



Dino Feast Game

START:

Depending on number players, choose all Scientists. Ex. 4 player game; each player gets 2 Scientists. Players place their pawns on Start space and all Dinosaurs in their specified places on the board like normal. They need get at least one of their Scientists to the Visitor Center without getting EATEN! See Getting Eaten by a Dinosaur below for details on how players Scientists get eaten.

Players roll a 6 sided die with numbers ranging 1-3 on it. Ex. Player rolls a 2; they will move one of their pawns or split the movement (ex. two pawns, each moves 1) in adjacent direction towards the Visitor Center.

All Scientists are safe on the Start space. An electric fence is around them. But, dinosaurs may break through if attacked several times - watch out! See Breaking Fence Barrier around Start space below for details.

GETTING EATEN BY A DINOSAUR:

Following the "Under Attack!" rules in the rulebook, whenever your pawn is on the same space as dinosaurs, your pawn is under attack by that Dinosaur.

You pawn cannot move off this space unless you have an Escape card (see The Cards section of the rules for details).

If a player doesn't have an Escape card their scientist gets EATEN by Dinosaur! Players may move a Dinosaur onto your space - watch out!

BREAKING FENCE BARRIER:

If three or more Raptor or Spitters are around the Start space it is no longer safe! Move any Scientists from this space before they become Dinomeat. If a T-Rex any other Dinosaur is around the Start space it is no longer safe.

CARDS:

Players have a 4 Card Limit. At the end of their turn they may draw to refill their hand. On a player's turn they may play as many cards as they wish at any time during their turn. Ex. Players can play multiple

Cancel Cards to cancel a card a player has played and player can cancel another players Cancel Card. Players can not draw a card at Start space or Dinosaur spaces. Players can choose to discard their hand for a full hand like normal at start or end of their turn. They may only discard their hand for a new one once per turn.

URNS:

Players **MUST** roll for Dino Movement!

Roll the Dino Die and move the Dinosaur on the die the number spaces shown. Be strategic and move it close or onto an opponent's Scientist pawn to trap them - possibly get their Scientist eaten!

Dinosaur Movement and Pawn Movement Rules still apply like normal. Refer to the rule book for detail descriptions on rules.

OBJECTIVE:

Get at least one of your Scientists to the Visitor Center to win!

ADVANCE GAME!

Picking up from game above, all remaining alive Scientists start at Visitor Center and need make it to either Helicopter (Heliport) or Port space on the board to make it off the island!

Once a player has made it to either of locations above they are safe and that Scientist is no longer in game. Players can choose option of just needing one or all (haven't been eaten) Scientists to make it to Heliport or Port spaces. Player with most escaped Scientists would be winner. This would be a longer game for players if choose to play using that option.

The Heliport is closest to Visitor Center, but players will need Gas. Players need make it to one of the Maintenance Shed spaces, then from there to the Heliport to escape Jurassic Park Island!

Players choosing to take the longer path, Port, need make their way through the hungry Dinosaurs and land on the Port space to escape!