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

8 9 10 11 12 13

7 6 5 4 3 2 1

RANCHERS



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CARNIVORE



3

BRACHIOSAURUS

HERBIVORE



3

ALLOSAURUS

CARNIVORE



4

6 5 4 3 2 1

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.

8 9 10 11 12 13 MAX 13

MAX

MAX

MAX

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



6 5 4 3 2 1

POACHER

You must discard one of your Barriers in your Ranch.

8 9 10 11 12 13 MAX 13

MAX

MAX

MAX




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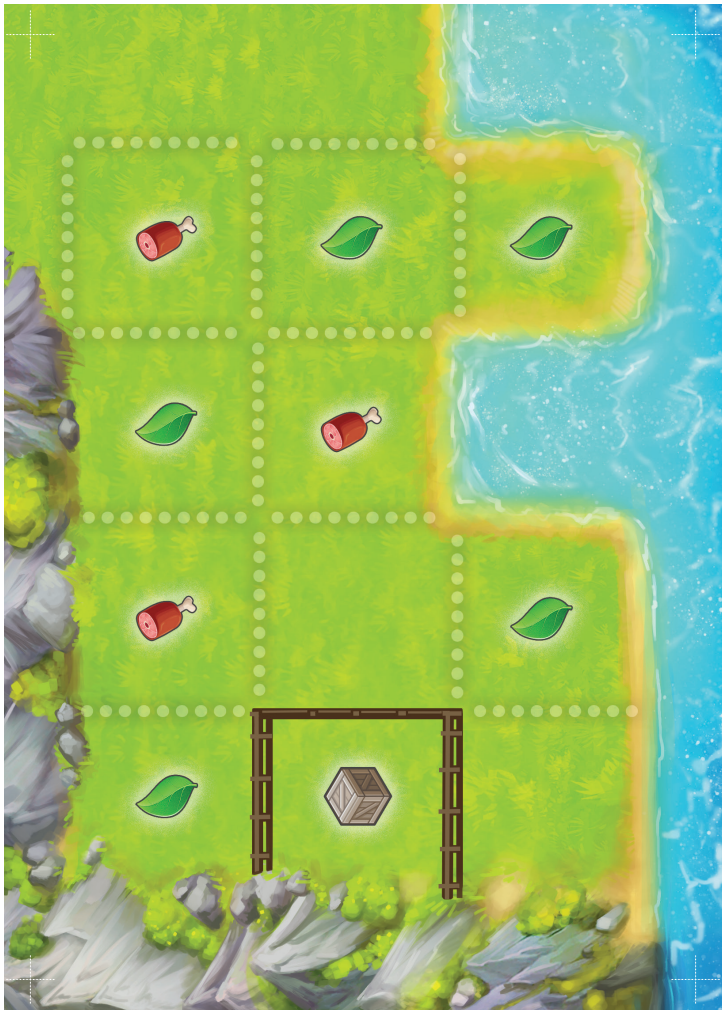
HERBIVORE
3
ALLOSAURUS
CARNIVORE
4


MAX 13 12 11 10 9 8 7
6 5 4 3 2 1
SCIENTIST
MAX
MAX
MAX
You choose
4
D / A
3
C / D
3
B / C
2
A / B


MAX 13 12 11 10 9 8 7
6 5 4 3 2 1
BREEDER
MAX
MAX
MAX
4
D / A
3
C / D
3
B / C
2
A / B



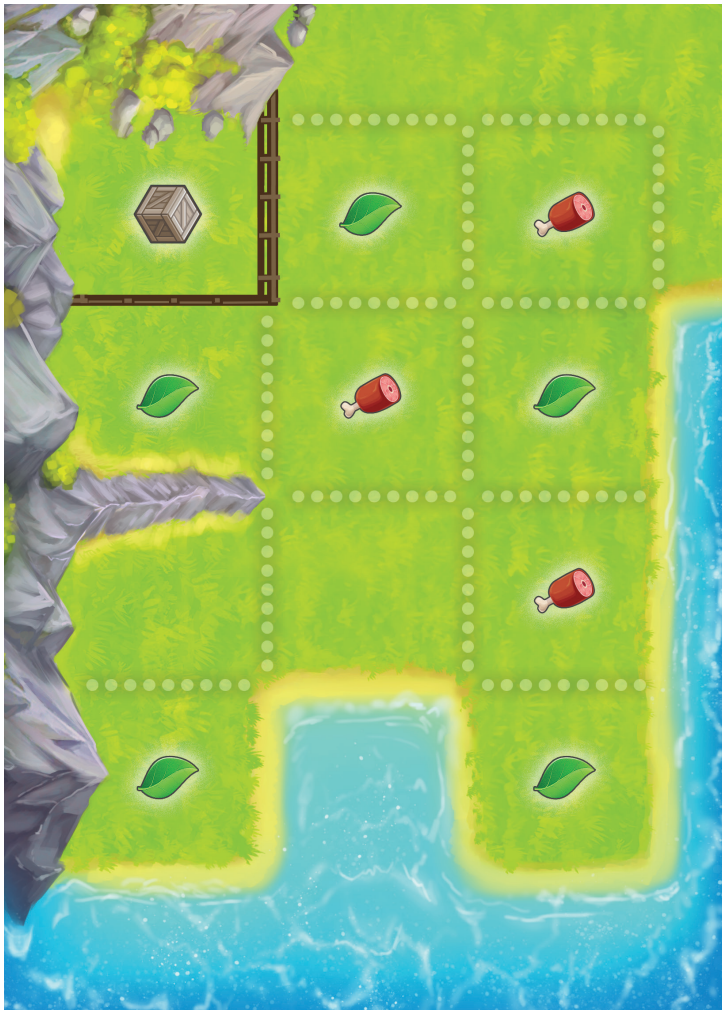















Private Contracts
Public Contracts
Fulfill a Contract
2
Discard Dinosaurs to take a Public Contract from the row and then you may discard Dinosaurs to *pay for your Private Contract*.
1
Draw new Contract Cards to fill the row, up to the number of players +1.


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.

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

4 PLAYERS

B

CONTRACTS

BARRIERS

AND

ANY

1x

RESEARCH

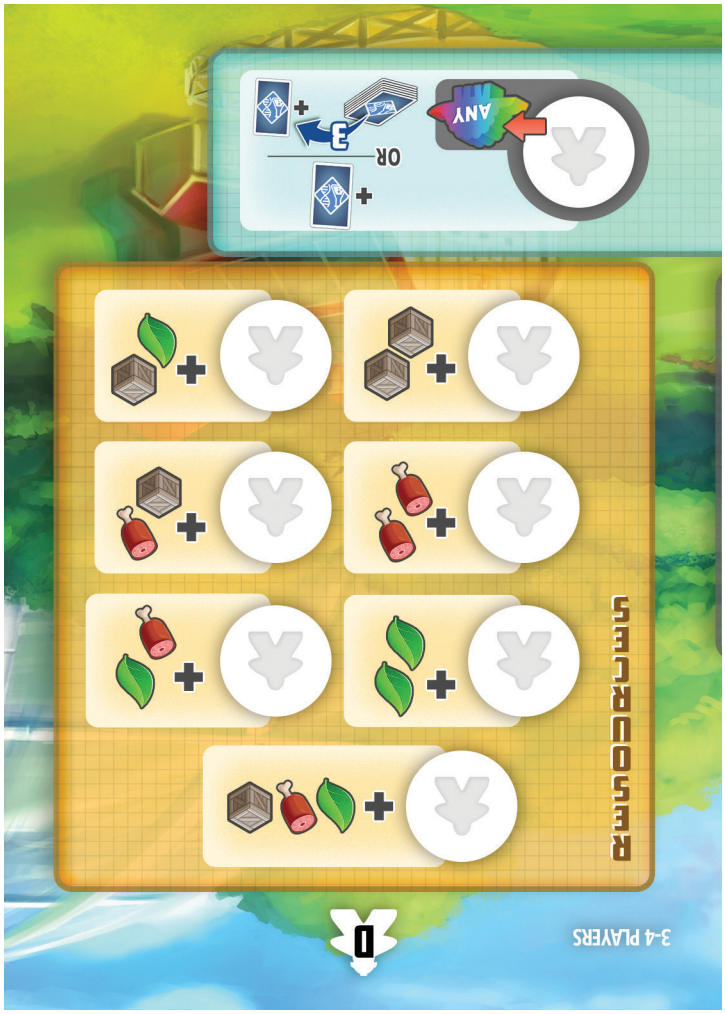
OR

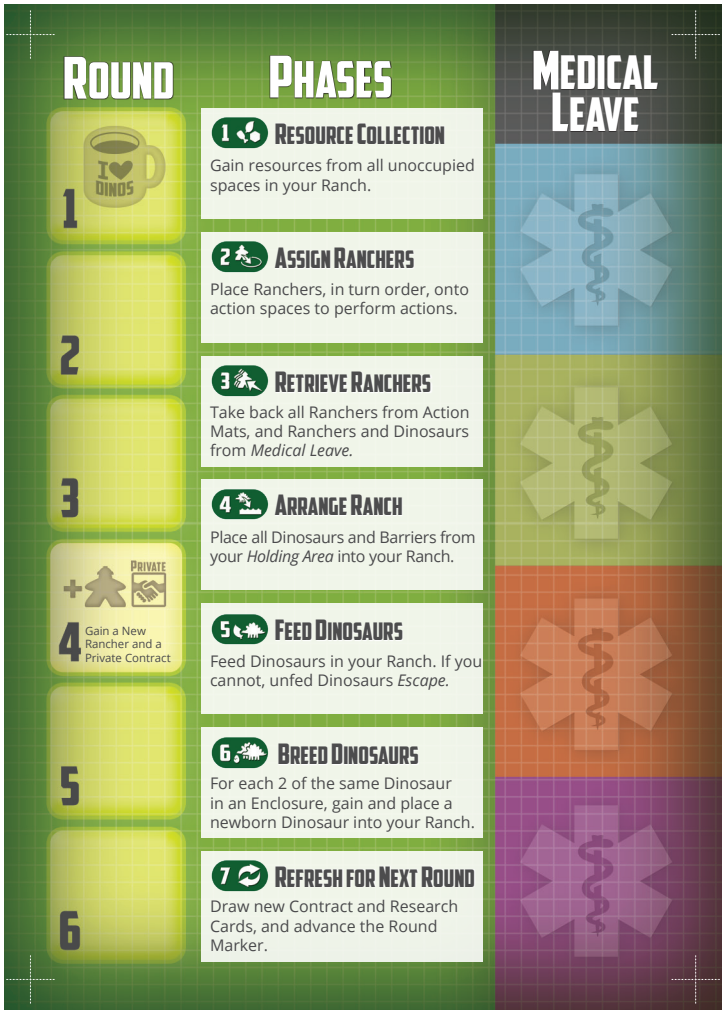
3


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


1-2 PLAYERS
D
RESOURCES


OR
3
AND
ANY
1ST
3-4 PLAYERS
C


OR
3
ANY
RESOURCES
3-4 PLAYERS
D


Round
Phases
Medical Leave
1
2
3
4
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.

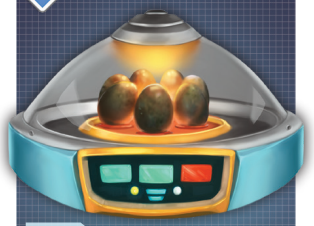

Final Scoring:
1 Contracts
2 Research
3 Dinosaurs
Tie-breaker:
1 2 3 4 5
6 7 8 9 10
10 20 30 40 50
60 70 80 90 100 200








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







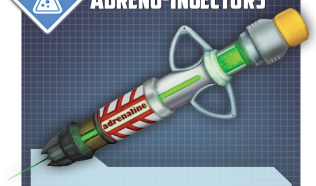

Laboratory Upgrade



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

1

Adreno-Injectors

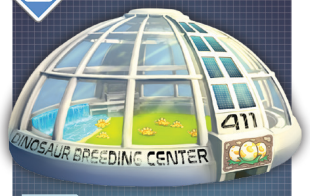


2 After you have placed all of your Ranchers, you may pay 1 to move 1 of your Ranchers from its current action space to a different empty action space and take that action.

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* 3.

Herbivore Hemo-Log



* At the end of the game, gain 5 if you have the **most Herbivores** in your Ranch. *If tied, gain* 3.

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

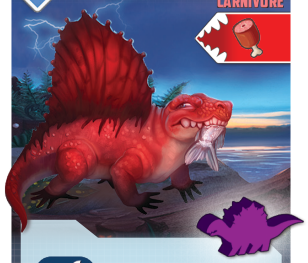







Dimetrodon

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

OR



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



PUBLIC

PUBLIC

PUBLIC

PUBLIC

PUBLIC

PUBLIC CONTRACT: 7



PUBLIC CONTRACT: 9



PUBLIC CONTRACT: 10



PUBLIC CONTRACT: 10



PUBLIC CONTRACT: 10



PUBLIC CONTRACT: 10



PUBLIC



PUBLIC



PUBLIC



PUBLIC



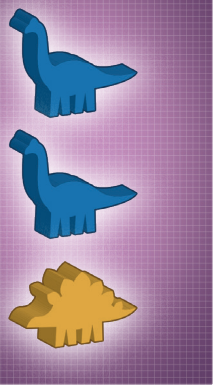
PUBLIC



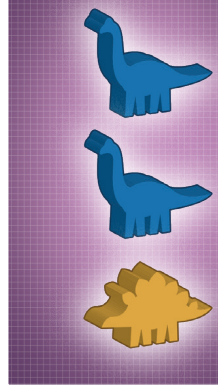
PUBLIC



PUBLIC CONTRACT: 11



PUBLIC CONTRACT: 11



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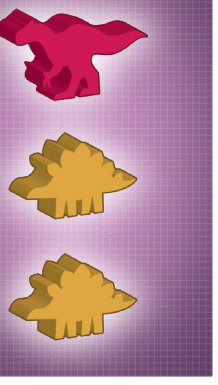
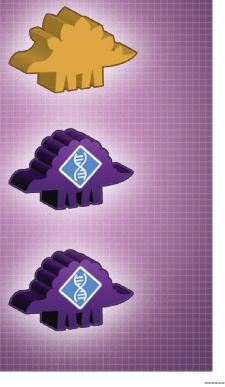


PUBLIC CONTRACT: 11



PUBLIC CONTRACT: 11



PUBLIC CONTRACT: 11



PUBLIC



PUBLIC

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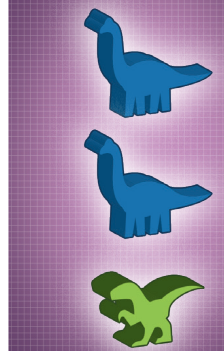
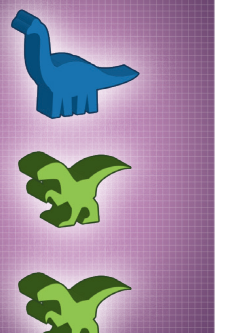
PUBLIC CONTRACT: 11



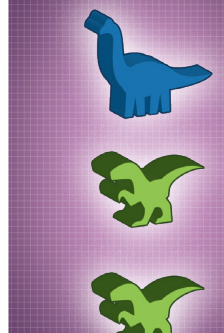
PUBLIC CONTRACT: 12



PUBLIC CONTRACT: 12



PUBLIC CONTRACT: 12



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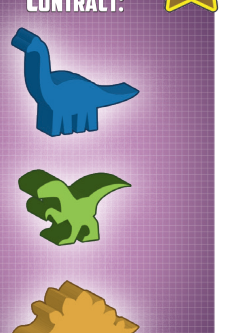

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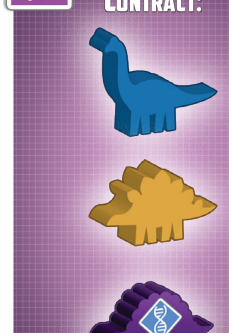

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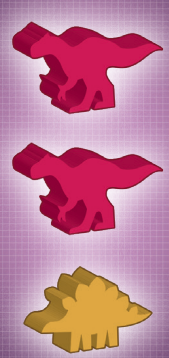
PUBLIC CONTRACT: 13



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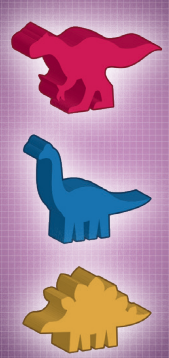


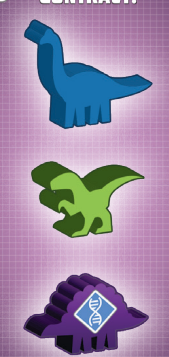
PUBLIC CONTRACT: 13



PUBLIC CONTRACT: 13



PUBLIC CONTRACT: 13



PUBLIC CONTRACT: 13




PUBLIC


PUBLIC


PUBLIC


PUBLIC


PRIVATE


PRIVATE


PUBLIC CONTRACT:
14


PUBLIC CONTRACT:
14


PUBLIC CONTRACT:
14


PUBLIC CONTRACT:
14


PRIVATE CONTRACT:
14


PRIVATE CONTRACT:
15

PRIVATE

PRIVATE

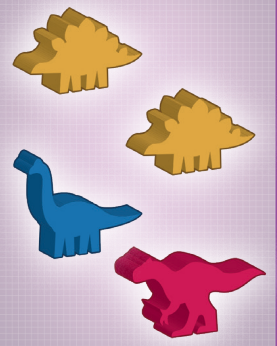
PRIVATE

PRIVATE

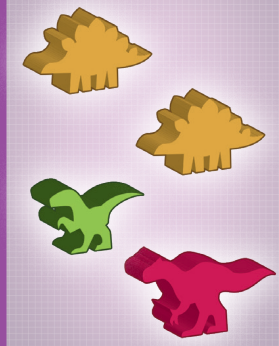
PRIVATE

PRIVATE

PRIVATE CONTRACT: 15



PRIVATE CONTRACT: 15



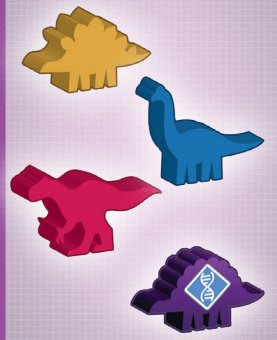
PRIVATE CONTRACT: 16



PRIVATE CONTRACT: 17



PRIVATE CONTRACT: 17



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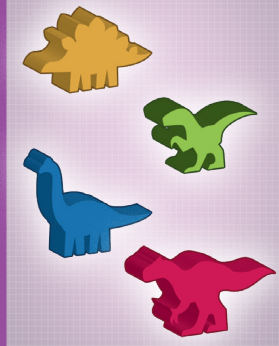

RIVAL RANCHER

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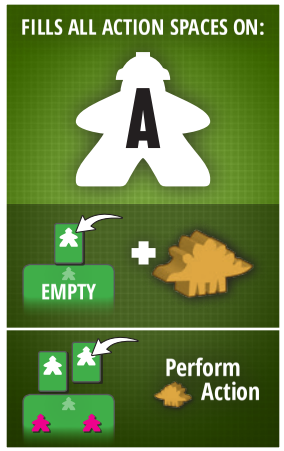
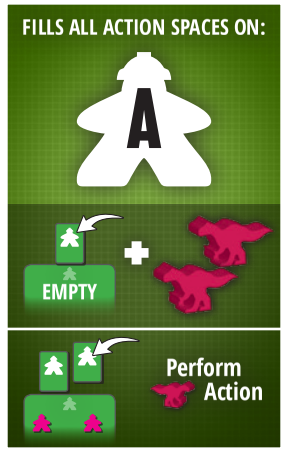
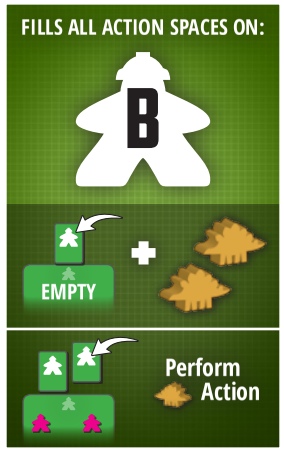
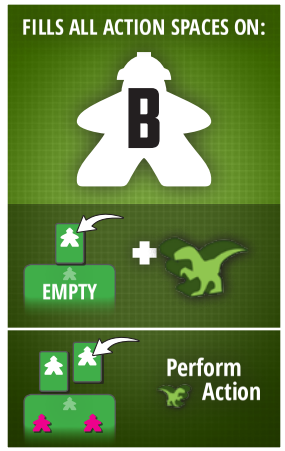
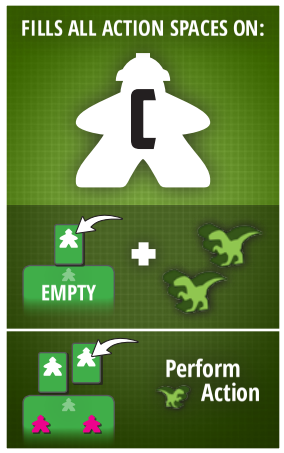
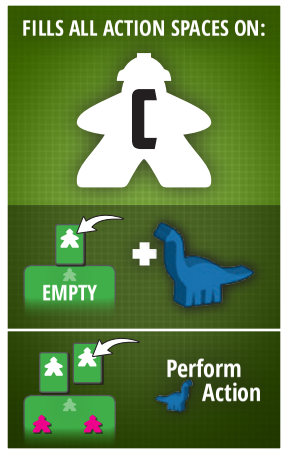












RIVAL RANCHER

RIVAL RANCHER

RIVAL RANCHER

RIVAL RANCHER

FILLS ALL ACTION SPACES ON:

0

EMPTY

Perform Action

FILLS ALL ACTION SPACES ON:

0

EMPTY

Perform Action

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).*

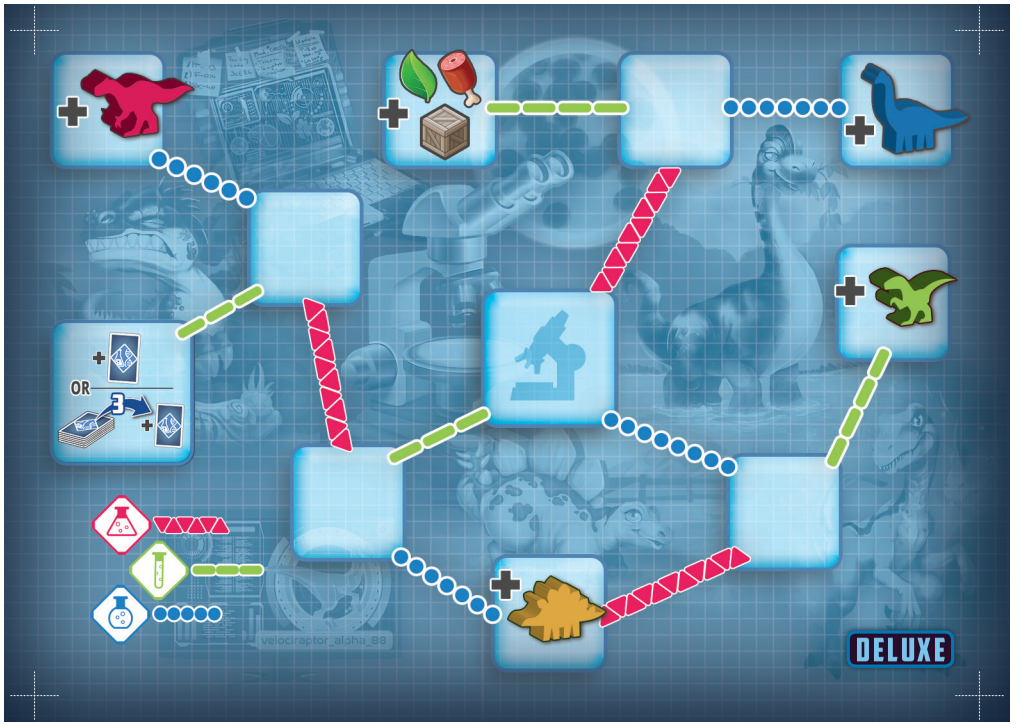
2 When you perform an action of a **Contract** space, you may instead fulfill the top face-down Public Contract Card from the deck by **discarding *Mosasaurus* and *1 Allosaurus from your Ranch***.

DELUXE

5

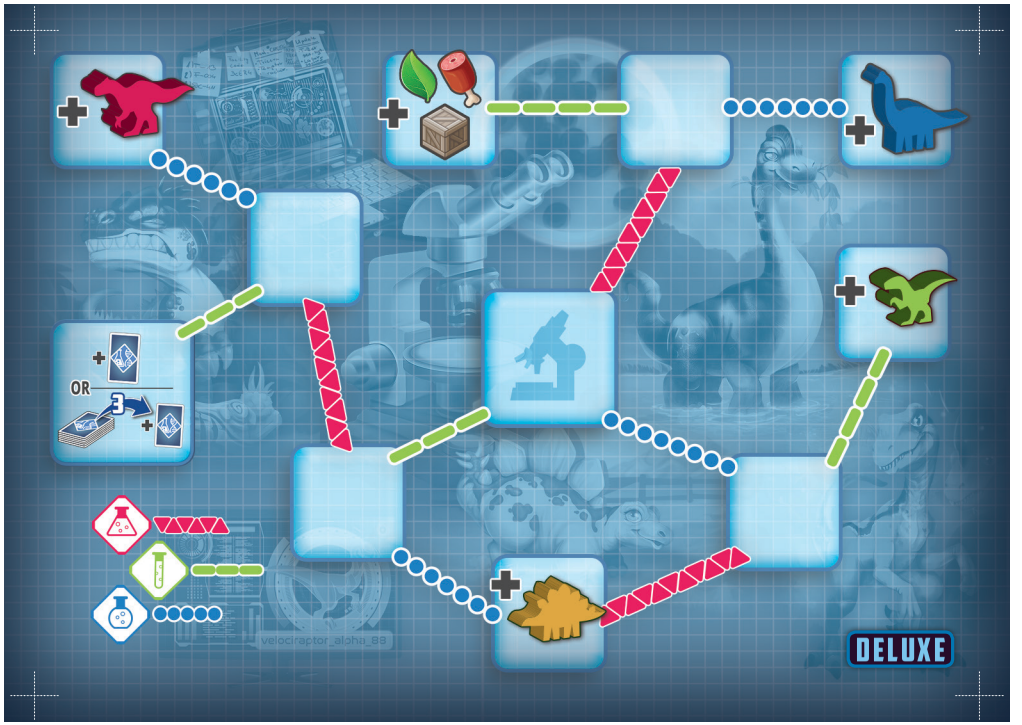
tiny epic DINOSAURS

LABORATORY



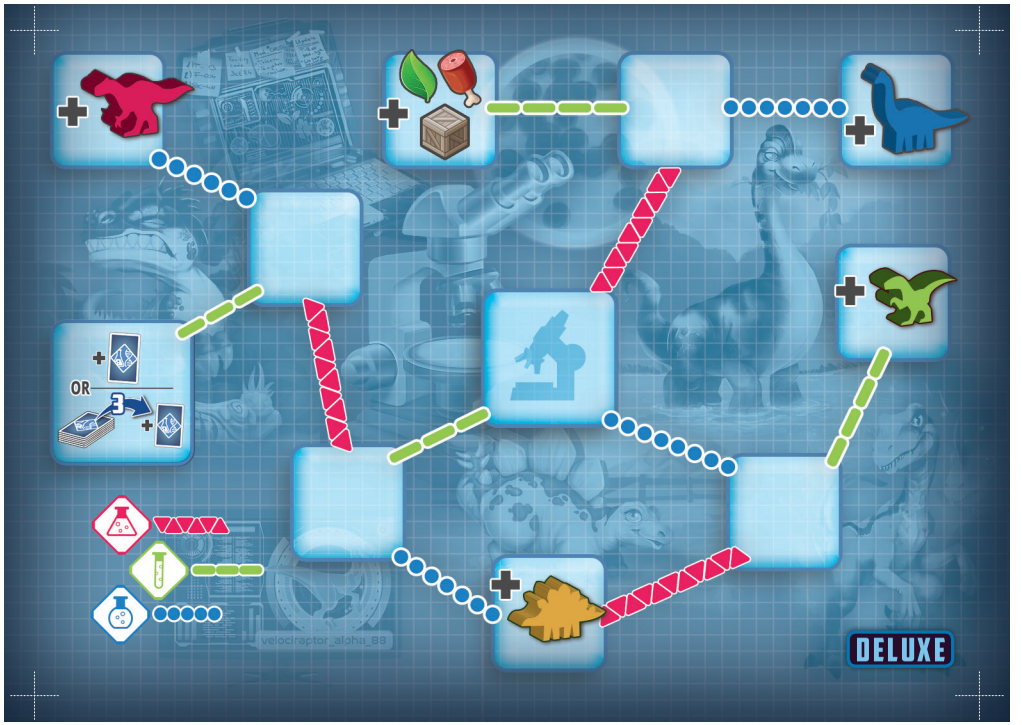
tiny epic DINOSAURS

LABORATORY



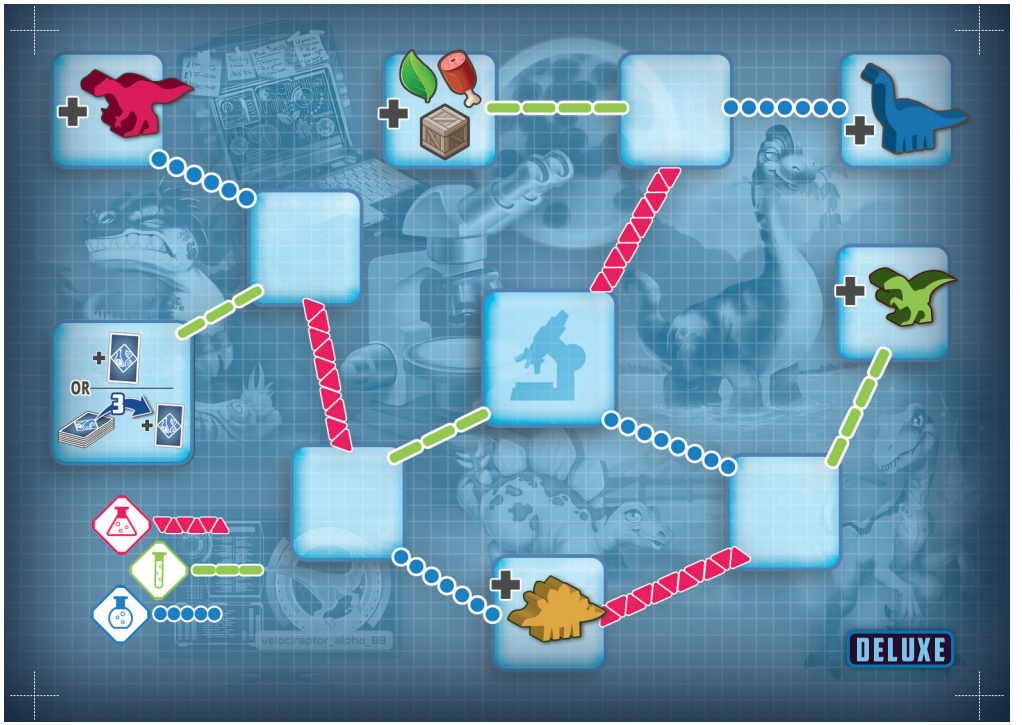
tiny epic DINOSAURS

LABORATORY



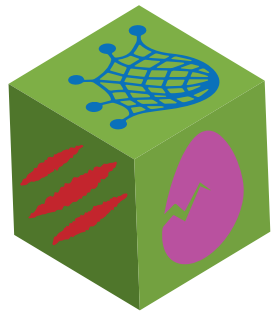
tiny epic DINOSAURS

LABORATORY



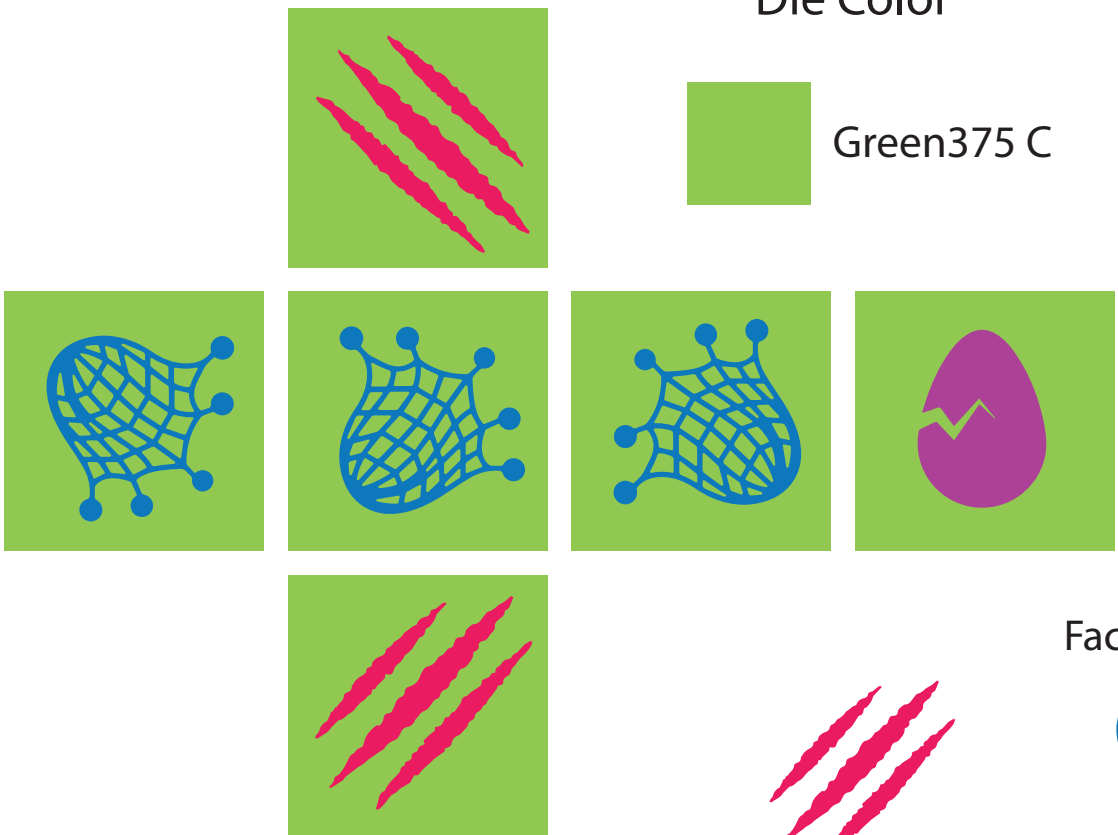
Tiny Epic Dinosaurs - Wrangler Die

Count: 1



Die Color

Green375 C



Face Colors

Red 206 C



Blue285 C



Purple 246 C