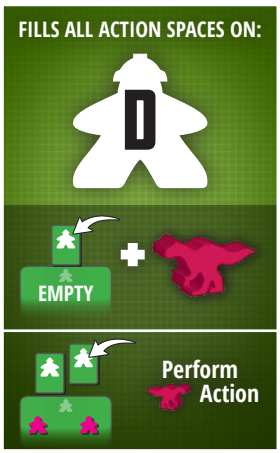

FILLS ALL ACTION SPACES ON:
B
EMPTY
Perform Action


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


RIVAL RANCHER


RIVAL RANCHER


RIVAL RANCHER


RIVAL RANCHER


RIVAL RANCHER

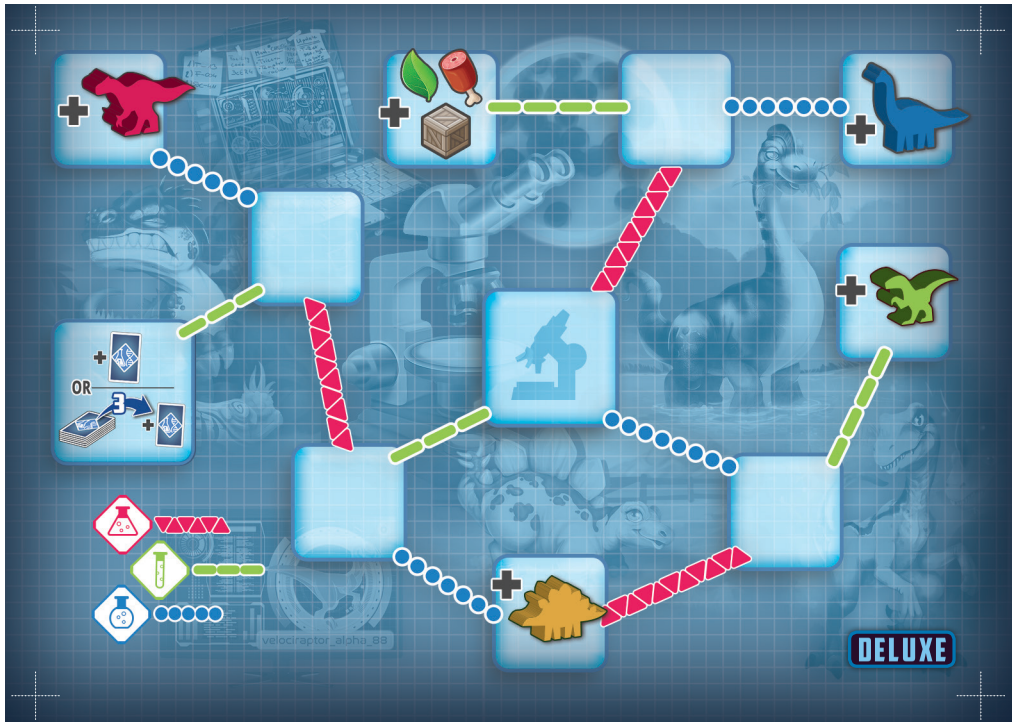

RIVAL RANCHER


RIVAL RANCHER


RIVAL RANCHER

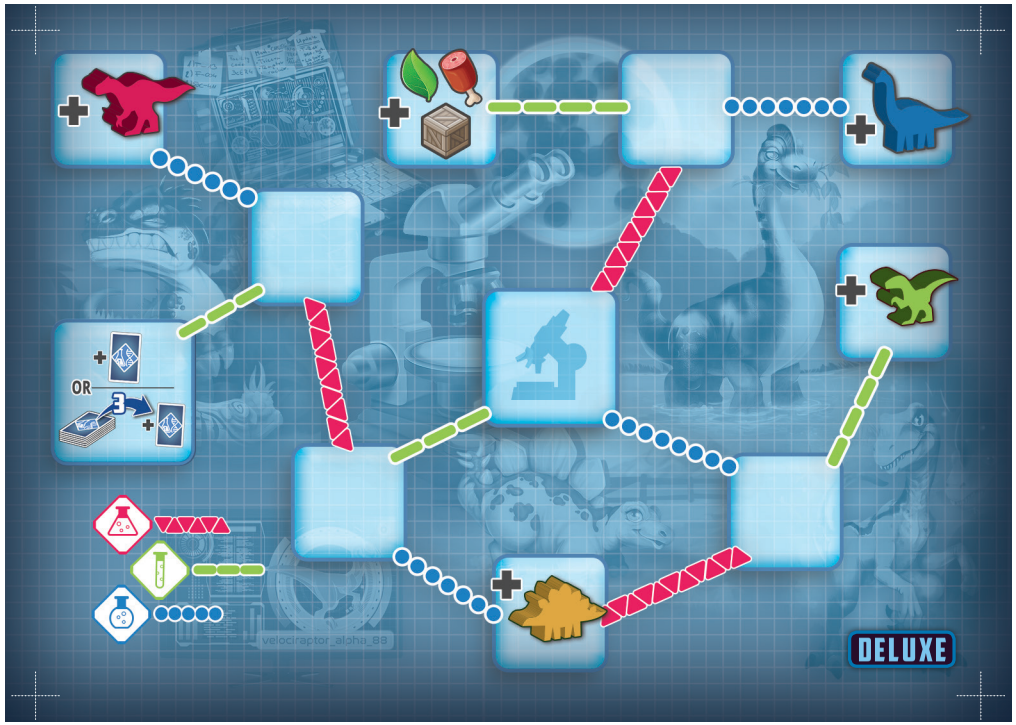
tiny epic DINOSAURS

LABORATORY



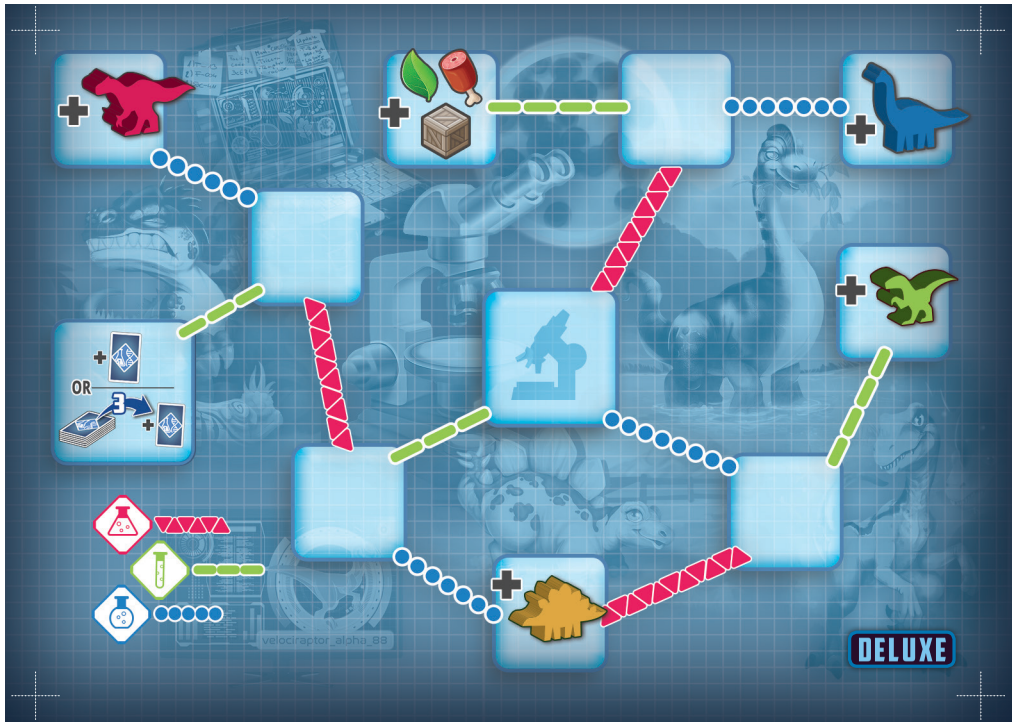
tiny epic DINOSAURS

LABORATORY



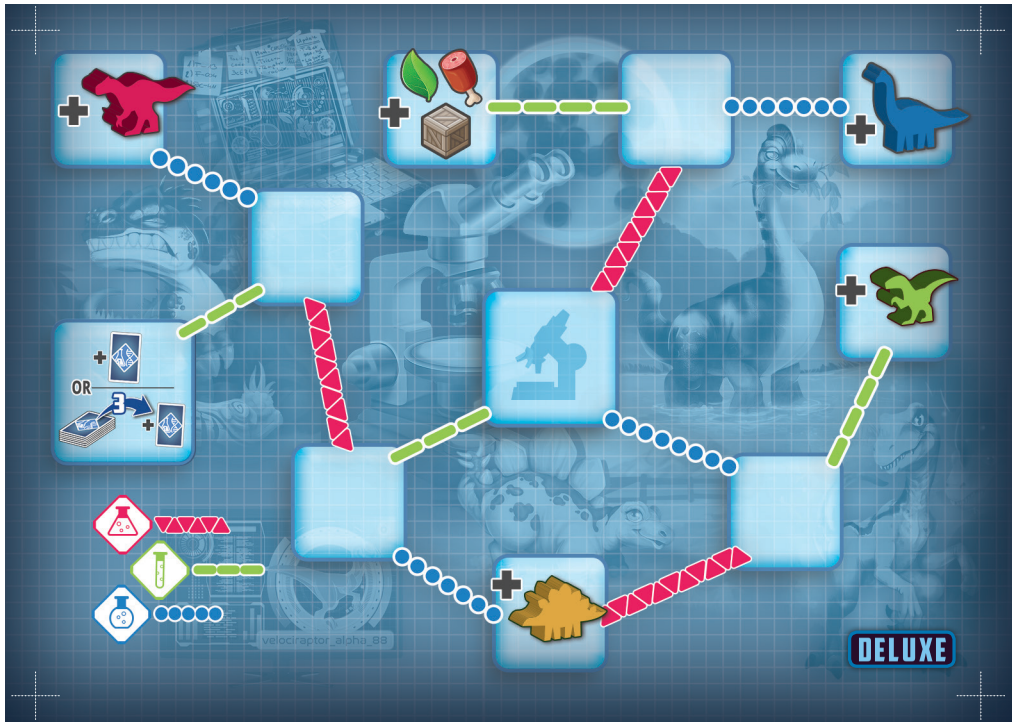
tiny epic DINOSAURS

LABORATORY



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



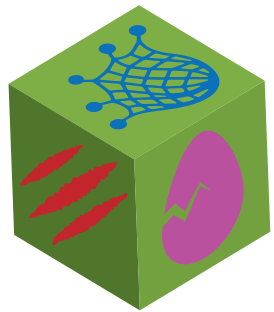






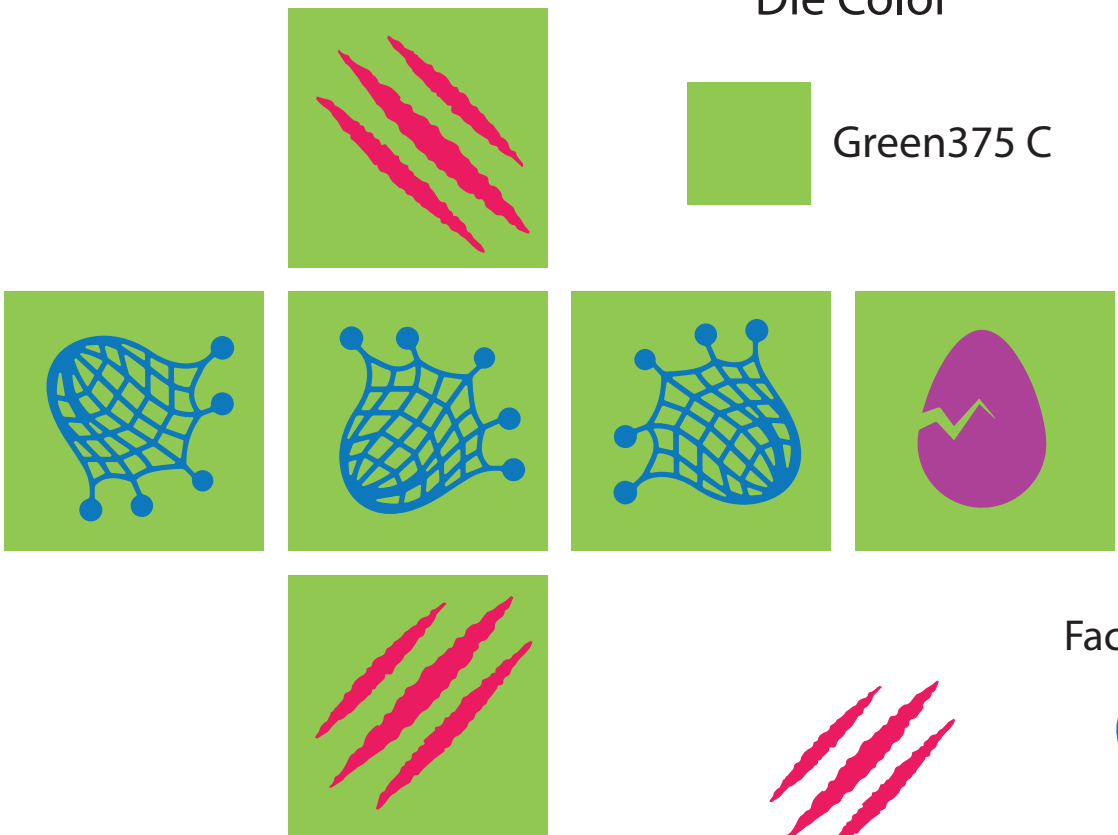
Tiny Epic Dinosaurs - Wrangler Die

Count: 1



Die Color

Green375 C



Face Colors

Red 206 C



Blue285 C



Purple 246 C