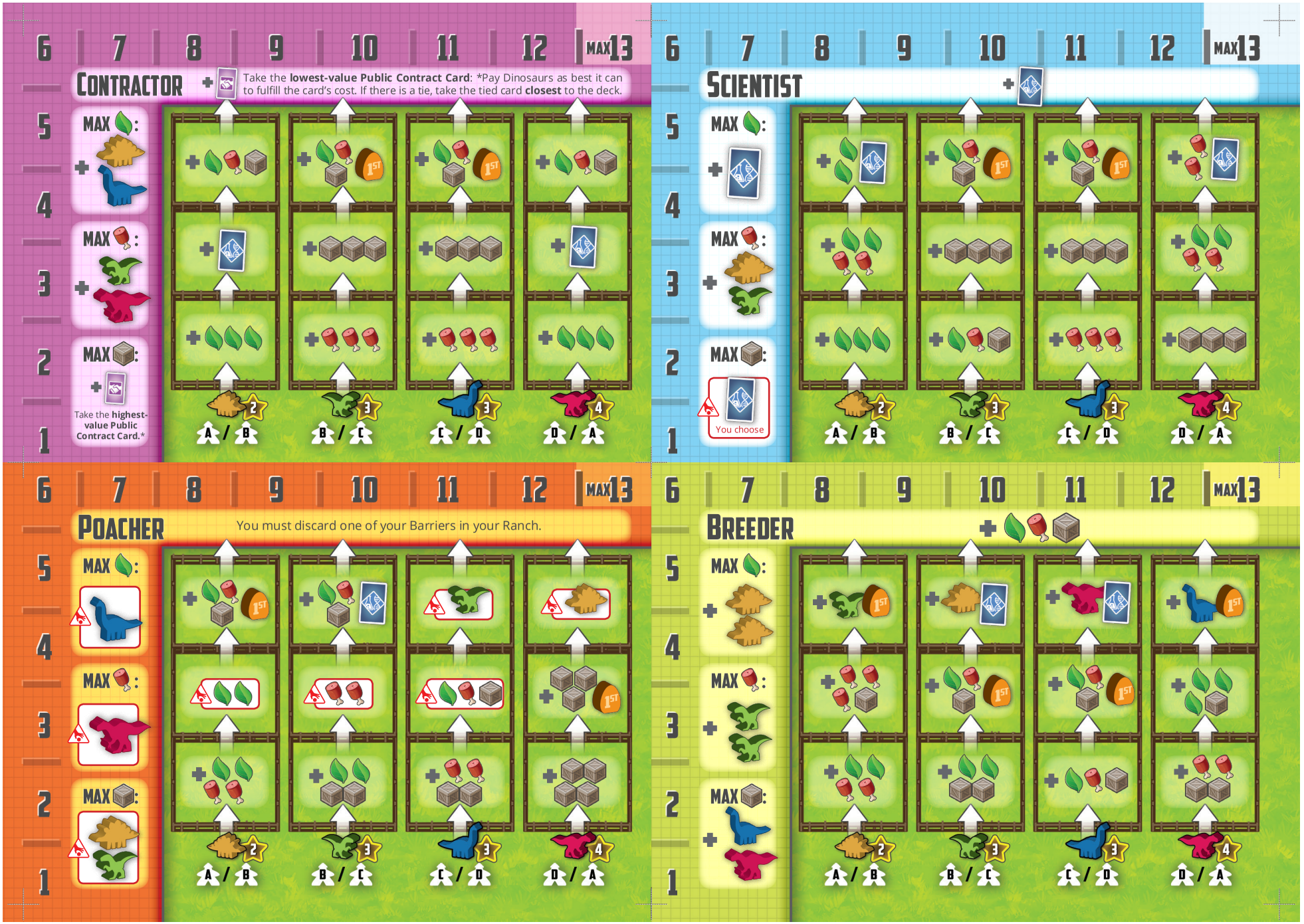
6 7 8 9 10 11 12 MAX 13
CONTRACTOR
Take the lowest-value Public Contract Card: *Pay Dinosaurs as best it can to fulfill the card's cost. If there is a tie, take the tied card closest to the deck.
MAX:
Take the highest-value Public Contract Card.*
A / B
B / C
C / D
D / A
SCIENTIST
You choose
POACHER
You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

8 9 10 11 12 13

7 6 5 4 3 2 1



RANCHERS



STEGOSAURUS
HERBIVORE
2



VELOCIRAPTOR
CARNIVORE
3





BRACHIOSAURUS
HERBIVORE
3

HOLDING AREA

ESCAPING DINOSAURS
Apply each penalty once a round:

HERBIVORES:

CARNIVORES:

ANY



ALLOSAURUS
CARNIVORE
4

8 9 10 11 12 13

7 6 5 4 3 2 1



RANCHERS



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HERBIVORE
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HERBIVORE
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HOLDING AREA

ESCAPING DINOSAURS
Apply each penalty once a round:

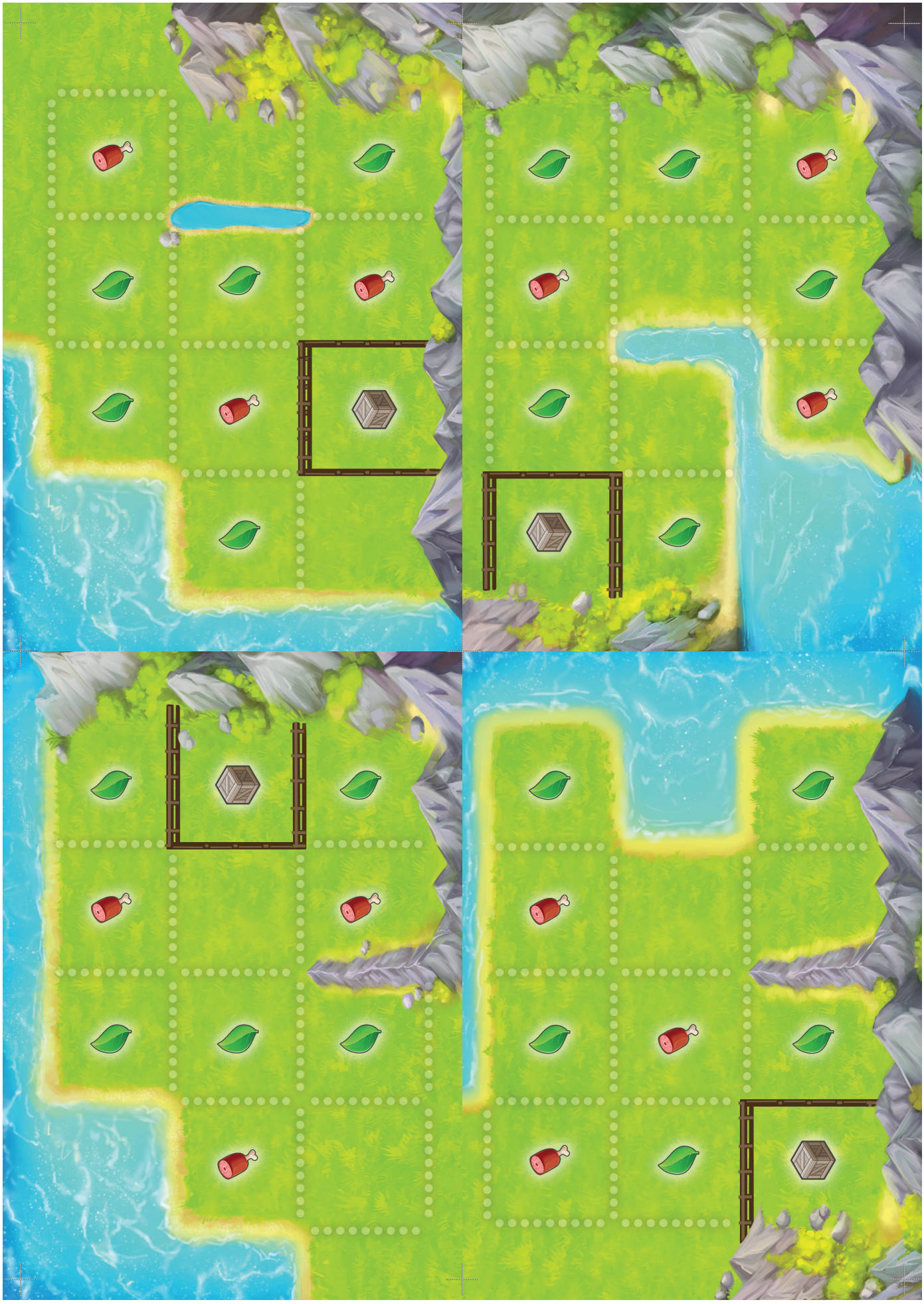
HERBIVORES:

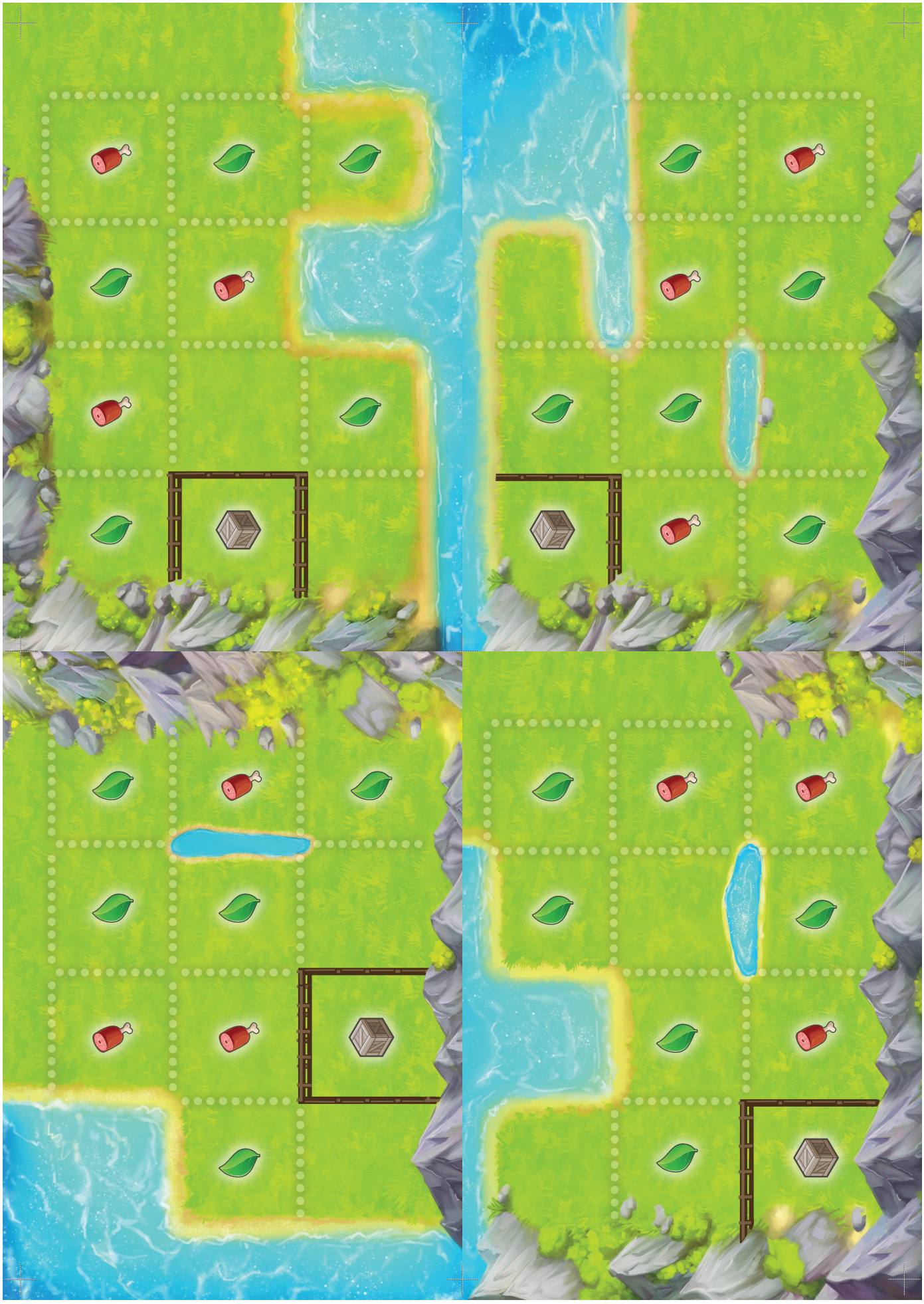
CARNIVORES:

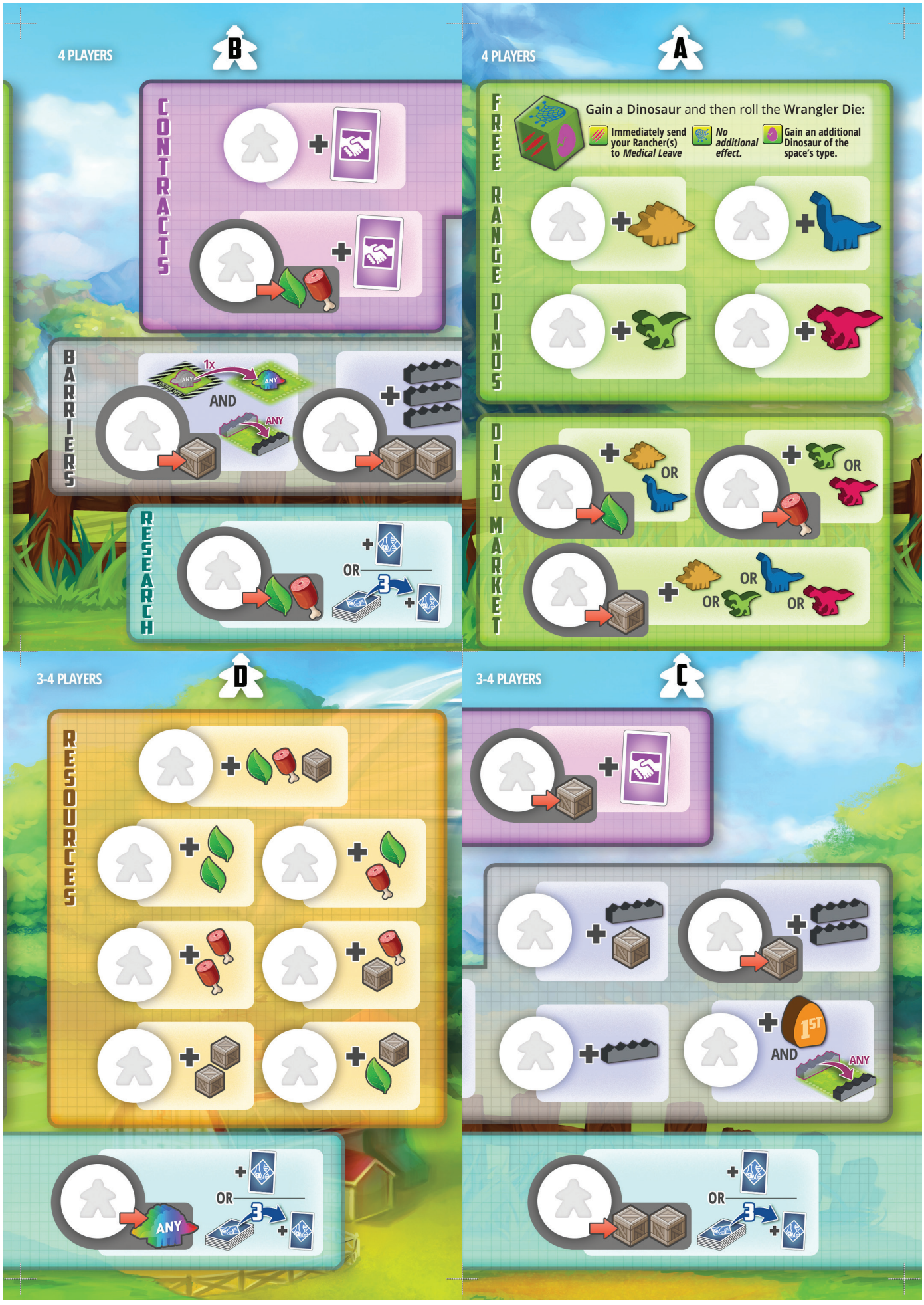
ANY



ALLOSAURUS
CARNIVORE
4






4 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
3-4 PLAYERS
D
RESOURCES
ANY
OR
3
3-4 PLAYERS
C
1ST
AND
ANY
OR
3

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

RESEARCH

OR 3

1-2 PLAYERS

C

1ST AND ANY

ANY OR 3

1-2 PLAYERS

D

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.

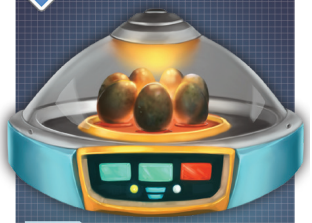

Final Scoring:
3
Dinosaurs
2
Research
1
Contracts
Tie-breaker:
1st
5
6
4
7
3
8
2
9
1
10
50
60
40
70
30
80
20
90
10
100
200


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	**1 Resource Collection** Gain resources from all unoccupied spaces in your Ranch.	
2	**2 Assign Ranchers** Place Ranchers, in turn order, onto action spaces to perform actions.	
3	**3 Retrieve Ranchers** Take back all Ranchers from Action Mats, and Ranchers and Dinosaurs from *Medical Leave*.	
4 + Private Gain a New Rancher and a Private Contract	**4 Arrange Ranch** Place all Dinosaurs and Barriers from your *Holding Area* into your Ranch.	
5	**5 Feed Dinosaurs** Feed Dinosaurs in your Ranch. If you cannot, unfed Dinosaurs *Escape*.	
6	**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.	



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

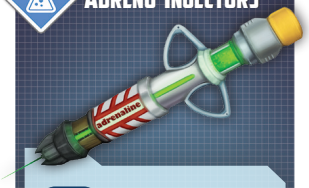
Laboratory Upgrade



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

1

Adreno-Injectors

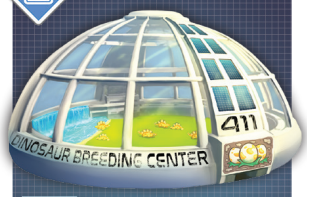


2 After you have placed all of your Ranchers, you may pay 1 to move 1 of your Ranchers from its current action space to a different empty action space and take that action.

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.

*

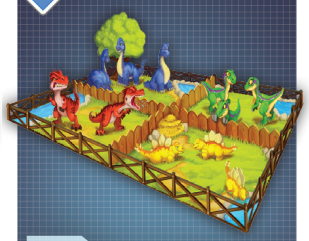
Herbivore Hemo-Log



* 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



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 for **each Dinosaur** orthogonally adjacent to the *Triceratops*' space.

4

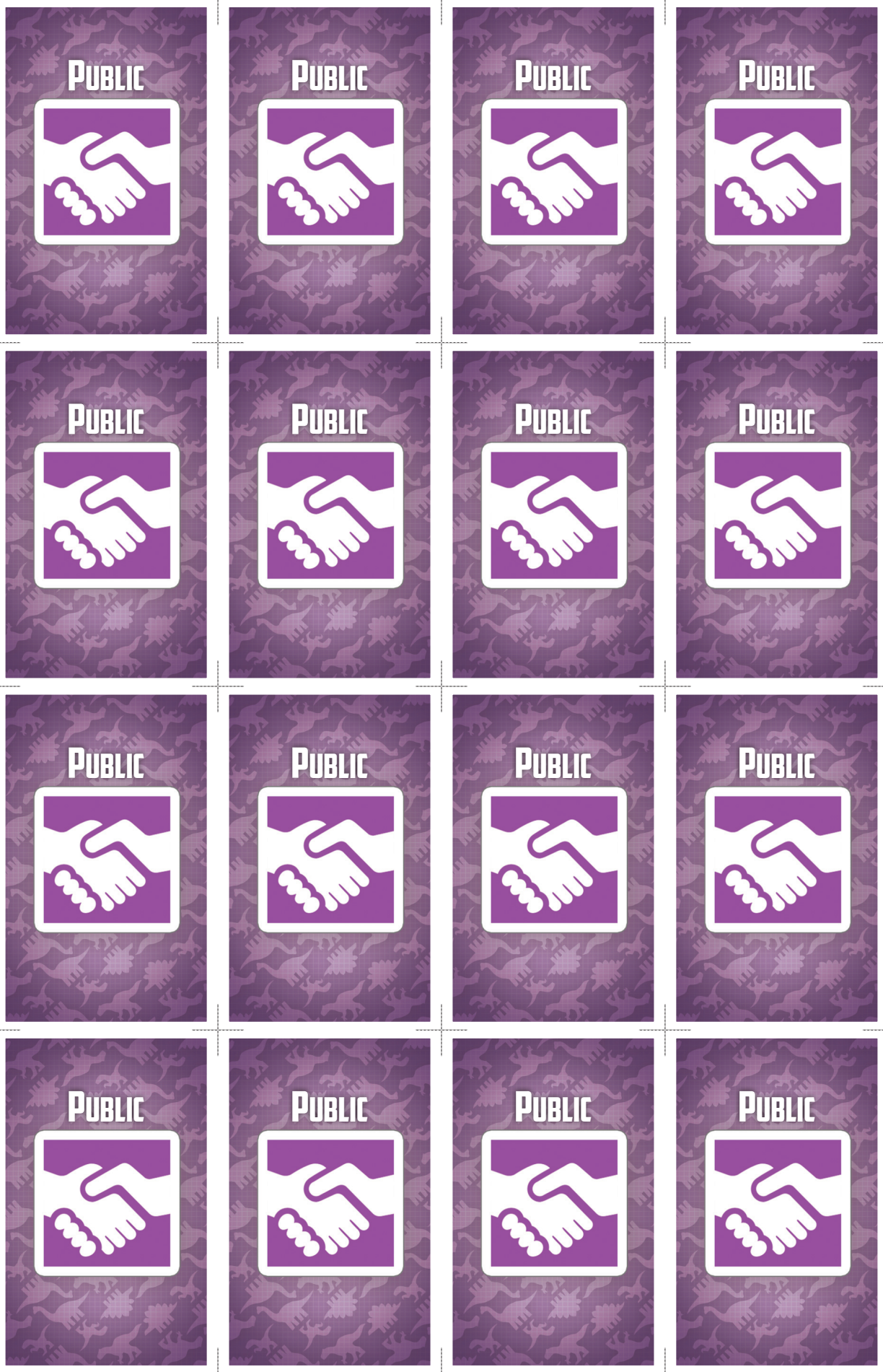
Tyrannosaurus Rex

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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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



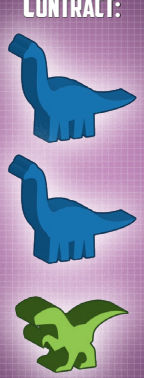
PUBLIC CONTRACT: 11



PUBLIC CONTRACT: 11



PUBLIC CONTRACT: 12

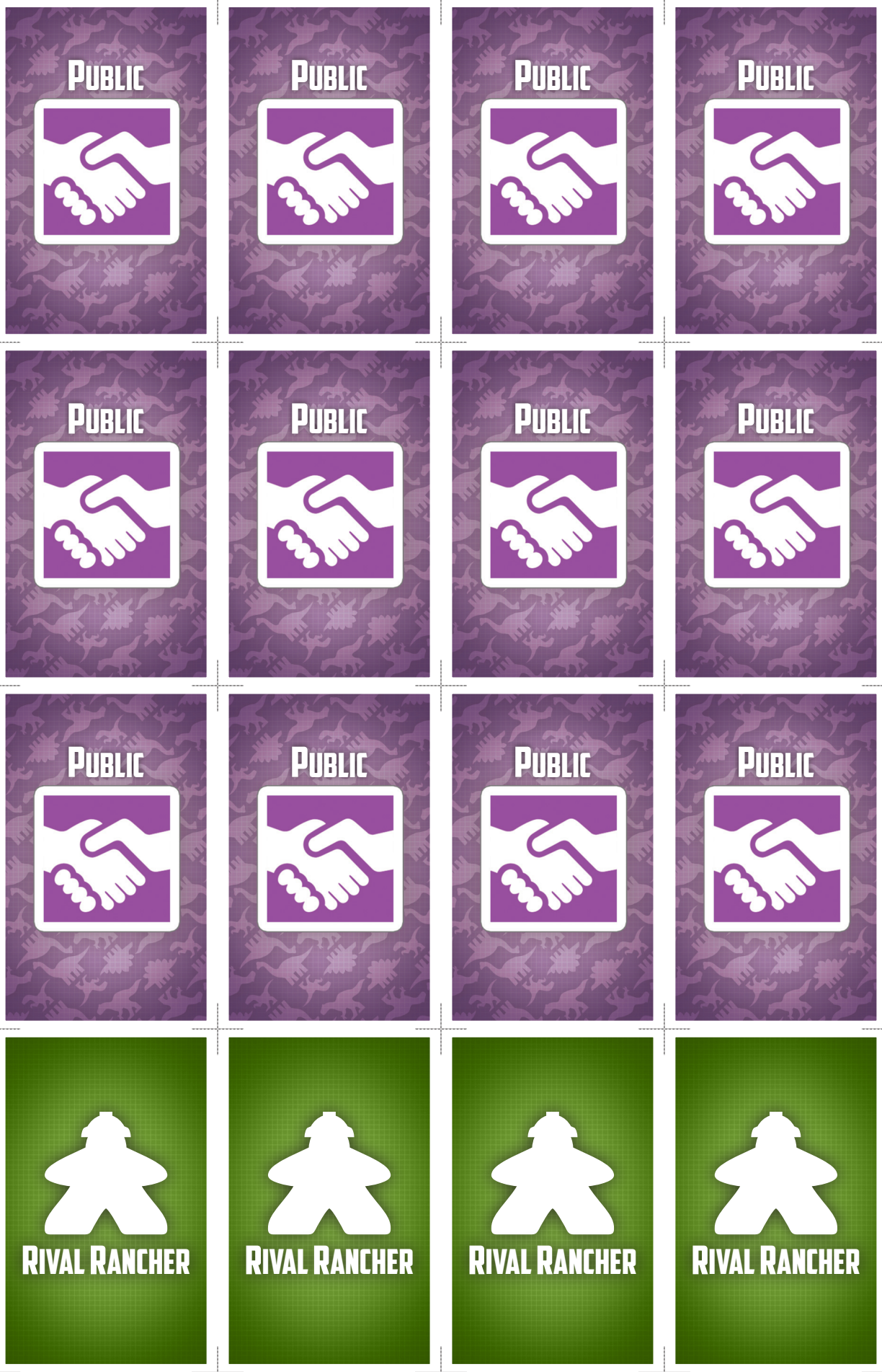


PUBLIC CONTRACT: 12



PUBLIC CONTRACT: 12

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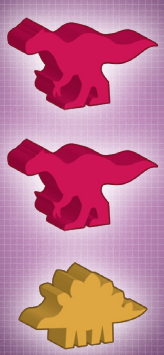
PUBLIC CONTRACT: 12



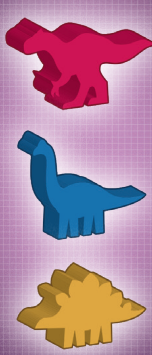
PUBLIC CONTRACT: 12



PUBLIC CONTRACT: 13



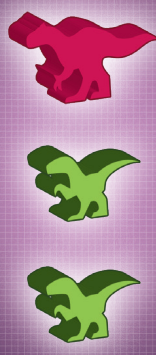
PUBLIC CONTRACT: 13



PUBLIC CONTRACT: 13



PUBLIC CONTRACT: 13



PUBLIC CONTRACT: 13



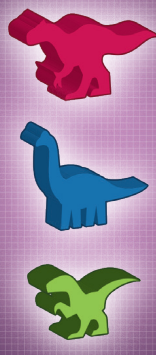
PUBLIC CONTRACT: 13



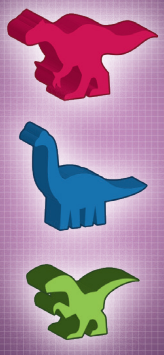
PUBLIC CONTRACT: 14



PUBLIC CONTRACT: 14



PUBLIC CONTRACT: 14



PUBLIC CONTRACT: 14



FILLS ALL ACTION SPACES ON:

A

EMPTY

Perform Action

FILLS ALL ACTION SPACES ON:

A

EMPTY

Perform Action

FILLS ALL ACTION SPACES ON:

B

EMPTY

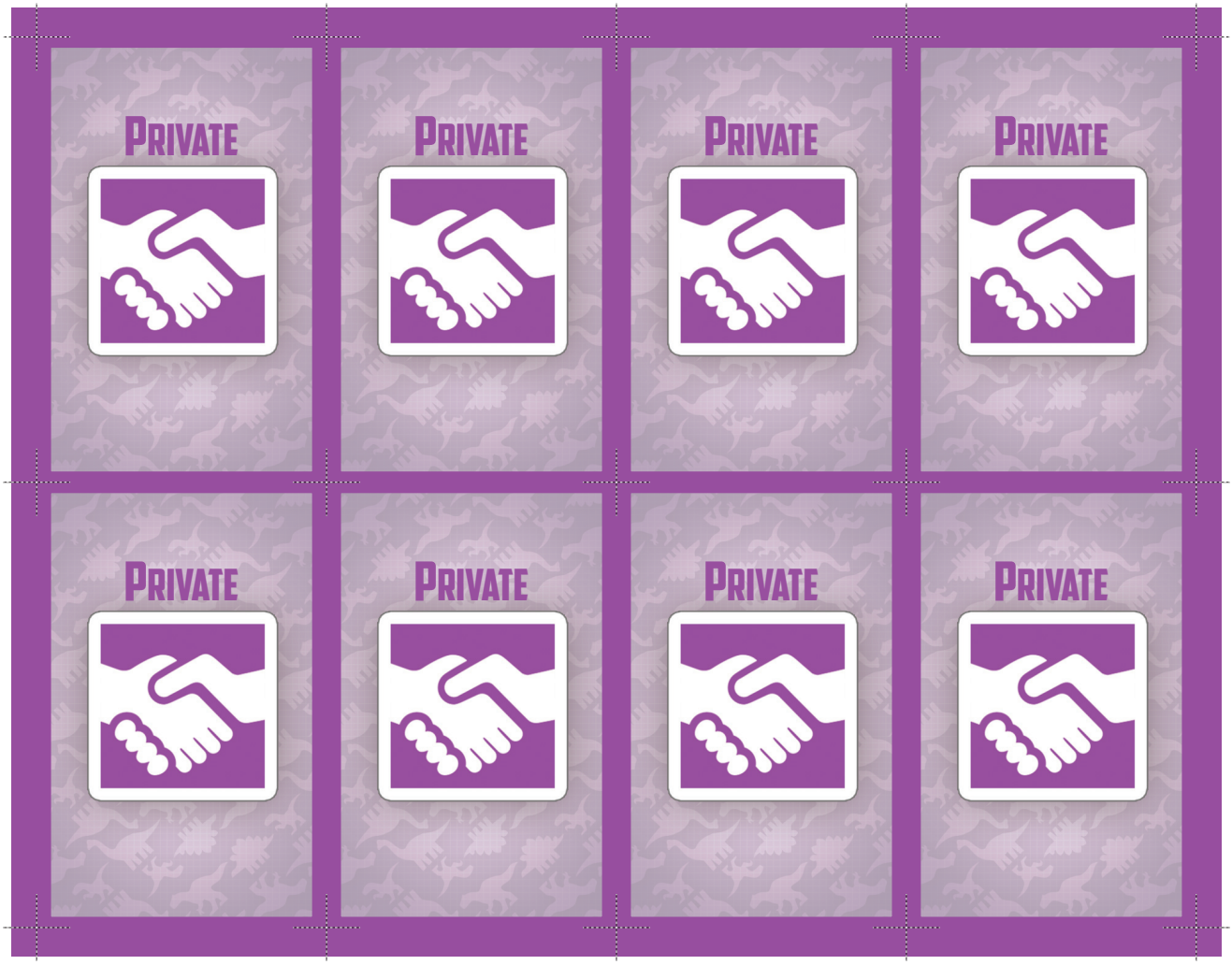
Perform Action

FILLS ALL ACTION SPACES ON:

B

EMPTY

Perform Action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RIVAL RANCHER
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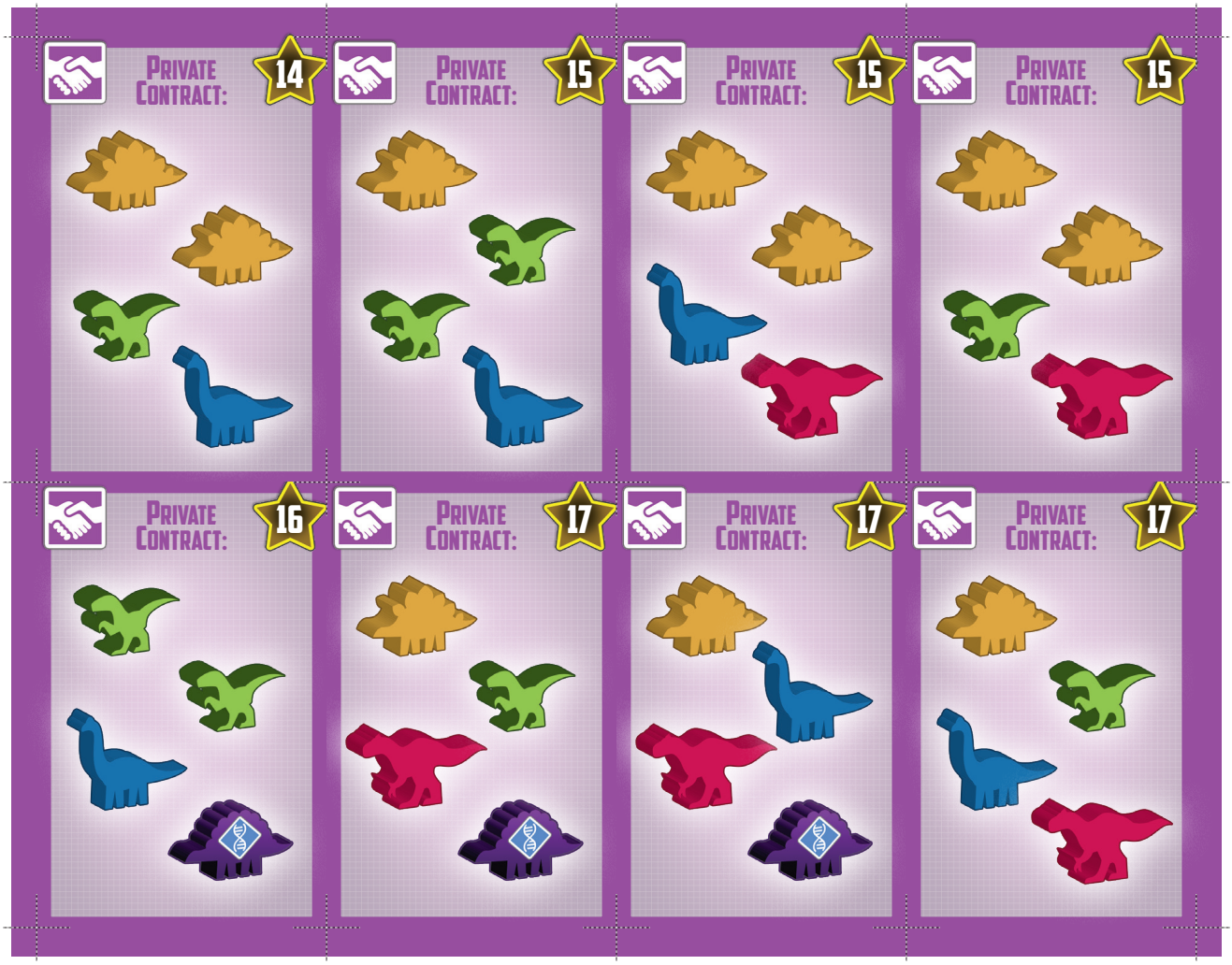
RIVAL RANCHER


PRIVATE CONTRACT: 14
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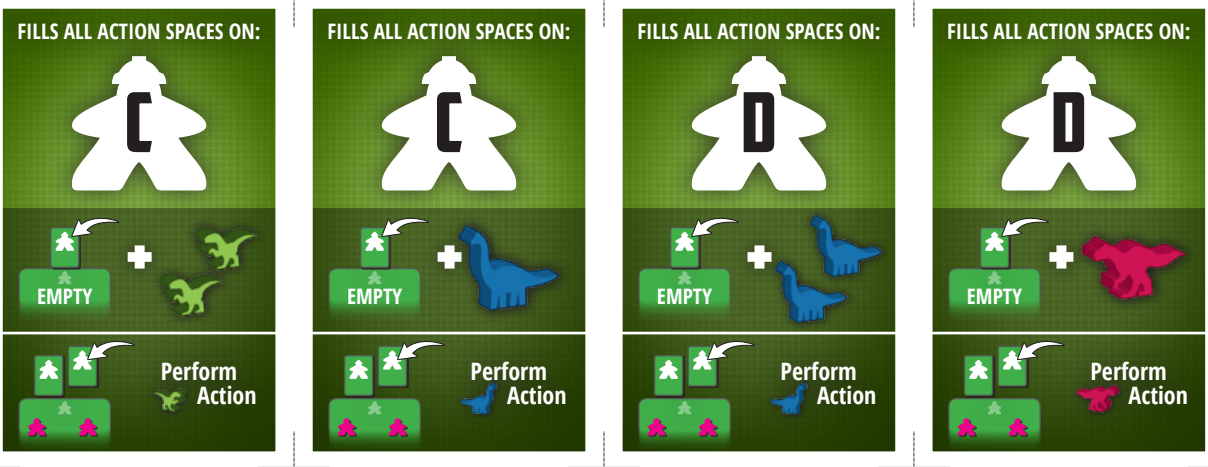
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C
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FILLS ALL ACTION SPACES ON:
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EMPTY
Perform Action


tiny epic DINOSAURS
LABORATORY
tiny epic DINOSAURS
LABORATORY
tiny epic DINOSAURS
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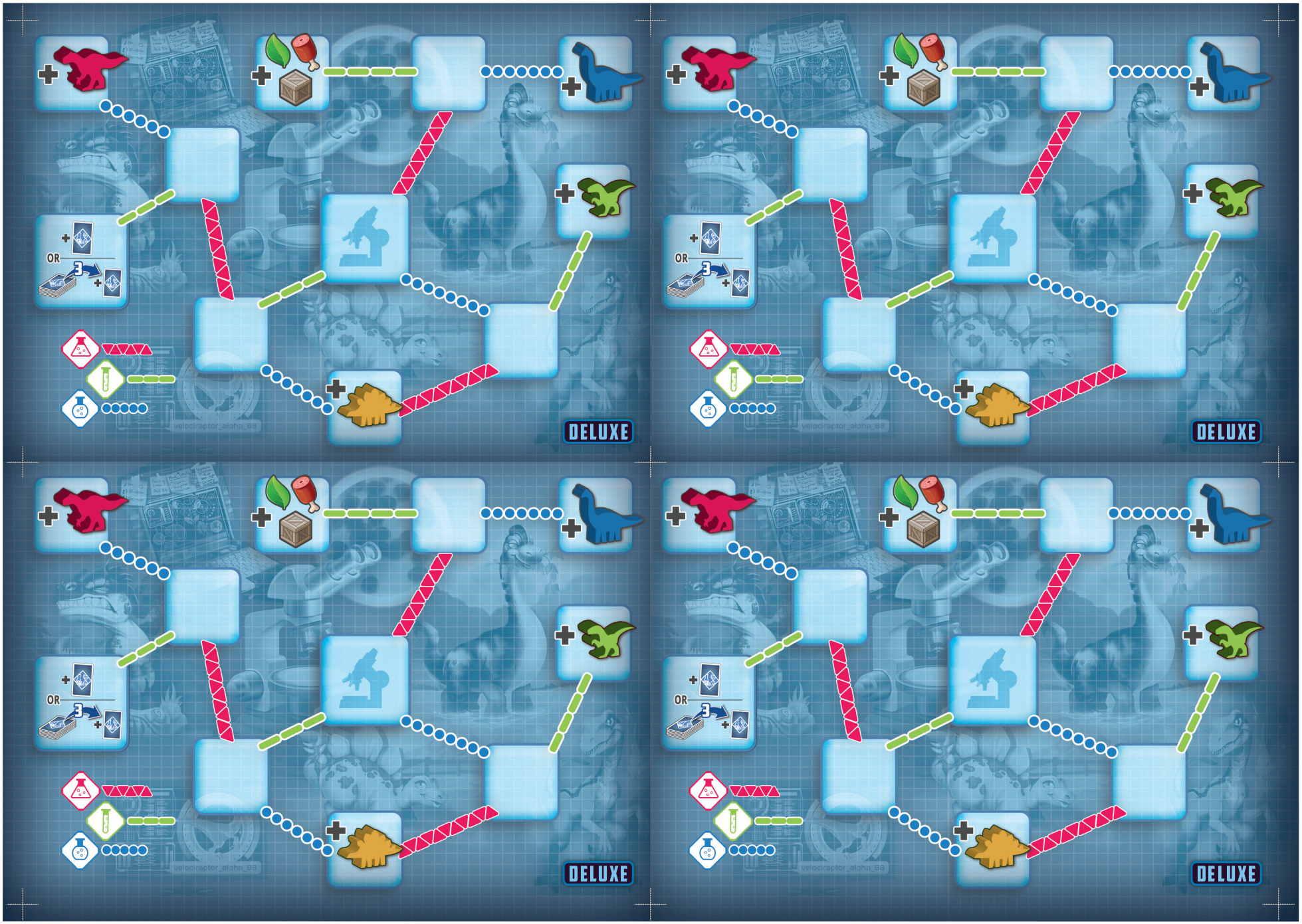
tiny epic DINOSAURS
LABORATORY


OR
3
DELUXE
velociraptor_alpha_88



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).*

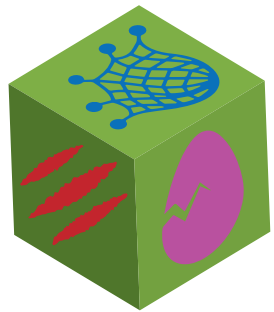
2 When you perform an action of a **Contract** space, you may instead fulfill the top face-down Public Contract Card from the deck by **discarding *Mosasaurus* and *1 Allosaurus from your Ranch***.

DELUXE

5

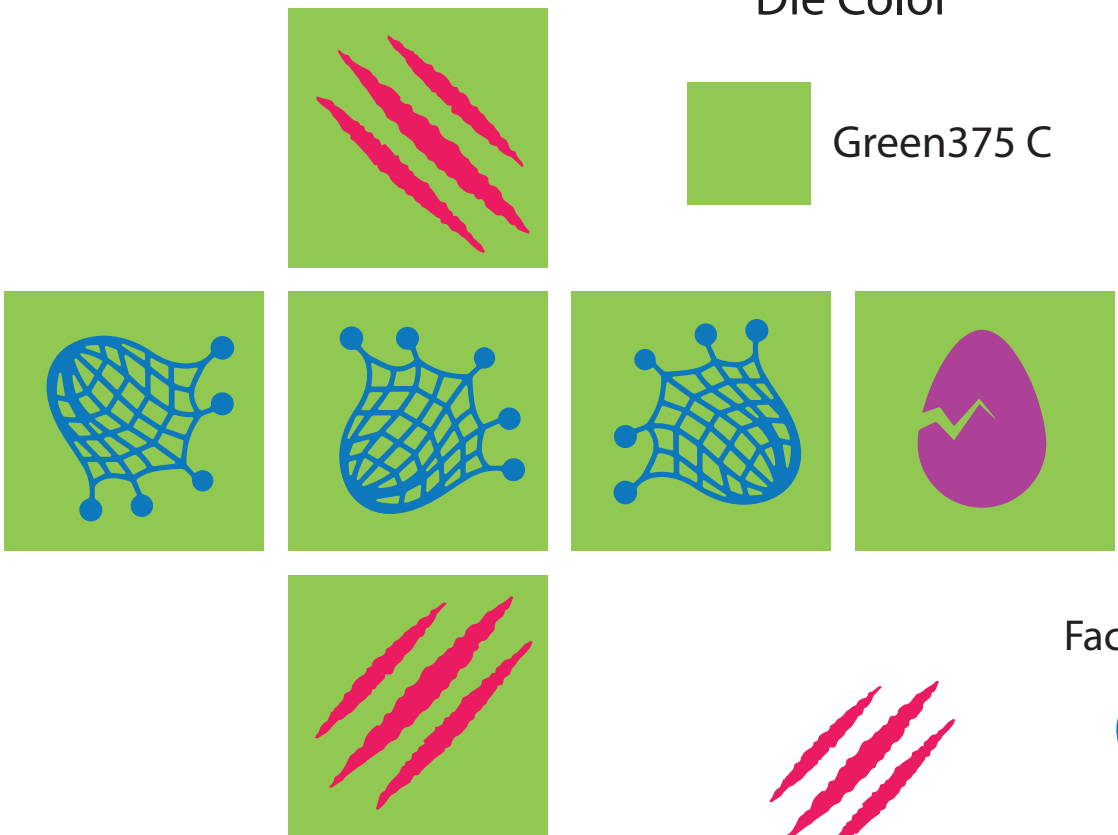
Tiny Epic Dinosaurs - Wrangler Die

Count: 1



Die Color

Green375 C



Face Colors

Red 206 C



Blue285 C



Purple 246 C