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# GAME RULES

## Materials

- 1 game sheet per player
- 4 six-sided dice\* (including 1, if possible, of a different color)
- 1 pen or pencil
- 1 eraser

\*5 for 2 players variant.

## Goal

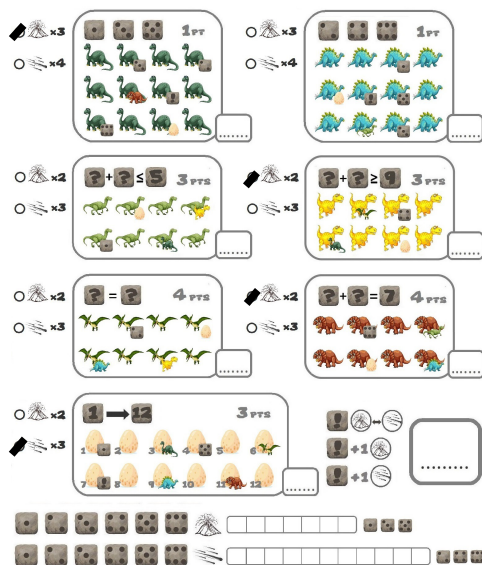
Earn maximum points by making the best selection of dinosaurs before their extinction.

## Setup

Deal one game sheet to each player.

Each person checks 4 symbols (volcano or meteorites) of their choice on their game sheet. This corresponds to a bet on which disaster will occur first. The multiplicative bonus indicated next to the chosen symbol is valid for a type of dinosaur only if the bet is successful.

Ex :

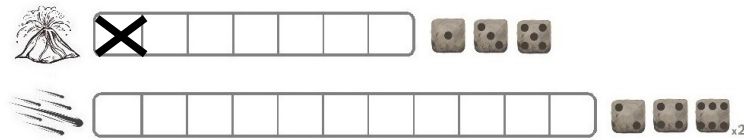


## How to play







- Roll the 4 dice.
- Cross out the disaster corresponding to the dice of different color by referring to the table below:


Die result	Disaster
	x2

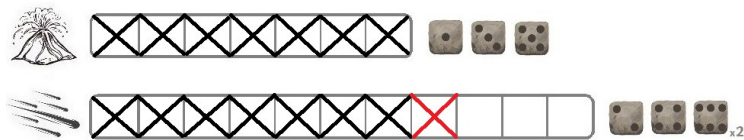
Ex : The disaster die indicates  , I cross out a box on the volcano track.



Note : When one of the disasters has occurred (when all its boxes are crossed out), all future dice rolls are counted towards the remaining one as explained below.

Die result	Disaster
	 ou 
	 ou  x2

Ex : The volcano has already erupted and the disaster die indicates  , so I cross out a box on the meteorite track.



C. Simultaneously, each player chooses 2 dice from the 3 remaining and uses them to circle one or two dinosaurs.

Ex : 



Note : This example is not exhaustive.

The "dinosaur" bonuses are to be used directly.

Ex :  → 









On the other hand, "dice" bonuses must be circled at the bottom of the game sheet and can only be used the turn following their gain. They should be crossed out when used.

Ex :  → 








You can use one bonus die per turn in addition to the 2 dice chosen after the roll. It can be used alone or combined with one of the two dice. Once used, it must be crossed out.

Note : You cannot circle more than 2 dinosaurs per turn (except bonus dinosaurs).

Finally, “disaster” bonuses must be circled at the bottom of the sheet (according to the player's needs) and can be used at any time. (one maximum per turn). Each kind of “disaster” bonus can be used only one time per game.

Ex :  →    Allows you to modify a bet for one type of dinosaur.  
 +1  Allows you to circle an additional "volcano" bet.  
 +1  Allows to circle an additional "meteorite" bet.

Note : New bets obtained through "disaster" bonuses can be used on a type of dinosaur that is already the subject of a bet. Bets **can no longer be changed** as soon as the first disaster has occurred.

Condition	Explanation
	You have to use an odd die to circle one dinosaur.
	You have to use an even die to circle one dinosaur.
	You have to use 2 dice whose sum is less than or equal to 5 to circle one dinosaur.
	You have to use 2 dice whose sum is more than or equal to 9 to circle one dinosaur.
	You have to use 2 dice of identical values to circle one dinosaur.
	You have to use 2 dice whose sum is equal to 7 to circle one dinosaur.
	You must have the value 1 to circle the first dinosaur, the value 2 for the second, the value 3 for the third ... For this, you can use 1 to 3 dice (bonus die included) and perform additions or subtractions. Dinosaurs must be circled in order.

Note : Dinosaurs should be circled from left to right starting with the first row.

Once the dinosaurs are circled by each player, we start again at step A.

### End of the game

The game ends when the two disasters have happened. We then finish the round and count the points.

## 2 players variant

This variant requires an additional die. The player whose age is closest to that of the dinosaurs is called the first player. He then rolls the 5 dice. He then ticks the disaster corresponding to the dice of different color. Then he chooses one die from the 4 remaining dice. Then, player 2 chooses 2 and the first player gets the last one. The game then takes place in exactly the same way, taking care to alternate the first player between each round.

## Counting points

Each player counts all the points won thanks to the various circled dinosaurs without forgetting any multiplicative bonuses linked to bets at the start of the game.

Whoever has the most points is declared the winner. In the event of a tie, the one who has circled the most eggs is declared the winner.

Ex :

The diagram illustrates the game mechanics through several examples:

- Example 1:** A player bets 3 volcanoes (x3) and 4 earthquakes (x4). They roll 5 dice. The result is 1 point. The player has 4 dinosaurs circled, resulting in a score of 4.
- Example 2:** A player bets 2 volcanoes (x2) and 3 earthquakes (x3). They roll 5 dice. The result is 3 points. The player has 12 dinosaurs circled, resulting in a score of 12.
- Example 3:** A player bets 2 volcanoes (x2) and 3 earthquakes (x3). They roll 5 dice. The result is 4 points. The player has 56 dinosaurs circled, resulting in a score of 56.
- Example 4:** A player bets 2 volcanoes (x2) and 3 earthquakes (x3). They roll 5 dice. The result is 7 points. The player has 0 dinosaurs circled, resulting in a score of 0.
- Example 5:** A player bets 2 volcanoes (x2) and 3 earthquakes (x3). They roll 5 dice. The result is 3 points. The player has 21 dinosaurs circled, resulting in a score of 21.



The final score is 145.

At the bottom, there are icons for dice and disaster cards, some crossed out to indicate they are not available.

Note : In this example, the volcano erupted first. Only bets having provided for this allow the result of the corresponding dinosaurs to be improved.

## Solo mode



The game is played exactly like in a multiplayer game. Simply, having no opponent with whom to compare your result, you must refer to the table below to evaluate your game :




	<b>First disaster to have occurred during the game</b>	
<b>Level</b>		
<b>1</b>	Between 0 and 75 points	Between 0 and 100 points
<b>2</b>	Between 76 and 125 points	Between 101 and 150 points
<b>3</b>	Between 126 and 150 points	Between 151 and 200 points
<b>4</b>	Between 151 and 175 points	Between 201 and 250 points
<b>5</b>	More than 175 points	More than 250 points





### **Acknowledgments**





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# JURASSIC ROLL

 x3  
 x4






**1 PT**































.....

 x3  
 x4






**1 PT**



























.....



 x2  
 x3




 +  ≤  **3 PTS**



















.....



 x2  
 x3



 +  ≥  **3 PTS**



















.....



 x2  
 x3




 =  **4 PTS**



















.....



 x2  
 x3



 +  =  **4 PTS**























.....




 x2  
 x3


 →  **3 PTS**
















.....








 +1

 +1




.....

.....

.....

x2

# JURASSIC ROLL

x3 **1 pt**  
 x4

x3 **1 pt**  
 x4

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **4 pts**  
 x3

x2 **4 pts**  
 x3

x2 **7** **4 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x3 **1 pt**  
 x4

x3 **1 pt**  
 x4

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **4 pts**  
 x3

x2 **7** **4 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x3 **1 pt**  
 x4

x3 **1 pt**  
 x4

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **4 pts**  
 x3

x2 **7** **4 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **1** **12** **3 pts**  
 x3

x2 **+1**  
 x3 **+1**

x2 **+1**  
 x3 **+1**

# JURASSIC ROLL

x3 **1 pt**  
 x4

x3 **1 pt**  
 x4

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **4 pts**  
 x3

x2 **7** **4 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x3 **1 pt**  
 x4

x3 **1 pt**  
 x4

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **4 pts**  
 x3

x2 **7** **4 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x3 **1 pt**  
 x4

x3 **1 pt**  
 x4

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **4 pts**  
 x3

x2 **7** **4 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **3 pts**  
 x3

x2 **1** **12** **3 pts**  
 x3

x2 **+1**  
 x3 **+1**

x2 **+1**  
 x3 **+1**