



PLEASE REMAIN CALM

15MIN SOLO ROLL & WRITE



GOAL:

The T-Rex has escaped and Dino Fun Land is in chaos. Everyone knows those two kids and the paleontologist will make it out (I'm pretty sure they are ex-special forces), but it's up to you too evacuate the park visitors before the T-Rex finds them.

Roll and select dice choosing where to evacuate visitors and where the T-Rex strikes next, while using special abilities to modify the dice.

SETUP:

You will need a play sheet, three dice and a pencil.

Select the difficulty, the maximum deaths allowed.

DIFFICULTY

EASY
MEDIUM
HARD
EXTINCTION




How to play:

- Each turn roll three dice:
 - Select the dice for the zone T-Rex searches.
 - The remaining dice selects the area the visitors are evacuated from.
- Use special abilities to modify the dice.
- Mark off a track using the Visitor dice.
- Mark off a track using the T-Rex dice.

MARKING OFF TRACKS

Select dice  T-Rex
Player

- 9 The player marks of the track with the number the same as their dice total. All tracks run left to right.
 - 2 The T-Rex marks of a track in the zone the same as the dice, starting with minor tracks first.
-  Minor tracks do not have an exit symbol.



MODIFYING DICE:

Mark off a special ability box with a solid outline for each time you wish to modify a dice. Dashed boxes have not been earned yet.

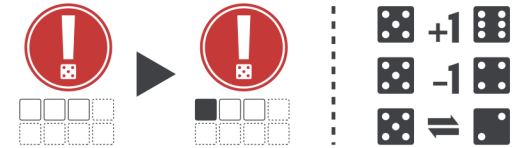
With special abilities you can:

- Increase a dice's value by one.
- Reduce its value by one.
- Rotate the dice to the opposite face.

A dice cannot be modified to be more than 6 or less than 1.

Dice can be modified more than once.

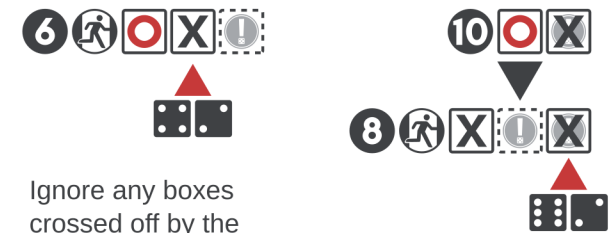
MODIFYING DICE



EVACUATING VISITORS:

Total the two dice chosen and mark of the next available space on the corresponding track.

Ignoring Boxes

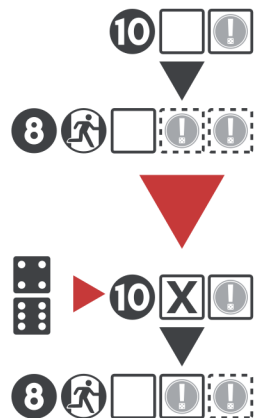


Ignore any boxes crossed off by the T-Rex.

Ignore dashed boxes.

If it is a minor track turn the adjacent dashed box on the corresponding evacuation track into a solid line as you move a visitor to an exit point.

MOVING VISITORS



EARN BONUS ABILITIES



If you cross off a box with a bonus ability symbol earn a bonus ability.

You can choose dice which don't let you mark off a box, if this happens just move to the next phase and mark off the T-Rex dice.

THE T-REX:

The T-Rex searches in the zones matching to its dice number, starting with minor tracks.

Always marks off the next available box in the tracks even if it has been filled in.

If this has not already been marked by you, the T-Rex has found a nice snack. Mark off a victim in the deaths track

THE T-REX ATTACK



Oh dear! The T-Rex has found a visitor



The visitor was moved in time



When choosing the T-Rex dice it must be a dice for an area where the score tracks have not been completely marked off by the T-Rex already, unless all the dice represent areas where all the boxes have been marked by the T-Rex,. If this is the case you choose the zone the T-Rex searches.

If there are two minor tracks you may choose which to mark off.



ENDING THE GAME:

Play continues until all the boxes have been marked by you or the T-Rex, which is when you have tried to rescue all the visitors. Or when the T-Rex has found more visitors than the maximum allowed by the difficulty.



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⚠ DANGER

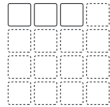


Unconfirmed Deaths
Report all accidents immediately



Special Abilities

Stop, look, listen.
Beware of bad dice rolls.



11

10

8

12

6

5

4

7

3

2

9



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⚠ DANGER

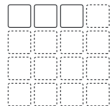


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