

DINOSAUR WARS®

HAVE NO REGARD FOR THE ETHICS OF BONE DIGGING!

SUMMARY

OBJECT: You are a seasoned bone-hunter on assignment to a renowned MUSEUM. Your mission is to field expeditions into the BADLANDS of Montana & Wyoming to plunder the Dinosaur DIGSITES there. Landing on a DIGSITE enables you to pick up or "excavate" BONES CARDS. To maximize your haul of BONES CARDS you will need EQUIPMENT and the services of a sometimes disreputable CREW. The more CREW and EQUIPMENT you have the greater your haul of BONES CARDS. The race is then on to get your precious cargo back to your MUSEUM where complete sets of BONES CARDS have a points and money value. Money enables you to fund your expeditions and points are recorded on the pad provided. The game continues until there are no more BONES CARDS left to "excavate". The winner is the player with the most points.

But beware! The attentions of BONE RUSTLERS and CLAIM JUMPERS, the pitfalls of CALAMITY CARDS and shady dealings at the BONES BAZAAR may leave your collection in tatters. Trust no-one and have no regard for the ethics of bone digging!

CONTENTS:

- DINOSAUR WARS BOARD
- 4 STACKABLE PLAYER TOKENS (red, green, blue & yellow)
- STANDARD DIE
- BONES BAZAAR DIE (INCLUDES 6x DIE STICKERS)
- BONES CARDS (20 blue, 25 red, 30 green & 30 purple)
- 57 CALAMITY CARDS
- 10 PURPLE CREW TOKENS
- 10 EQUIPMENT CARDS
- MONEY (\$50, \$100, \$500 & \$1000 notes)
- PENCIL AND SCORE PAD
- RULES & BACKGROUND INFORMATION

AGES
12+

2-4
PLAYERS

1-2 HRS
PLAYTIME

SETTING UP: DINOSAUR

WARS is a game for two to four players. Nominate a player to be banker and score keeper. Select a player token to represent your travels and place it on the MUSEUM directly in front of you. Shuffle the CALAMITY CARDS and BONES CARDS and place them face down on their positions on the board.

The banker gives each player \$2000 consisting of 3 x \$500, 4 x \$100 and 2 x \$50. Remaining money, EQUIPMENT CARDS and CREW tokens go to the bank.

For games with only 2 players, shorten the BONES CARDS PACK by removing all green BONES CARDS.

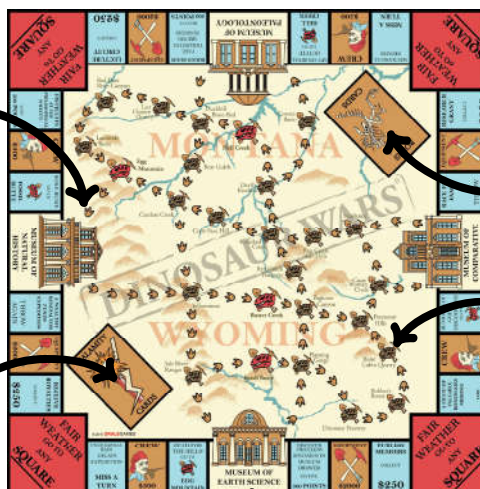
DINO FOOTPRINTS

You may enter the Badlands (inner map) through any Museum by following the Dino Footprints.

Note: You must always move in the direction indicated by the footprints

CALAMITY CARDS

Shuffle & place face down here



BANK

Remaining money, EQUIPMENT CARDS and CREW tokens go to the bank.

BONES CARDS

Shuffle & place face down here

DIGSITES

Landing on a digsite enables you to 'excavate' BONES CARDS. You must also pick up 1 CALAMITY CARD each time

YOUR MUSEUM (START HERE)

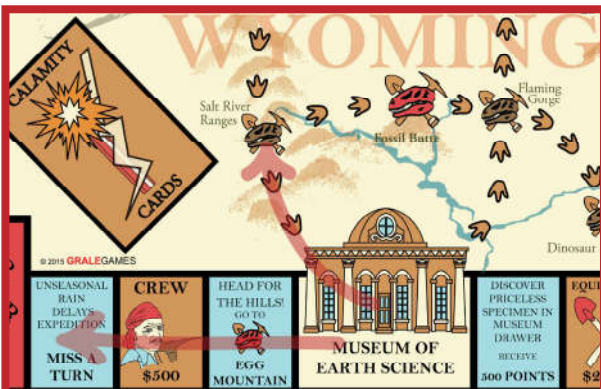
Each player starts on the MUSEUM directly in front of them. This is your base for the duration of the game.

\$50 2x
\$100 4x
\$500 3x

MONEY

Each player starts with \$2000

GETTING STARTED



STARTING: Each player rolls the standard die. The player who rolls the highest begins play, rolls again and moves their player token the number of spaces rolled in a clockwise direction around the OUTER BOARD or, if so desired, into the BADLANDS by following the dino footprints. That player must then carry out any action associated with the space they land on before passing play to the player on their left.

You must always move in the direction indicated by the footprints.

Rolling a 6 on the die does not entitle a player to a second roll.

There can be no negative scores throughout the game.

GAME PLAY: Head out into the BADLANDS (inner map) and try to land on as many DIGSITES as possible. Each time you land on a DIGSITE you pick up BONES CARD/S & one CALAMITY CARD. CALAMITY CARDS are the events that happen to you on your expedition. Some are good, some not so good... BONES CARDS need to be matched to make complete dino-skeleton sets. Once you have a few complete sets, head back to your MUSEUM where you will receive money and points. Get enough money together and you can buy CREW tokens and EQUIPMENT CARDS. The more CREW tokens & EQUIPMENT CARDS you have the more BONES CARDS you can excavate.

If you notice a rival player starting to get ahead, or want to settle old scores, you can level out the playing field by looting CREW tokens, EQUIPMENT CARDS and BONES CARDS from those players. You can do this by CLAIM JUMPING (landing on a DIGSITE or FOOTPRINT already occupied by another player) or through certain CALAMITY CARDS (see pg 3). You can also barter and swap BONES CARDS with other players to improve your hand or finances.

The game continues until all the BONES CARDS have been excavated. The race is then on to get back to your museum. Only the first player back can cash in any BONES CARD sets they hold. All other players forfeit their remaining BONES CARDS. The winner is the player with the most points.

THE BOARD: The board consists of the OUTER BOARD and the inner map or 'BADLANDS'. On the OUTER BOARD you will find the following squares:

YOUR MUSEUM: The MUSEUM in front of you is your base for the duration of the game. During expeditions into the BADLANDS you will acquire BONES CARDS some of which may be complete sets. Get these sets back to your MUSEUM and you will be awarded money and points.

Your MUSEUM is only interested in complete sets of BONES CARDS. For example, on return to your MUSEUM you hold the following BONES CARDS:



\$1500 & 1500 pts

\$500 & 500 pts

Not complete
Retain for later

For this hand you receive \$1500 and 1500 points for the complete T.REX, plus \$500 and 500 points for the BAMBI RAPTOR. The TRICERATOPS head is unmatched by its tail and is retained to be completed during later expeditions or bartered.

The banker allocates \$2000 and records 2000 points on the pad. Sold Bones cards are removed to the Bank.

To land on **your** museum the number rolled on the die need only match **or exceed** the number of spaces required to get there. You do not need to stop at your museum.

You consider other players' museums to be ordinary squares.

"GO-TO" SQUARES: These are marked by the red skulls on the OUTER BOARD and correspond to the red skulls in the BADLANDS. For example, a player landing on "SPY ON A RIVAL OUTFIT, GO TO HELL CREEK" must go straight to the HELL CREEK DIGSITE, pick up BONES CARD/S and one CALAMITY CARD.



Red skull DIGSITES are **no different** to ordinary DIGSITES.

"FAIR WEATHER" SQUARES: Move instantly to any square you wish on the OUTER BOARD and play out the effect of that new square within your move. You may even move into the BADLANDS through the "GO-TO" squares and excavate BONES CARDS (see pg. 3).

CREW AND EQUIPMENT SQUARES: You are a seasoned bone hunter and as such you can "excavate" 1 BONES CARD whenever you land on a DIGSITE. To increase your haul of BONES CARDS you can buy CREW tokens and EQUIPMENT CARDS by landing on the CREW or EQUIPMENT squares on the OUTERBOARD.

1 CREW token is required to "operate" each EQUIPMENT CARD. Each CREW/ EQUIPMENT combination you hold allows you to excavate 1 additional BONES CARD. For example: possessing 2 CREW/ EQUIPMENT combinations allows you to draw a total of 3 BONES CARDS.

A CREW token is placed on top of each EQUIPMENT CARD to show other players that it is "operated".

No matter how many CREW/EQUIPMENT combinations you hold the maximum number of BONES CARDS you can draw when landing on a DIGSITE is 3.

You may possess unmatched CREW or EQUIPMENT but these cannot be used to excavate BONES CARDS.

For example: With this hand you can excavate 2 BONES CARDS - 1 BONES CARD yourself plus 1 additional BONES CARD for the CREW & EQUIPMENT combination you hold. The extra CREW is unused.



Each CREW token costs \$500 and each EQUIPMENT CARD costs \$2000. You may buy as many CREW tokens & EQUIPMENT CARDS as you can afford.

THE BADLANDS (INNER MAP): THE BADLANDS is the place for expeditions. You can enter the BADLANDS through any MUSEUM by following the footprints or through the "GO-TO" squares. Travel in the BADLANDS can only proceed in the direction of the footprints. In the BADLANDS you will find the following:

DIGSITES: are marked by the dino-skulls in the BADLANDS. When landing on a DIGSITE you can pick up or "excavate" up to a maximum of 3 BONES CARDS depending on how many CREW & EQUIPMENT combinations you have (see CREW and EQUIPMENT pg.2). After you have excavated your BONES CARDS you must also pick up 1 CALAMITY CARD.



When landing on a DIGSITE, draw your BONES CARD/S first and then one CALAMITY CARD.

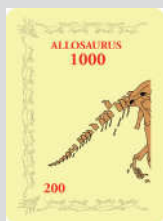
BONES CARDS: BONES CARDS are collected by landing on DIGSITES and depict either whole or part dinosaur skeletons.

Blue BONES CARDS (small dinosaurs) show whole skeletons. Red BONES CARDS (large meat-eaters) and green BONES CARDS (large plant-eaters) require 2 cards to complete a skeleton. Purple BONES CARDS (massive sauropods) require 3 cards to complete a skeleton.

Blue BONES CARDS have a single number which is both its money and points value. All other BONES CARDS have two numbers, a single card value and a complete skeleton/set value.

Your museum is only interested in complete sets. Get a complete set back to your museum and you will be awarded money and points equal to the complete set value shown on the card/s. The single card value is its dollar value and is used when bartering or selling at the BONES BAZAAR.

Blue BONES cards
points and dollar value



Complete skeleton/set value
In this case worth \$1000 &
1000 pts when returned to your
museum

single card value

Allow only the backs of your BONES CARDS to be seen by other players unless bartering or selling using the BONES BAZAAR die!

CALAMITY CARDS: CALAMITY CARDS are the thrills and pitfalls of bone hunting. Whenever you land on a DIGSITE you must pick up 1 CALAMITY CARD. Drawn CALAMITY CARDS are returned to the bottom of the pack.

SOME CALAMITY CARDS EXPLAINED:

"BONE RUSTLER!" Drawing this card while there are one or more players in the BADLANDS allows you to "rustle" or take 3 BONES CARDS from any **one** of those players. The player being "rustled" shows only the backs of their cards and the player doing the rustling chooses 3 and adds those to their hand. You do not move to that players space.

"GO TO DIGSITE OF YOUR CHOICE" Proceed to any DIGSITE. If it is occupied by another player, then that player is CLAIM JUMPED! (See CLAIM JUMPING)

"RETURN TO BASE." Go directly to your MUSEUM. This provides an excellent opportunity for you to cash in complete BONES CARDS sets and score points.

"UNPAID FOR TOO LONG! YOUR CREW DESERT YOU FOR THE PLAYER WHO ROLLS THE HIGHEST NUMBER." All players roll the standard die. Whoever rolls the highest number takes possession of **all** the unfortunate player's CREW. Should the player who drew the CALAMITY CARD roll the highest, then his/her CREW is retained.

CLAIM JUMP! - This card allows you to move your player token to any space within the Badlands that is occupied by another player and CLAIM JUMP that player. If there are no other players within the Badlands then this card is void.

"PAY FOR" CREW/EQUIPMENT CARDS - You must pay the specified amount in order to retain your CREW /EQUIPMENT. If you cannot afford payment you must forfeit you CREW/ EQUIPMENT to the bank. If do not have any CREW/ EQUIPMENT then no payment is required.

BACKTRACK 3 SPACES - you must move your player token 3 spaces in the direction you have come.

CLAIM JUMPING: If you land on a FOOTPRINT or a DIGSITE occupied by another player in the BADLANDS, you have CLAIM JUMPED that player. **You may then take from that player 1 EQUIPMENT CARD or 1 CREW token or 1 BONES CARD!** If selecting an EQUIPMENT CARD or CREW token, these are added to your excavating ability and subtracted from the excavating ability of the player being CLAIM JUMPED. If selecting a BONES CARD you may only see the backs of the cards. Should you CLAIM JUMP a player on a DIGSITE, CLAIM JUMP that player first, then excavate your BONES CARDS, then draw a CALAMITY CARD.

It is possible (and very profitable!) to CLAIM JUMP a player already being CLAIM JUMPED, ie., CLAIM JUMP 2 players at the same time. In this case you can take one item from each player.

CLAIM JUMPING is not allowed on the OUTER BOARD.



BARTERING: At any time during your turn you can swap or sell any number of CREW tokens or EQUIPMENT CARDS you wish and up to a maximum of 3 BONES CARDS with any interested player/s. For bartering purposes BONES CARDS have no set value, so players can make deals as they see fit. If bartering BONES CARDS, the faces of the cards are shown.

BONES BAZAAR DIE: In order to raise money you can, at any time during your turn, “sell” any number of BONES CARDS you wish by using the BONES BAZAAR DIE. The BONES CARDS in question are placed face up on the board and the BONES BAZAAR DIE is rolled. The money you receive is the added value of the BONES CARDS times the number rolled. Complete BONES CARDS sets are “sold” at their full value and single BONES CARDS are “sold” at their single card value. For example, you wish to sell a T.REX head (\$700) and you roll 3 on the BONES BAZAAR DIE. You receive 3x \$700 or \$2100. Should you, however, throw a 0 on the BONES BAZAAR DIE you receive no money whatsoever and your cards are forfeit. BONES CARDS sold at BONES BAZAAR are removed from play and no points are recorded.

CREW tokens or EQUIPMENT CARDS cannot be sold using the BONES BAZAAR DIE.



BANKRUPTCY: To meet any debts, a player may barter with any interested players BONES CARDS, CREW tokens or EQUIPMENT CARDS or use the BONES BAZAAR DIE to “sell” BONES CARDS. CREW tokens and EQUIPMENT CARDS can also be sold to the BANK at half their value. Should this fail, the player withdraws from the game.

FINISHING: The game continues until the last BONES CARD is drawn. The race is then on to get back to your museum. **ONLY THE FIRST player back to their MUSEUM scores points for any COMPLETE sets of BONES CARDS they possess** and the game is finished. **The winner is the player with the most points** regardless of any BONES CARDS, CREW tokens, EQUIPMENT CARDS or money a player has acquired. If a player lands on a DIGSITE while returning to their MUSEUM, even though there are no more BONES CARDS left to excavate, they must pick up a CALAMITY CARD.