



DINOCHASE GAMEPLAY INSTRUCTIONS

READ CAREFULLY.. YOUR LIFE MAY DEPEND ON IT!



1 BOX CONTENTS:

- 1 Game board
- 35 Human play pieces (7 orange, 7 blue, 7 yellow, 7 green, 7 purple)
- 3 Dinosaur play pieces (T-Rex, Spinosaurus, Velociraptor)
- 3 Dino Puck move markers
- 1 Six sided dice
- 1 Eight sided dice

2 GAME OBJECTIVES:

This is a game of Humans versus Dinosaurs! Humans win by one player getting a play piece to the boat and escaping the island. Dinosaurs win if they stop the Humans escaping by eating them all or by destroying the boat.

3 SETTING UP:

Dinosaurs start on first tile. One player plays as Dinosaurs with all three of the Dinosaur pieces. Humans start on tile 6. Each player chooses a different colour and places one of their pieces. Each Human player gets a number of play pieces depending on how many players there are, with every piece representing a life:

Number of people playing as Humans	Number of play pieces
1	14 (they play as two players)
2	7
3	5
4	4
5	4

Human players go first, starting with the player to the left of the Dinosaur player.

4 HUMAN PLAY

Each Human player rolls a six-sided die and moves that number of places. All the Human players win if any Human player piece makes it to the Escape Boat. If a Human lands on:

Blank - No action.

Cave - No action. This tile is safe for Humans.

Fern Tree - Safe. Hidden from any Dinosaurs that land on the tile.

Tar Pit - Get stuck and miss a go. Lay player piece on its side on the tile for next turn as reminder to miss go. Player cannot be eaten in the Tar Pit. On next turn, place player piece upright again.

Volcano - Death! Lay player piece on its back on the tile. On next turn respawn with a new player piece on the same tile (if any lives remaining).

Dinosaur player piece - No action, Human spots the Dinosaur first and hides before they are seen.

Dimorphodon - Death! Lay player piece on its back on the tile. On next turn respawn with a new player piece on the same tile (if any lives remaining).

Island Gate - Human player passing over or landing on the gate opens it, allowing both Humans and Dinosaurs to get through.

Boat - Escape! Humans win the game. Exact roll is required to land on the boat. If the roll is too high, don't move.



5 DINOSAUR PLAY

The Dinosaur player uses the 8-sided die and can move each of their three Dinosaurs up to once per turn. The player starts each turn by placing all three Dino Puck markers face up. Then roll the die and choose which Dinosaur piece to move that number of places. Once a Dinosaur is moved, turn over its Dino Puck marker to keep track of which have moved. The die is then rolled again for the next Dinosaur.

A player can end their turn without moving all three Dinosaurs, however the decision to end their turn and not move must be made before the die is rolled. Once it is rolled, the player must move a Dinosaur unless no move is possible (for example if the only move is on to a Cave or through the closed Island Gate). If no move is possible, their turn ends. Pieces can only move forward.

There are two ways for Dinosaurs to win: All Human players have no lives left or by destroying the Escape Boat.

If a Dinosaur lands on:



- **Blank** - No action.
- **Cave** - Dinosaurs cannot land on Cave tiles. If this is the only move possible, then the Dinosaur does not move and the player's turn ends.
- **Fern - Tree**: Any Human pieces are hidden from the Dinosaur and are not eaten.
- **Tar Pit** - Get stuck and miss a go. Lay player piece on its side on the tile for next turn as a reminder to miss a go. On completing next turn, place player piece upright again.
- **Volcano** - Death! Dinosaur player piece goes back to the start tile.
- **Human player piece** - Player is eaten! Lay Human player piece on its back on the tile. That player respawns (assuming they have a life left) on their next turn on the same tile. If there is more than one Human on the tile, choose which one to eat!
- **Dimorphodon** - No action.
- **Island Gate** - Dinosaurs cannot land on or pass through the Island Gate until it is opened by a Human player.
- **Boat** - Destroy the boat and the Dinosaurs win! Exact roll is required to land on the boat. If roll is too high, don't move.

6 THE WINNER:

The Humans win if ...

... one Human player reaches the Escape Boat with a play piece. Exact roll is needed to finish. Once a single Human player reaches the Escape Boat the Humans have successfully escaped the island and all the Human players win.

The Dinosaurs win if ...

... there are no Human players left alive or if a Dinosaur gets to the Escape Boat first and destroys it, preventing the Humans from leaving the island. An exact roll is needed to land on the boat. Human pieces die on volcano tiles, dimorphodon tiles, or by being eaten by a Dinosaur!

