

DINOVERSE

THE RULES OF SURVIVAL



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Capital
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DINOVERSE

Welcome to Dinoverse, a simulation of a prehistoric world where dinosaurs roam. It is here that you will learn how to survive with your pack against the changing landscape.

Will you be able to adapt fast enough and manipulate the herd to your advantage, or will the transformations leave your pack broken?

In Dinoverse, players take control of a Pack of 2 Dinosaurs, and are attempting to score the most points by the end of the game through manipulating the Herd and fitting your Pack with the best combination of Dinosaurs.



1

COMPONENTS

DINOSAUR CARDS



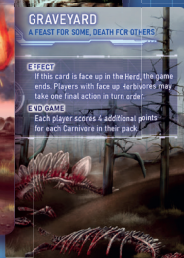
DINOSAUR CARDS (50)

Dinosaurs have unique abilities as well as a special way to score points at the end of the game as shown in the example below.



EVENTS (3)

The end of the game is triggered when an event is revealed. Each event has different effects when revealed.



EXTINCTION (1)

This card is added to the bottom of the deck at the end of setup, its revelation signals the end of the game.

EGG TOKENS (5)

Each player gets 1 Egg token at the start of the game and may spend it during their turn to take an additional action.



2

GAME SETUP

Choose a mixture of 3 Carnivores and 4 Herbivores to play with. For 2 players, choose 2 Carnivores and 3 Herbivores instead. Take all copies of the chosen Dinosaurs and shuffle them by their type.



Randomly give each player a Dinosaur from each type (1 Carnivore and 1 Herbivore) to form their starting Pack. Also give each player 1 Egg token.



Shuffle the remaining Dinosaurs together to form a deck. Take 2 random cards from the deck and shuffle them together with the 3 Events face down, then place them at the bottom of the deck.

Reveal 5 cards from the top of the deck, alternating face up and down, starting from down, to form the Herd. Then place the Extinction card at the bottom of the deck.



Players must now choose 1 Dinosaur to place face up and the other face down in front of them as their Pack.

Once all players are done, give the player who loves dinosaurs the most the first player card, and you are ready to begin!



3

HOW TO PLAY

Dinoverse plays over several rounds, until 1 of the 3 Events are revealed face up in the Herd, or until the Extinction card is revealed.

START OF ROUND

At the start of each round, the First Player draws 2 cards from the deck and chooses 1 card to discard face up. The other is placed at the end of the Herd facing the opposite direction from the rightmost card. After this, First Player can make their move.



E.g. As the First Player, you draw a Triceratops and a Velociraptor. You decide to discard the Triceratops and add the Velociraptor face down at the end of the Herd.

PLAYER TURN

During a player's turn, they choose 1 of 5 actions to take. If the player has an Egg token available, it may also be spent to take a 2nd action after the 1st action is complete.

The actions available to players are as follows:

EXCHANGE

Swap the positions of 2 cards that are facing the same direction in the Herd or your Pack. (i.e. face up card with face up card, face down card with face down card).



THE HERD

E.g. You decided to Exchange and reposition the Spinosaurus. In this case, you may switch it with the Velociraptor in the Herd or with the Triceratops in your Pack.



YOUR PACK



Look at 2 face down cards in the Herd, then place them back where they were. If there are fewer than 2 face down cards in the Herd, you only look at whatever remains.



Choose a face up card and flip it. Then, choose a different face down card in the Herd and flip it. If you cannot perform either part of this action, skip it.



Add the top card of the deck to the end of the Herd facing the opposite way from the rightmost card.

REDRAW

Pick up the cards in your Pack and draw a card from the deck. From the 3 cards in your hand, choose 1 to discard or place to the bottom of the deck, 1 to place face up in your Pack and the last one to be placed face down in your Pack.



Eg, You decided to redraw. You pick up your Pack, a Triceratops and a Spinosaurus, and draw a new card: a Tyrannosaurus Rex. You decide to discard the Spinosaurus, place the Tyrannosaurus Rex face up and keep the Triceratops face down.

Then, the next player to their left takes their turn. This continues until play goes back to the player with the First Player card.

Check if the Extinction card has been revealed. If not, pass the First Player card to the player on the left and start a new round.

4 IMPORTANT CONCEPTS

This next section goes through concepts such as 'the Herd' and 'your Pack' to provide a better understanding of the game.

YOUR PACK

You are dealt 2 Dinosaurs (1 Herbivore and 1 Carnivore) at the start of the game to create your Pack.

Each pack always consist of 2 Dinosaurs, which determine how you score at the end of the game. There should always be 1 Dinosaur face up and 1 face down in your Pack. You can always look at the face down Dinosaur in your Pack during your turn, before or after taking your action.



THE HERD

The main group of Dinosaurs that players manipulate in order to score the highest points according to their Pack. Many Dinosaurs' abilities affect the Herd in various ways, increasing or reducing their numbers.

There is no limit to the number of Dinosaurs that can be in the Herd. One of the ways the game ends is when an Event card is face up anywhere in the Herd.



*You may not look at face down cards in the Herd unless you take the Peek action.

EVENTS

Events bring about the end of the game. While it is possible to have Events in your Pack during the game, they do not provide any effect unless they are placed into the Herd. It is also possible to have multiple Events facedown within the Herd. In this case, the first Event that is revealed within the Herd takes precedence. If you end the game with an Event in your Pack, it scores 0 points.

EXTINCTION

The inevitable that awaits the Dinosaurs. At the start of the game, the Extinction card is placed at the bottom of the deck. Any cards placed at the bottom of the deck via abilities or actions should be placed under Extinction.

When Extinction is revealed, the game ends after the last player of the round finishes their turn. Any effects that require you to take cards from the top of the deck should be ignored.



This section goes through keywords that are found on the Ability sections of the Dinosaurs and what they mean. The section will make use of a Turn example to explain all the keywords found on the Dinosaurs.

ARRIVAL

Abilities tagged with 'ARRIVAL' take effect after the Dino is placed in the Herd face up from outside. Possibilities include when it is Exchanged from a 'Pack', when it is added via 'Populate'. This does not take effect when the Dino is added to the Herd by the 'First Player' effect.



EAT

Choose a Dino to place in the Discard Pile. If the chosen Dino is face down, flip it face up first.

Tyrannosaurus Rex's 'ARRIVAL' ability allows it to 'EAT' the Dinosaurs adjacent to itself.



In this case, the face up Camptosaurus is placed into the Discard Pile. The face down card will now be flipped face up first...

AMBUSH/DEFEND

Abilities tagged with 'AMBUSH' or 'DEFEND' take effect when the Dinosaur is targeted by an 'EAT' effect. These abilities are resolved before 'EAT' take effect and often prevents the Dinosaur from being eaten. However, 'DEFEND' abilities are only active if the Dinosaur is already face up when targeted by 'EAT' while 'AMBUSH' abilities are active when the Dinosaur is flipped face up when targeted by 'EAT'.



From the previous example, the Tyrannosaurus Rex has eaten the Camptosaurus, and is now flipping the face down card face up.



Oh no! It's the armored Ankylosaurus, with an 'AMBUSH' ability that sends its eater to the bottom of the deck instead.



After resolving all abilities involved in the action, the Ankylosaurus is the only Dinosaur left in the aftermath.

AWAKE

Abilities tagged with 'AWAKE' take effect when the Dino is flipped face up by a non-'EAT' effect. Possibilities include when it is flipped face up by the FLIP action and if another Dino's non-'EAT' ability flips it face up.



In this example, you chose a FLIP action and picked these 2 cards to flip.



You revealed a Spinosaurus! It has an 'AWAKE' ability that lets it move 1 space and eat an adjacent Dino before flipping it face down again. You perform the ability as per below.

MOVE

When a Dinosaur moves in the Herd, it swaps positions with an adjacent Dinosaur up to the number of times as stated. This does not count as an EXCHANGE action.



In the previous example, Spinosaurus had to move 1 space before eating an adjacent Dino. You move it to the left, towards Tyrannosaurus Rex and EAT it



However, Tyrannosaurus Rex has a DEFEND ability, which takes effect, discarding Spinosaurus instead. Looks like T-Rex is still the apex predator after all.



EVENT END

When an Event card is face up in the Herd, the end of game is triggered. Execute instructions on the card before scoring. If there are more than 1 Event card face up in the Herd, only resolve the one that was revealed earlier.



EXTINCTION END

When the Extinction card is revealed, the game ends at the end of that round. No Event cards take effect. If the Extinction card is revealed while playing out the effects of an Event card, ignore it. Ignore any effect that requires you to draw cards from the deck when this is revealed.



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SCORING

Reveal all the face down cards in the Herd. Everyone reveals their face down Dino and scores both Dinos in their Pack. Any player that still has their Egg token scores 1 additional point. Events may affect each player's scoring. Check the following pages for detailed scoring for each Dino and Events.

DINOSAURS

ALLOSAURUS

ABILITY

After Allosaurus enters the Herd from outside, it moves up to 2 spaces left or right and eats a Dino adjacent to it, ignoring any Defend or Ambush effects on that Dino.



SCORING

Count the number of Herbivores in the Discard Pile. Score 2 points multiplied by the result.

TYRANNOSAURUS REX



ABILITY

After Tyrannosaurus Rex enters the Herd from outside, it eats both Dinos adjacent to it at the same time. Tyrannosaurus Rex discards its eater instead if it is eaten while face down.

SCORING

Count the number of Dinos in the Discard Pile and subtract the number of Dinos in the Herd from it. Score 3 points multiplied by the result.

SPINOSAURUS



ABILITY

After Spinosaurus enters the Herd from outside or is flipped face up, it moves 1 space left or right and eats a Dino adjacent to it.

SCORING

13 points, but loses 4 points for each species of Carnivore in the Herd that is not a Spinosaurus.

VELOCIRAPTOR



ABILITY

After Velociraptor enters the Herd from outside, look at the top card of the deck. If it is an Herbivore, discard it. Otherwise, add it to the end of the Herd.

SCORING

Count the number of Carnivores in the Herd and Herbivores in the Discard Pile. Score 3 points per set of each.

CARNOTAURUS

ABILITY

After Carnotaurus enters the Herd from outside, look at the top card of the deck, you may discard it. If not, discard the next card without looking and place the first card back on top of the deck.



SCORING

Count the number of different species in the Discard Pile. Score 2 points multiplied by the result.

TRICERATOPS

ABILITY

After Triceratops enters the Herd from outside, look at the top card of the deck and choose to put it at the top or bottom of the deck.



SCORING

3 points, but earns 1 additional point per Dino under the Extinction card.

BRACHIOSAURUS

ABILITY

After Brachiosaurus enters the Herd from outside, look through the discard pile and add a Dino of your choice to the end of the Herd.



SCORING

Count the number Herbivores in the Herd. Score 3 points multiplied by the result.

PARASAUROLOPHUS



ABILITY

When Parasaurolophus is targeted to be Eaten, it moves 1 space away from the Eater if possible. If it moves, it does not get eaten.

SCORING

13 points, but loses 4 points for each Parasaurolophus in the Discard Pile or under the Extinction Card.

ANKYLOSAURUS



ABILITY

When Ankylosaurus is targeted to be Eaten, put the Eater at the bottom of the deck instead.

SCORING

Count the number of Carnivores under the Extinction card, score 3 points multiplied by the result. Then, count the number of Herbivores under the Extinction card, lose 1 point multiplied by the result.

STEGOSAURUS



ABILITY

After Stegosaurus enters the Herd from outside, look at the top card of the deck. You may exchange it with your face down Dino. If you do, take a Populate action.

SCORING

Count the number of Dinos in the Herd. Score 2 points multiplied by the result.

CAMPTOSAURUS

ABILITY

After Camptosaurus enters the Herd from outside, take a Populate action or refresh your Egg token if it was already spent.

SCORING

6 points, but earns 1 additional point per Camptosaurus in the Herd.



PLAYER WITH THE
MOST POINTS WIN!

EVENTS

IMMEDIATELY

Each player with a face up Carnivore in their Pack may take 1 final action in turn order. Then the game ends.

SCORING

Each player also scores 4 points for each Herbivore in their Pack.



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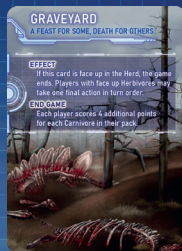
GRAVEYARD

IMMEDIATELY

Each player with a face up Herbivore in their Pack may take 1 final action in turn order. Then the game ends.

SCORING

Each player also scores 4 points for each Carnivore in their Pack.



ASTEROIDS

IMMEDIATELY

The game ends immediately when this card is face up within the Herd.

SCORING

Before revealing any cards, each player chooses a Dino in their Pack to discard or place at the bottom of the deck. The remaining Dino scores double points.



CREDITS

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