

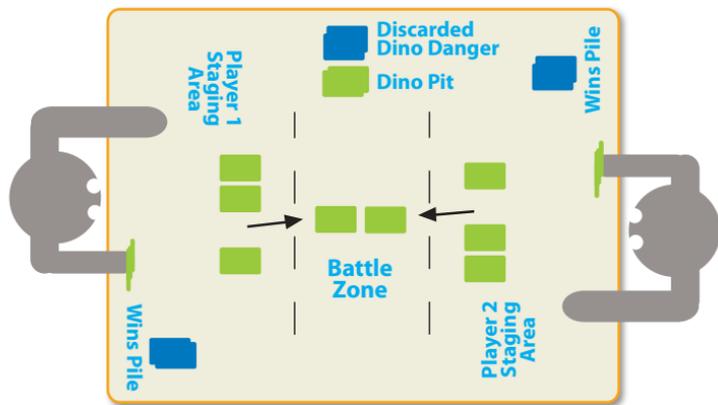
OBJECT

To collect the most dinosaur cards in your wins pile. The game ends when there are no more dinosaur cards left to play.

HOW TO START

Shuffle the deck & deal 8 cards to each player. Place the remaining cards between the two players, off to the side. This is the **Dino Pit**.

Players now pick four dinosaur cards each from their hand (no Dino Danger cards) to lay down face up in a row in front of themselves (see diagram below). This is called your **Staging Area**. However, no more than one kind of dinosaur (same color card) can be laid down in your staging area at the same time. So, you can only put down one theropod (red card), one sauropod (orange card) and so forth. Sometimes, you may not have enough kinds of dinosaurs to put down 4 cards in your staging area. Put down as many as you can.



Players now roll the die to see who is the starting player. Highest roll wins.

HOW TO BATTLE

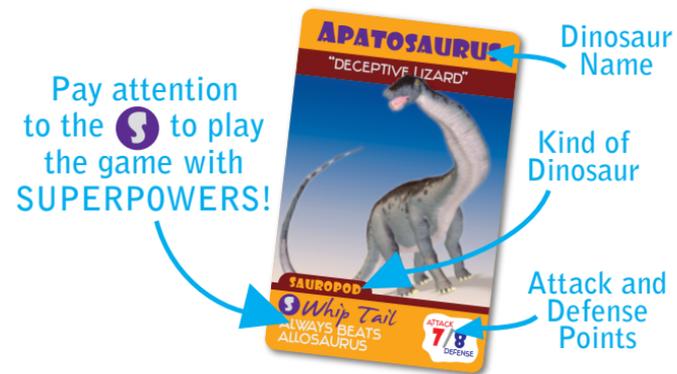
If you are the starting player, select a dinosaur from your Staging Area with which to attack, and slide it into the **Battle Zone**. While doing so, say the name of your dinosaur and its number of attack points (such as "**Apatosaurus - 7 attack points!**"). The defending player then selects a card from his or her staging area with which to defend, and puts it against your attacking card. The defender says the name of his or her dinosaur, and the number of its defense points (such as "**Supersaurus - 9 defense points!**").

BASIC PLAY

If the attacker has higher attack points than the defender has defense points, the attacker wins. If the defender has higher defense points than the attacker has attack points, then the defender wins.

ADVANCED PLAY

For a more advanced game, players can pay attention to the special **superpowers** at the bottom of each dinosaur card. These can do things like add attack and defense points to certain dinosaurs, or protect some dinosaurs against attack from other kinds of dinosaurs.



DINO DANGER CARDS

You can only play Dino Danger cards from your hand (they never go into your Staging Area). You can only use a Dino Danger Attack Card **right before** attacking, or a Dino Danger Defense Card **right before** defending. However, you can use Dino Danger Event Cards right before either an attack **or** defense play.



All Dino Danger cards require that you roll the die, so that the best possible outcome is a matter of chance! Be sure to examine these outcomes, so that you play your Dino Danger cards at the most useful times. **Please note:** if Population Explosion increases your total card count past 8 cards, you cannot draw from the Dino Pit after any battles until your card count reduces below 8.

Important: Dino Danger cards are discarded face up next to the Dino Pit at the time they are played. So, each Dino Danger card can only be used once per game. They do not go into a player's wins pile and are not worth any points at the end of the game.

WHEN THERE IS A TIE

If the Defender's defense points equal your Dinosaur's attack points (and if playing in Advanced Play mode no superpowers determine a winner), then the battle gets bigger. You must now choose a 2nd attack card (**ONLY** from your Staging Area) to place on top of your 1st one in the Battle Zone. The Defender matches with a 2nd card, too. If this 2nd round also ends in a tie, then players go to a 3rd round. **Please note:** If at any point either player runs out of cards in his or her Staging Area (and so can't put more cards into the Battle Zone), then make sure the number of cards in the Battle Zone is even and roll the die. Highest roll wins ALL cards in the Battle Zone.

Triceratops has
4 Attack Points



Lambeosaurus
has 4 Defense
Points

AT THE END OF A BATTLE

The winner of the battle puts all cards from the Battle Zone into his or her wins pile. All cards still in the Staging Areas remain there. Starting with the battle's winner, players now take turns drawing one card each from the Dino Pit until either 1) total card counts for both players are back to eight or 2) all cards have been drawn from the Dino Pit. Players now refill their Staging Areas so that a new battle can begin. The last Defender becomes the new Attacker.

HOW THE GAME ENDS

The game is over when players have used up all their cards in battle. This means that the last cards will have been drawn from the Dino Pit, then played from the players' hands into their Staging Areas and finally into the Battle Zone. If the last battle ends in a tie, players roll the die to determine the winner of that battle. If one player runs out of cards before the other, the player with cards left puts them into his or her own wins pile.

WINNING

The player with the most dinosaur cards in his or her wins pile at the end of the game wins!

WORD FROM EVOLVING TOYS

Be sure to check out evolvingtoys.com for any updates or FAQs regarding these rules, and to see our other great games!



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DINO DANGER™

Game Rules

2 players Ages 8+ 15+ min

OVERVIEW

Dino Danger recalls a tough world where dinosaurs lived off the land and each other. Now you can make that world real again by bravely bringing dinosaurs back to life from the Dino Pit! Then match your dinosaurs against those of your opponent in the Battle Zone. Attack and Defense points assigned to each dinosaur give them the power to duel. Each dinosaur also has special predatory and survival superpowers that can be used in Advanced Play mode. Last but not least, Dino Danger cards can increase the strength of a dinosaur in play, or wreak havoc through prehistoric events like giant volcano explosions and meteor strikes!

CONTENTS

- 42 Dinosaur Cards
- 8 Dino Danger Cards
- 1 Dino Die

Explore the **Dinosaur Guide** to learn more about dinosaurs with your family, friends, teachers or just by yourself!