

What You'll Need:

Each player needs these things to play the game

- 1 deck of 40 or more Dinosaur, Move and Super Move cards
- 1 Character card
- 1 Battle Mat (you can download it here)
- Some coins or other markers to show your Life Points and Turn Counter

Set up your cards like this:



How to Win:

Defeat your opponent's Dinosaurs to reduce their Life Points. When your opponent's Life Points are down to 0, you win! If both players' Life Points go down to 0 at the same time, the game is a draw.

You can also lose the game if you run out of cards in your deck.

Get Ready:

Each player draws 6 cards from the top of their deck. This is called your hand. (Don't let your opponent see the cards in your hand!) Play Rock-Paper-Scissors to decide who goes first.



When you take your first turn, place a coin or other marker on the "1" in the Turn Counter area. Move this marker up by 1 every time you take another turn. The Turn Counter keeps track of how

many turns you've taken.

Dinosaur Cards



During your turn, you can play Dinosaurs from your hand. When you play a Dinosaur, it's called a **Dino Slash**. You can only Dino Slash a Dinosaur if its level is the same as or less than the number on your Turn Counter.

You can have up to 3 Dinosaurs on your Battle Mat at the same time. Once a Dinosaur is on your mat, it is called "in play." If you already have 3 in play, you can't Dino Slash a new Dinosaur.

When you have a Dinosaur in play with a special ability, just read the ability text and do what it tells you to do.



Battle!

During your turn, you can attack with the Dinosaurs you have in play.

Here's how to attack:

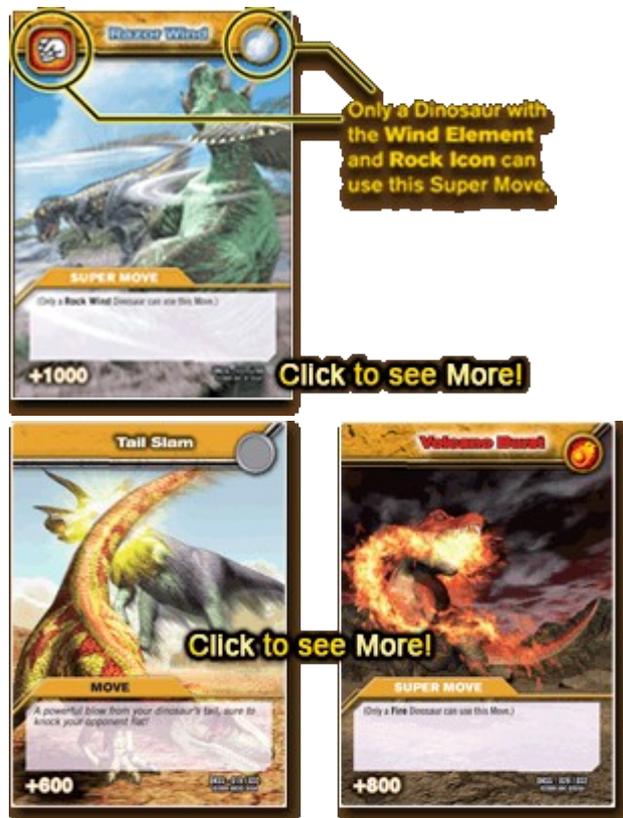
- First, choose one of your Dinosaurs to make the attack.
- Then, choose which of your opponent's Dinosaurs your Dinosaur will attack.

Each Dinosaur you have in play can only attack **once** per turn, so choose your battles carefully.

If your opponent doesn't have any Dinosaurs in play when you attack, you can attack your opponent directly! When you attack directly, your opponent loses 1 Life Point.

If you attacked a Dinosaur, a battle begins!

When Dinosaurs battle, they can use Moves to make them stronger!

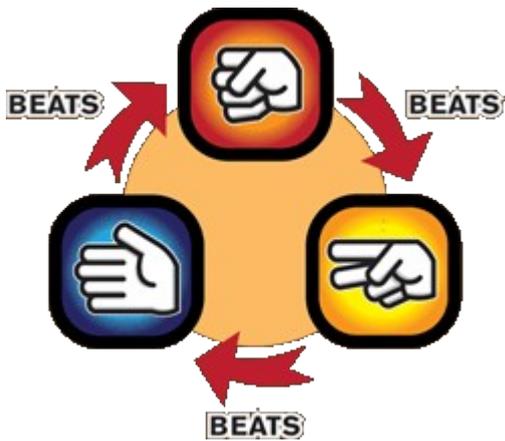


Moves have a Power number. When a Dinosaur uses a Move, you add the Move's Power to the Dinosaur's Power.

Make sure to read your Move's ability text before you play it. Many Moves are stronger when used with certain Dinosaurs, and others have special effects!

When you play a Move, read the text to your opponent and place it on top of the Dinosaur that's using it.

When Dinosaurs battle, first compare their Rock-Paper-Scissors icons. It's just like playing regular Rock-Paper-Scissors.



During a battle, each battling Dinosaur can use 1 Move.

- The Dinosaur that loses at Rock-Paper-Scissors can use a Move first. You don't have to play a Move, but this is that Dinosaur's only chance to use a Move in this battle.
- Then, the Dinosaur that wins at Rock-Paper-Scissors can use a Move. You don't have to play a Move, but this is that Dinosaur's only chance to use a Move in this battle.
- If both Dinosaurs have the same Rock-Paper-Scissors icon, the Dinosaur that's attacking chooses whether to use a Move first.

Next, add up any bonuses to each battling Dinosaur's Power from Moves or other cards in play. Add that number to the Dinosaur's Power. That's the Dinosaur's total Power for this battle.

Compare the total Power of the two battling Dinosaurs. The Dinosaur with higher total Power wins the battle, and the other Dinosaur loses! If it's a tie, both Dinosaurs lose the battle.



In this battle, the total Power of the Tyrannosaurus is 2600, and the total Power of the Triceratops is 1500. Tyrannosaurus wins!

When a Dinosaur loses a battle, it goes into its owner's discard pile. Its owner loses Life Points equal to that Dinosaur's life.

After the battle, put Moves that were used into their owners' discard piles.

Character Cards



You can use your Character's ability only once during the game, and only during your turn. When you do, follow the instructions in its ability text, then turn the Character face down to show that it's been used.

Remember, you can only use your Character's ability once per game, so make it count!

Turn Order



When it's your turn, go through the following Phases in order:

Start Phase

Move your Turn Counter up by 1. (On your first turn, place your Turn Counter on 1.)

Then, draw 2 cards from the top of your deck.

The player who goes first doesn't draw any cards on their first turn.

Main Phase

During your Main Phase, you can do any of the following things as many times as you want, in any order you choose:

- Dino Slash a Dinosaur from your hand.
- Attack with a Dinosaur you have in play.

You can also use the ability of your Character during the Main Phase of your turn, but you can only use your Character's ability once per game.

End Phase

After you're finished doing things in your Main Phase, you enter your End Phase.

If you have more than 8 cards in your hand, you have to choose and discard cards until you have exactly 8 cards in your hand.

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Then, your turn is over. Now it's your opponent's turn, starting with their Start Phase.

Players go back and forth taking turns until one player's Life Points are brought down to 0, or their deck runs out of cards.

