
tiny
epic
DINOSAURS
RULES OF THE RANCH
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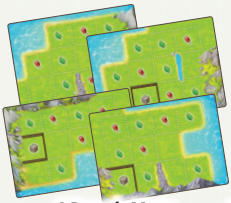
GAMELYN GAMES

Components



4 Player Mats
(Solo side on back)



4 Ranch Mats
(Double-sided)



4 Action Mats
(Double-sided)



3 Gameplay Mats



30 Research Cards





28 Public Contract Cards





8 Private Contract Cards



For Solo Play, see pg. 14



8 Rival Rancher Cards





4 Lead Ranchers
(in 4 player colors)



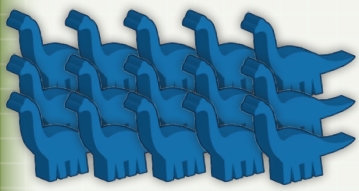
16 Ranchers (in 4 player colors)



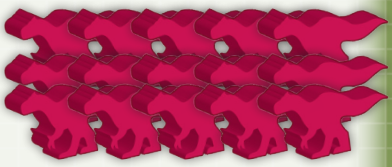
15 Stegosauruses



15 Velociraptors



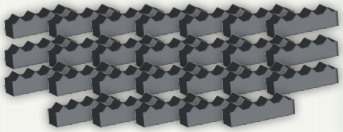
15 Brachiosauruses



15 Allosauruses



15 Unique Dinosaurs



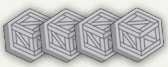
26 Barriers



4 Plant Markers



4 Meat Markers



4 Supply Markers



1 First Player Marker



1 Round Marker



1 Wrangler Die

Prologue

Breakthroughs in modern science have dinosaurs and humans existing side by side. This has allowed for a lucrative industry: ***Dino Ranching***!

Ranchers, such as yourselves, have built large-scale operations on a remote tropical island. Dinosaurs are bred on this island and sold to the highest bidders for use in popular, high-thrill theme parks. But ranching these prehistoric beasts is hard and dangerous work. Do you have what it takes to out-ranch your opponents and operate the most successful dinosaur farm?

Game Setup



1. Place the **4 Action Mats** in a row in the middle of the table in **alphabetical order** from '*A*' to '*D*.' These mats are double sided, so select the side that lists the appropriate **number of players** in the game (*noted at the top left of each mat*).

2. Place the **Round Mat** to the left of the row of Action Mats and the **Round Marker** (*coffee cup*) on the "*1*" space of the round track.

3. Give each player the following:

A. **1 Ranch Mat and 1 Player Mat**:
Choose which side of the Ranch Mat you want to use, and place it in front of you. Place the Player Mat, *Player-side up*, next to your Ranch.

B. **4 Ranchers** and **1 Lead Rancher** in their chosen color. Players then place **3 of those Ranchers** and the Lead Rancher onto their Player Mat in the *Ranchers* area **(i)**. Place the **final Rancher** on the "*4*" space of the Round Mat's track labeled "*Gain a New Rancher....*" **(ii)**.

C. **1 Plant**, **1 Meat**, and **1 Supply Marker**. Players then place these to the left of their Player Mat's resource track. When a marker is off the mat, its value is "*0*."

4. Place the **Contract Mat** above the Action Mats. Then, separate the **Public Contract Cards** and **Private Contract Cards** into their own decks (*based on their card backs*):

D. Shuffle and place the **Public Contract Deck** face-down on the space labeled "*Public Contracts*" on the **Contract Mat**. Deal cards from the deck into a face-up row to the mat's right, equaling the ***number of players +1***.

E. Shuffle and deal **2 Private Contract Cards** face-down to each player. Players then select 1 Private Contract to keep **(i)**, and return the other to the Private Contract Deck. Shuffle the deck and place it face-down on the space labeled "*Private Contracts*" on the **Contract Mat (ii)**. *Players should keep each Private Contract Card secret until it is fulfilled.*

5. Place the **Research Mat** below the Action Mats. Then shuffle the **Research Cards** into a face-down deck on the space labeled "*Research*" on the Research Mat. **Deal 3 cards** from the deck, face-up, into a row to the right.

6. Place the **5 colors of Dinosaurs (i)**, sorted by color, and the **Barriers (ii)** so they are easily reached by all players. Place the **Wrangler Die (iii)** near Action Mat "*A*".

7. Give the **First Player Marker** to the last person to visit a natural history museum, or determine first player using your own method. In addition, give these **starting bonuses*** to other players clockwise from the first player:

   - *Place the second player's Plant Marker( ) on "1."*
   - *Place the third player's Meat Marker ( ) on "1."*
   - *Place the fourth player's Supply Marker ( ) on "1."*

If there is a lower player count, only gain bonuses up to the number of players.



Game Overview

The game will take place over 6 rounds. Each round will progress through the following **phases**, many of which can be resolved simultaneously:

1. **Collect Resources**
2. **Assign Ranchers**
3. **Retrieve Ranchers**
4. **Arrange Ranch**
5. **Feed Dinosaurs**
6. **Breed Dinosaurs**
7. **Refresh for Next Round**



The rounds are tracked on the Round Mat. After the sixth and final round, players add up their total points (★) from Dinosaurs in their Ranches and Contract and Research Cards (*see pg. 13*). The player with the most points is the winner.

1 Collect Resources

All players simultaneously collect a resource for each symbol in their Ranch that is not covered by a Dinosaur:



Plants



Meat



Supplies

Resources are counted by moving the resource tokens up and down on the track of the player mat. Each player may collect a **maximum of 13 resources** of each type. If the resource token is off the left side of the mat, that means the resource is at a value of "*0*." A player's stock cannot drop below "*0*" for any resource.



In the first round, **collect 5** , **3** , **and 1** since there are no Dinosaurs in your Ranch. On future turns, this changes as your Ranch fills up. Also note that some Research Cards may grant abilities for additional resource options when collecting.

2 Assign Ranchers

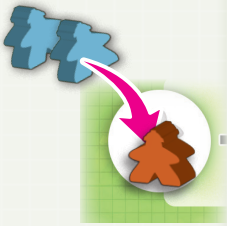


Starting with the player who has the First Player Marker, players take turns assigning their Ranchers to different "**action spaces"** on the Action Mats and performing actions.

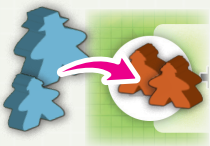
On your turn, you must place **a single Rancher** (either Lead or regular), onto one empty action space. Then you immediately perform that action space's action.

After that, the next clockwise player will place a Rancher, and so on, until all players have placed all of their Ranchers. If on a player's turn they have no Ranchers left to place, they are skipped and the phase continues with the next clockwise player.

OCCUPIED ACTION SPACES:



If an action space already has one or more opponents' Ranchers on it, you may take that action by placing **1 more Rancher** than the player with the highest number of Ranchers on that space. *In the example to the right, at least **2 Ranchers** are needed for the blue player to use the action.*

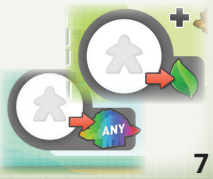


A Lead Rancher counts as 2 regular Ranchers both for placement and 'blocking' opponents. *In the example to the left, to use this action space now, the blue player must place at least 3 Ranchers and does so, using a Lead and regular Rancher.*

*You **CANNOT** place Ranchers onto an action space where **you already have Ranchers.***



COSTS TO PERFORM ACTIONS:



Some action spaces are marked with a cost to perform the action, noted by a **dark circle** around the action space and the required resource(s) or Dinosaur(s) that must be paid.

2 ASSIGN RANCHERS, CONTINUED

When placing Rancher(s) onto an action space, **you MUST immediately pay the necessary resources** and then perform at least part of the action.

GAINING ITEMS WITH ACTIONS:

If an action has a plus symbol (✚) next to an item, that means you gain whatever is listed, as detailed below.

FREE RANGE DINOS:

Immediately **gain 1 of the regular Dinosaur** (*see list*), and place it into the ***Holding Area*** of your Player Mat.

REGULAR DINOSAURS:
- Stegosaurus
- Velociraptor
- Brachiosaurus
- Allosaurus



Then **roll the Wrangler Die** and resolve its result:





Net: No additional effect.



Wound: Move your **Rancher(s) and the Dinosaur** you gain from this action space to your color section in ***Medical Leave*** on the Round Map.



Egg: Immediately gain a second Dinosaur of the **same species**.

> *For this action, you always get **at least 1 Dinosaur**, no matter what symbol is rolled.*

DINO MARKET:

Immediately **gain 1 of ANY regular (*non-unique*) Dinosaur** or one of the Dinosaurs listed, depending on the space. Pay the listed cost and place the Dinosaur into your *Holding Area*. You do not roll the Wrangler Die.



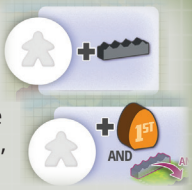


RESOURCES:

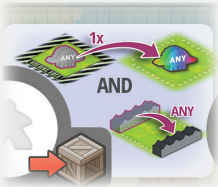
Immediately **gain resources** (🌿, 🍖, 🪨) based on the number of icons shown. Advance your resource tokens on your resource track to mark this.



BARRIERS AND FIRST PLAYER MARKER:



Immediately **gain Barriers** in the amount shown and place them into your *Holding Area*. When gaining the **First Player Marker**, immediately take it from the player who has it. If you already have it, you simply keep it.



If a space has 2 actions, you must perform at least one of the actions, but you may perform both, in either order.

MOVE A DINOSAUR FROM HOLDING AREA:

Immediately **move 1 Dinosaur** from your *Holding Area* into your Ranch. At this time, it does not matter if it is outside of an Enclosure, or in an Enclosure with a different species.

REARRANGE BARRIERS:

You may immediately **move 1, or more, Barriers** from your Ranch into your *Holding Area*. It does not matter, at this time, if this causes Dinosaurs to be in open Enclosures or if different species are enclosed together.

CONTRACTS:



Discard the Dinosaurs shown on one of the face-up **Public Contract Cards** to take that card, adding it face-up into your play area. *Discarded Dinosaurs are returned to the general supply. The Research Cards for discarded Unique Dinosaurs are sent to their discard pile.*

- *The Dinosaurs MUST be **in your Ranch** (not your Holding Area).*
- ***Do not draw a new Public Contract to replace the one taken.***



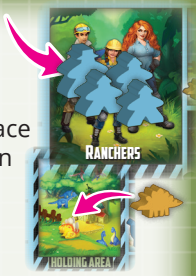
Private Contracts: After fulfilling a Public Contract, if you then have enough Dinosaurs to discard and also fulfill your Private Contract, you may immediately do so. Add your Private Contract to your other fulfilled contracts. **You MUST first fulfill a Public Contract to do this.**

RESEARCH:



Immediately **gain 1 Research Card** and add it to your play area. You have the option of taking one of the cards from the **face-up row**, OR you may **draw 3 from the top of the deck** and choose 1 of those cards to keep. Place the 2 unchosen cards face-up next to the other cards. If there are no cards in the row, you must draw 3 and choose 1. ***See Research Card Details, pg. 12.***

3 Retrieve Ranchers



All players simultaneously retrieve all Ranchers, including those Ranchers in *Medical Leave*, and place them back onto their Player Mats. Any Dinosaurs in *Medical Leave* go to that player's *Holding Area*.

4 Arrange Ranch

Players simultaneously place their Barriers and Dinosaurs from their *Holding Areas* into their Ranches:

- Barriers can only be placed on the *dotted lines.*
- Barriers that were placed in earlier Rounds cannot be moved.
- All Dinosaurs in a Ranch may be moved around as needed.
- Regular Dinosaurs MUST be placed inside **Enclosures** or else they will ***Escape*** (*see next page*).

ENCLOSURES:

Enclosures are Ranch spaces surrounded on all sides by any combination of **Barriers**, **Mountains**, and **Water**. Each Ranch starts with **one permanent Enclosure**. An Enclosure may be as small as one space or incorporate many adjacent spaces, as long as it is surrounded on all sides. An Enclosure with many Ranch spaces can hold many Dinosaurs of a **single species** with at most **1 Dinosaur per space**.



Unique Dinosaurs (*those gained through Research*) DO NOT have to be placed into an Enclosure and can be placed in an open area of the Ranch with other Unique Dinosaurs. *Unique Dinosaurs cannot be Enclosed with any other Dinosaur.*

This Brachiosaurus CANNOT be placed into the same Enclosure as a Velociraptor.



If you cannot place a regular Dinosaur into your Ranch, it Escapes (see next page)!

5 Feed Dinosaurs



Players simultaneously feed the Dinosaurs in their Ranch (*including Unique Dinosaurs*) according the resource(s) listed next to each Dinosaur picture. Move the resource marker down on the resource track to show this. In general, **Herbivores** eat , and **Carnivores** eat .

Omnivores eat either or . You choose which resource when you feed them.



You feed your Dinosaurs in whichever order you prefer. *We also recommend that you lay down each on its side to show it is fed*. Feed until you cannot spend any more resources. If you run out of resources and cannot fully feed your Dinosaurs, all remaining unfed Dinosaurs (*including unique ones*) then ***Escape*** (*see below*).

ESCAPING DINOSAURS:

Dinosaurs can escape during 4, 5, or 6. This causes different penalties for either **Herbivores** or **Carnivores** *(in the case of Omnivores, you may choose what type it is)*. Each penalty ONLY occurs **once in a round**, even if multiples of the same type escape. You may resolve either penalty **in any order**.

HERBIVORES' ESCAPE PENALTY:

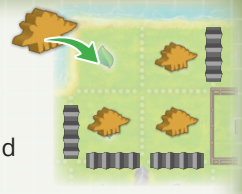
Remove 1 Barrier of your choice from your Ranch *(if there are any)*. If losing a Barrier would cause an Enclosure to not be "closed," the remaining fed Dinosaurs DO NOT escape; however they **do not breed** during 6 (*see next page*).

CARNIVORES' ESCAPE PENALTY:

Discard ANY 1 other Dinosaur, in addition to the escaping Carnivore, from your Ranch *(if there are any)*. The "eaten" Dinosaur may be one that was going to escape. If an escaping Carnivore eats an escaping Herbivore first, that Herbivore DOES NOT cause the *Herbivores' Escape Penalty.*

After resolving *Escaping Dinosaurs*, discard all the escaped Dinosaurs back to the supply. For a Unique Dinosaur, also discard their card to the Research Mat's "*Discard Pile*."

6 Breed Dinosaurs



Dinosaurs that were fed in 5 now breed. **Every 2 regular Dinosaurs** of the **SAME species** and in the **SAME Enclosure** will breed 1 Dinosaur of that species. Dinosaurs that are not in an Enclosure cannot breed. *In the example above, this Enclosure with 3 Stegosauruses will only breed 1 newborn Stegosaurus.*

Any newborn Dinosaurs are taken from the supply and must immediately be placed into your Ranch. They **must be placed into an Enclosure**, but it does not have to be with its "*parents*." Newborn Dinosaurs can be placed in any order and cannot breed the round they are born. If your Ranch does not have room for a newborn Dinosaur, **it immediately *Escapes*** (*see previous page*).

LIMITED REGULAR DINOSAURS:
If the supply of a species of regular Dinosaurs is zero, you cannot take more of that Dinosaur. Any effect that results in you gaining that species is canceled. If there is not enough to supply all players during 6, each eligible player takes one at a time, in order, starting with the first player until they are gone.

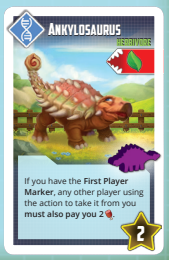
Research Card Details

There are **2 types** of Research Cards: **Science** (◇) and **Genetic** (◇). Each type provides special abilities throughout gameplay and grants additional victory points at the end of the game.

Along with a Genetic Card's written ability, you also gain a **Unique Dinosaur** that MUST also be fed during 5. Note these differences between Regular and Unique Dinosaurs:

- Unique Dinosaurs usually cannot breed.
- During 4, **they do not need to be placed into an Enclosure** (*and usually cannot be in an Enclosure with Regular Dinosaurs*).
- Their abilities are only in effect if they are **in your Ranch** and NOT if they are escaping.





7 Refresh for Next Round

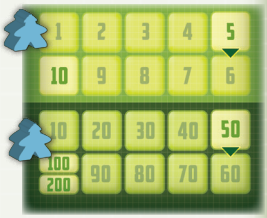
1. Draw **Public Contract Cards** to fill the Contract row up to the number of players +1.
2. Discard all face-up **Research Cards** in the row to the Research Mat's "*Discard Pile*" and then **draw 3 new cards**, placing them face-up in the row. ***If the Research Deck is ever empty, shuffle the discard pile to form a new draw deck.***
3. Advance the **Round Marker** forward one space. It is now 1 of the next round, and for 2 the player with the First Player Marker assigns their first Rancher. Play continues as it did in the previous round.

ROUND 4: NEW RANCHER AND PRIVATE CONTRACT

When the Round Marker reaches the "*Round 4*" space, all players take their new Rancher and add it to the *Ranchers* area on their Player Mat. All players also draw and keep one new **Private Contract Card** to add to their hand.



End of Game/Scoring



After the end of the 6th round, the game is over and players score their total victory points (★). **Flip over the Round Mat** to the reserve side and each player may use their **Ranchers** to track their total scores.

All players gain ★ from:

1. Each **Fulfilled Contract Card** (*both Public and Private*).
2. Each **Research Card** (*Omnivores can be counted as either Herbivores OR Carnivores*).
3. Each **Regular Dinosaur in their Ranch** (*the ★ value for each species can be found on the Player Mat*).



The player with the most ★ is the winner! *If there is a tie, then the tied player who is earliest in turn order (starting with the First Player Marker and going clockwise) wins.*

Solo Play Mode: the Rival Rancher

Just when life seemed perfect on the ranch, out of nowhere a cut-throat ranching company has set up shop on the opposite side of the island. They have frighteningly efficient ranchers that wrangle and sell dinosaurs with seemingly "robotic" productivity. Do these opportunists spell the end of your dinosaur ranching career?

SOLO COMPONENTS:



4 Rival Ranch Mats (back of Player Mats)

8 Rival Rancher Cards

SETUP:

Set up for a 2-player game with the following changes:

A. Choose **1 Player Mat** to be the Rival Ranch (*note that each offers a unique challenge*). Flip it to the *Rival Ranch side*, and place it near your own Player Mat.

B. Place the **3 Resource Tokens** next to the Rival Ranch Mat's resource track so that they are at "*0*."

C. Shuffle the **8 Rival Rancher Cards** into a face-down deck next to the Rival Ranch Mat.

D. Place the **Rival's Lead Rancher** onto the *4th round space* on the Round Track next to your own extra Rancher. Set aside two of the Rival's regular Ranchers for final scoring and return the rest to the box.

E. Give the **First Player Marker** to the Rival Ranch. Take a Private Contract Card, as usual, but do not deal any to the Rival.



Solo Gameplay



The only phase that the Rival participates in is 2. Instead of placing Ranchers, the Rival reveals one Rival Rancher Card. At the start of the phase, shuffle the deck of Rival Rancher Cards and **deal out 4 face-down** cards above the deck. Set the remaining cards aside without revealing them. If the Rival has the First Player Marker, it takes the first turn of the round. Alternate turns until you are out of Ranchers to assign and the Rival has played all 4 cards.

THE RIVAL'S TURN

The Rival performs 3 steps on its turn:

1. Draw and Place a Rival Rancher Card

2. Check for Dinosaurs or Action

3. Check for Fulfilled Contracts

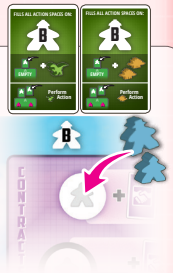


1. DRAW AND PLACE A RIVAL RANCHER CARD

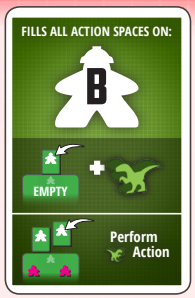
At the start of the Rival's turn, flip one of the face-down Rival Rancher Cards. The card lists a Rancher icon with a letter. Place that card above the Action Mat with the matching letter.

ASSIGNING RANCHERS ON YOUR TURN

When you assign your own Ranchers, you must first check if there are Rival Rancher Cards placed above an Action Mat. For each card above, every action space on that Action Mat is considered to have a **single Rival Rancher on it**. Just as in a regular game, the *Occupied Action Spaces* rules apply (*see pg. 7*).



2. CHECK FOR DINOSAURS OR ACTION



Now determine if the Rival either gains Dinosaurs or performs an action. Check to see if there were already Ranchers or Rival Rancher Cards on that Action Mat where the card was just placed:

An Empty Mat: If the mat is empty of your Ranchers or another Rival Rancher Card, then the **Rival gains the Dinosaur(s) listed on the card**. Place the Dinosaur(s) into the Rival Ranch's column that matches the dinosaur on the card, filling in the Enclosures going from the bottom to the top. If there is no room in the column for that Dinosaur (*which only has room for 3*) then it is not placed. Instead, the Rival immediately performs the ***Rival Special Action*** listed at the top of the Rival Ranch (*see below*).





Note: On some cards, the Rival gains 2 Dinosaurs.

An Occupied Mat: If the mat is already occupied by your Ranchers or another Rival Rancher Card, then the **Rival performs an action instead**. First, find the column that matches the Dinosaur on the card. The **bottom-most available Enclosure** in that column lists the action the Rival takes.





RIVAL SPECIAL ACTION

When performing an action, if there are no open Enclosures in that column, perform the ***Rival Special Action*** listed at the Mat's top.

RIVAL RANCH ACTIONS

Resources: The Rival gains the resources shown. Advance its resource marker(s) on its track.

Dinosaurs: The Rival gains the Dinosaur(s) shown. Add the Dinosaur(s) to open Enclosures in the column(s) matching the dinosaur type(s). If there are no open spaces in the column(s), perform the *Rival Special Action* instead.

Stealing: The Rival steals the listed item from you. Reduce your resource and increase its, or move Dinosaur(s) from your Ranch and place them into its. If you do not have the listed item, then the Rival does not gain that item. If there are no open spaces remaining for a stolen Dinosaur, perform the *Rival Special Action* for that mat.

First Player Marker: The Rival takes the marker from you. If it already has it, nothing happens.

Research Card: Draw 3 new Research Cards and add them into the row. The Rival takes the highest victory point card from the entire row. If there is a tie for the highest, it takes the tied card closest to the deck. Add this card to the Rival's play area. The Rival gains no special benefit from abilities or unique Dinosaurs on the card, just victory points. *The Rival will never take -value cards.*

RESOURCE MAX ACTIONS

When the Rival gains resources and its token reaches the **maximum amount** of "*13*", the **Resource Max Action** is immediately triggered. If multiple resources are maxed, the actions resolve in the following order: *is resolved first, then second, and then last.*

After a Resource Max Action is resolved, the token is reset to 0 and any remainder of resources **over 13** is lost.



3. CHECK FOR FULFILLED CONTRACTS

Now check the row of Public Contract Cards, one by one going from **left to right**, to see if the Rival has Dinosaurs in its Ranch to fulfill a Contract. If it does, discard the necessary Dinosaurs from top to bottom and then add that Contract to the Rival's play area. The Rival can only fulfill 1 Contract per turn in this phase, even if it has the resources to fulfill more.



OTHER ROUND PHASES

The Rival never participates in phases to collect resources or rearrange its Ranch, nor does it feed or breed its Dinosaurs. At the end of the round during 7, **shift all Public Contracts to the left to fill in empty spaces**, drawing new cards to the right of existing cards. Discard all Research Cards in the row and draw 3 new cards like normal. Also collect all of the Rival Rancher Cards to reform the deck.

ROUND 4: A FIFTH RIVAL RANCHER CARD

Starting in the 4th round, the Rival gains its **Lead Rancher**. Place the Lead Rancher near the play area where the face-down Rival Rancher Cards are dealt at the start of each round. This signifies that a **fifth Rival Rancher card is dealt** and the **Rival now takes 5 turns**! The Rival, however, is not dealt a Private Contract Card like you are.



SOLO GAME END AND SCORING

At the end of the game, score the Rival Ranch normally using its Ranchers as scoring tokens on the reserve side of the Round Mat. Its Research Cards are only scored for their point values and not for any abilities that gain points.

Frequently Asked Questions

Q. Do I still gain a "Free Range Dinosaur" even if I roll a "*Wound*?"

A. Yes, no matter what symbol is rolled, you still gain the Dinosaur shown.

Q. Can you fulfill a Private Contract by itself?

A. No, you can only fulfill a Private Contract when you fulfill a Public Contract.

Q. Do each one of my escaping Dinosaurs deal me penalties, that cause me to discard Barriers and/or Dinosaurs?

A. No, the penalties for both Herbivores and Carnivores can each happen only one time per round.

Q. Can I assign a Rancher to a space and not perform the action?

A. No, you MUST be able to perform the action. (If a space has multiple actions, then you must perform at least one of them.)

Q. Can I breed my Dinosaurs if the Enclosure was damaged (and therefore is "open") by an escaping Dinosaur?

A. No, the Enclosure must be completely closed to breed.

Q. Can I still gain a newborn Dinosaur if there is not an open space in the Enclosure with 2 breeding Dinosaurs?

A. Yes, and newborn Dinosaurs do not have to be placed in the same Enclosure as their "parents."

Q. Do Omnivores have to eat BOTH 🌿 and 🍖 when they are fed?

A. No, ***you choose*** to feed them either 🌿 OR 🍖.

Q. Do Mountains, Water, and the Permanent Enclosure count as Barriers?

A. Yes, each of these count as sides of an Enclosure.

Q. Can I use a Research Card's ability during the Round that I gain it?

A. Yes, if it is a Science Card. For Genetic Cards, the ability is only in effect if the Unique Dinosaur is in your Ranch and not in your *Holding Area*.



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