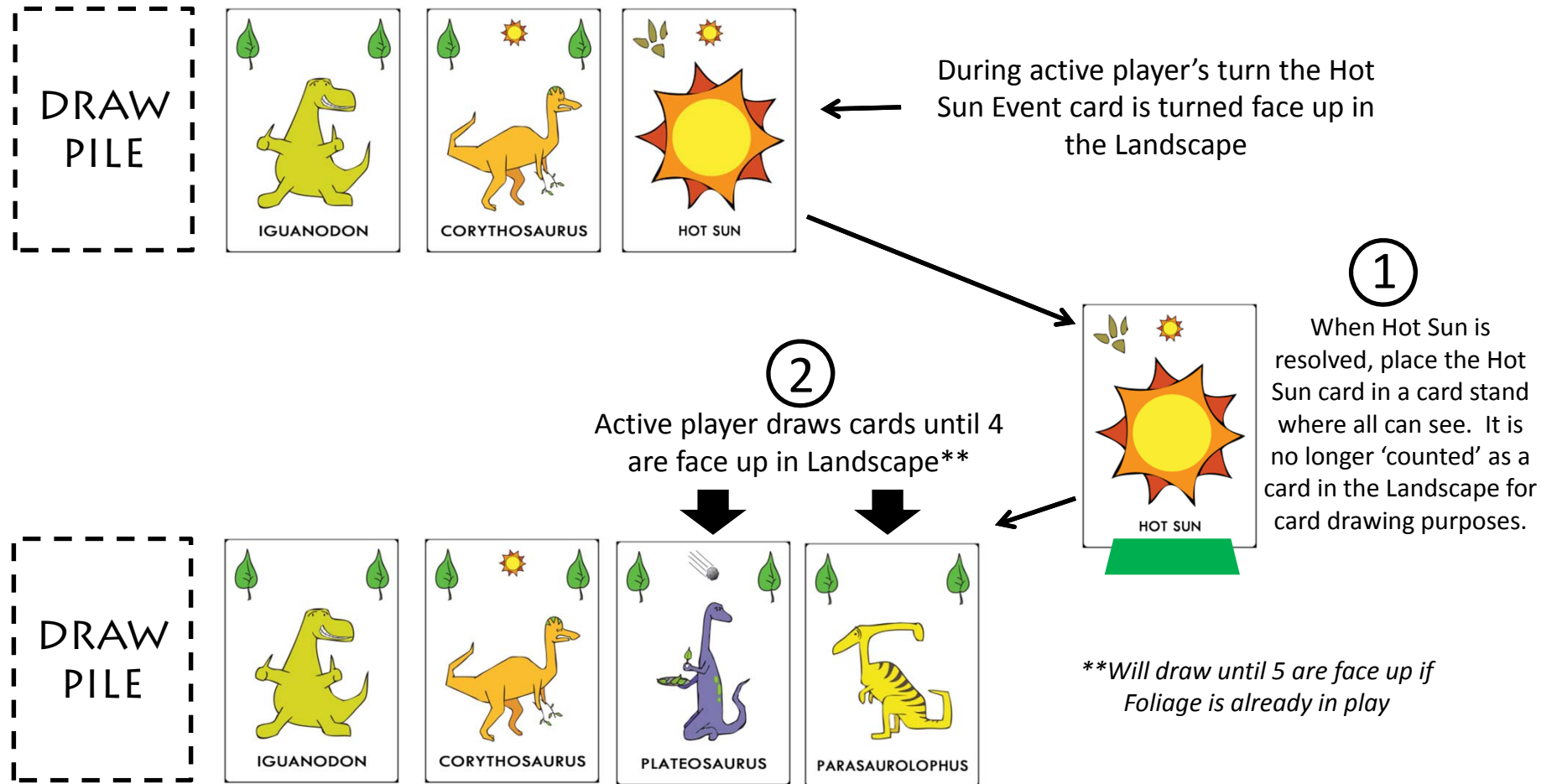


# How to resolve the Hot Sun Event card

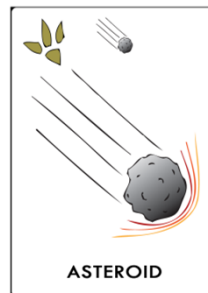
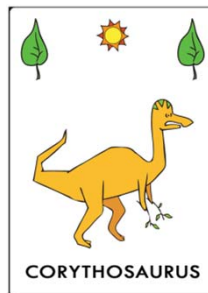
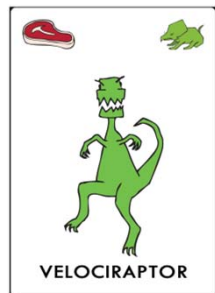
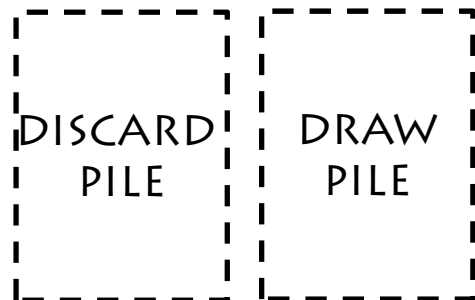
**SUPER TOOTH**



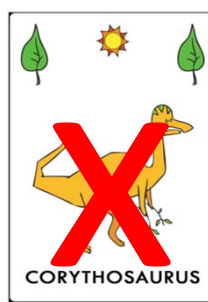
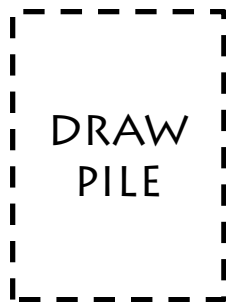
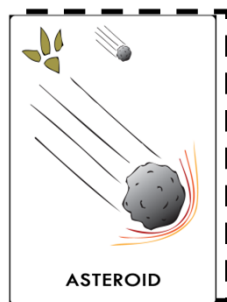
③ Hot Sun remains in play until Volcano, Asteroid, or Stampede Events are resolved

# How to resolve the Asteroid Event card

**SUPER TOOTH**



During active player's turn the Asteroid Event card is turned face up in the Landscape

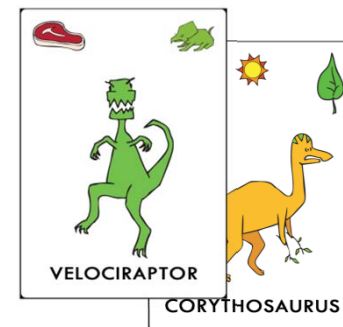
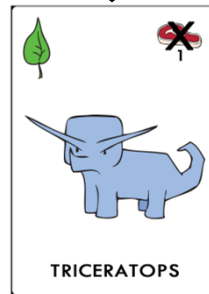
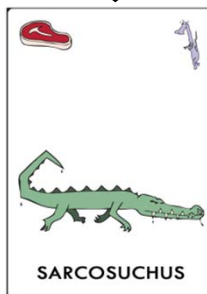
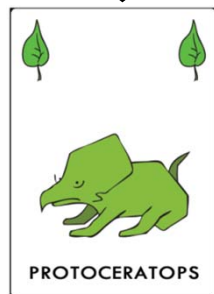
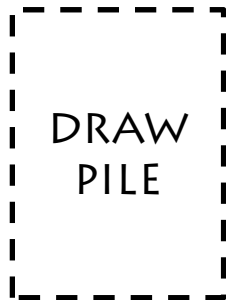
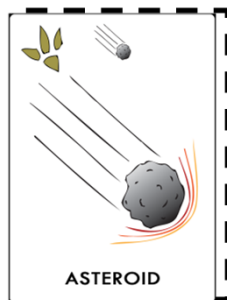


①

When Asteroid is resolved, all Meat-Eater and Plant-Eater cards in the Landscape are banished (set aside and removed from the game) and all Event cards are discarded.

②

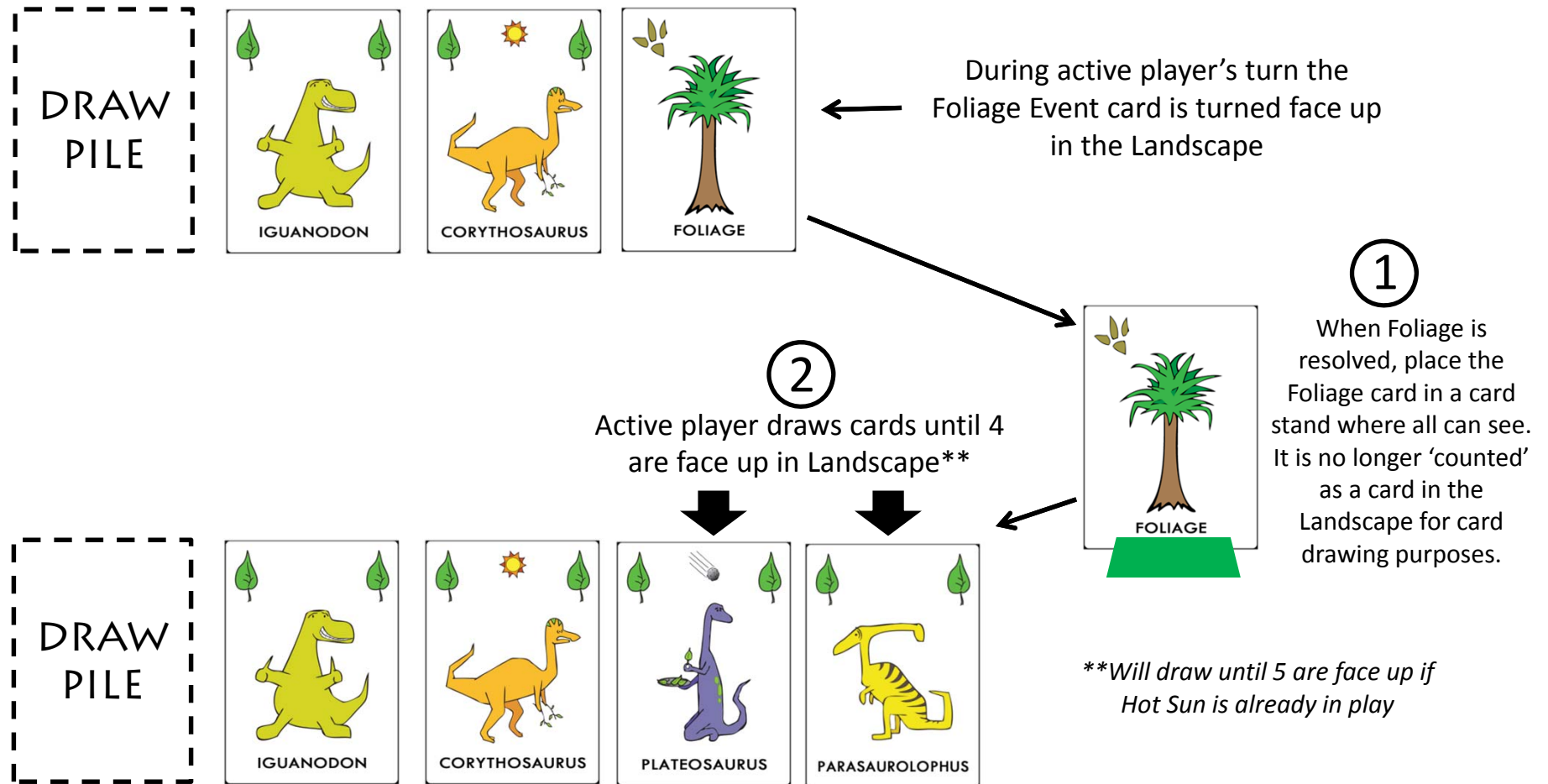
Active player starts turn over and draws cards until 3 are face up in Landscape



**Banished Pile**  
(cards in this pile are not used during remainder of the game)

# How to resolve the Foliage Event card

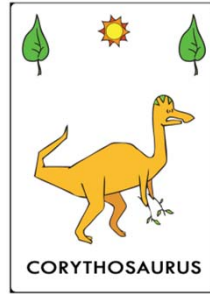
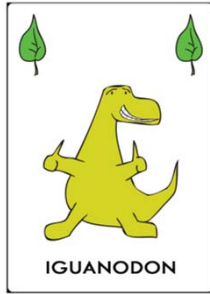
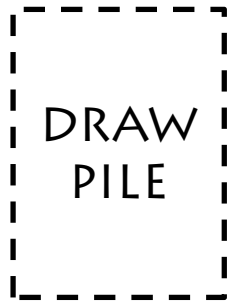
**SUPER TOOTH**



- ③ Foliage remains in play until Volcano, Asteroid, or Stampede Events are resolved or until a player exchanges cards for a Cretaceous Coin(s)

# How to resolve the Roaming Daspletosaurus Event card

# SUPER TOOTH



During Active Player's turn the Roaming Daspletosaurus Event card is turned face up in the Landscape

①

When Roaming Daspletosaurus is resolved, place Roaming Daspletosaurus card in a card stand in front of the active player where all can see. It is no longer 'counted' as a card in the Landscape for card drawing purposes.

②

If the Roaming Daspletosaurus is in front of the active player at the end of the active player's turn (after the active player has resolved all Events/Meat-Eaters /taken Plant-Eaters/exchanged Plant-Eaters for Cretaceous Coins), and the active player has at least 1

Cretaceous Coin, Roaming Daspletosaurus will eat 1 Cretaceous Coin (place the Cretaceous Coin back in the supply) unless the active player does one of the following:

1. Feed it a single Plant-Eater from hand (active player's turn ends)
2. Feed it any 2 Plant-Eaters from hand (Roaming Daspletosaurus moves 1 player CCW, active player's turn ends)
3. Chase it with a Triceratops/Herbivorous Hero from hand (Roaming Daspletosaurus moves 1 player CW, active player's turn ends)

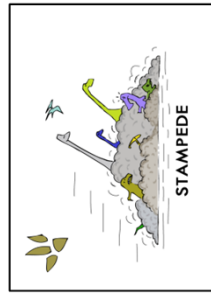
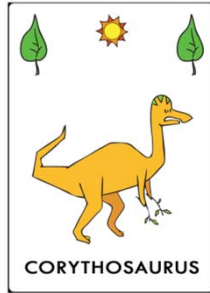
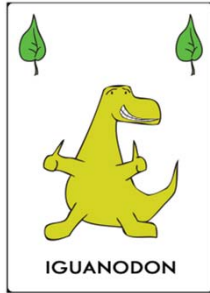
③

Roaming Daspletosuarus remains in play until Volcano, Asteroid, or Stampede Events are resolved

# How to resolve the Stampede Event card

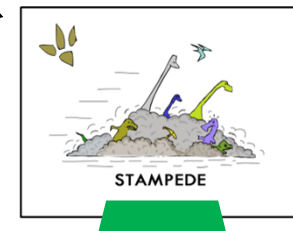
**SUPER TOOTH**

DRAW  
PILE



During active player's turn the Stampede Event card is turned face up in the Landscape

①

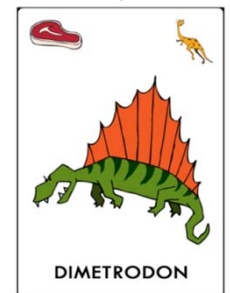
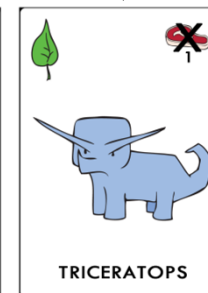
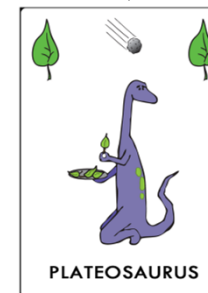
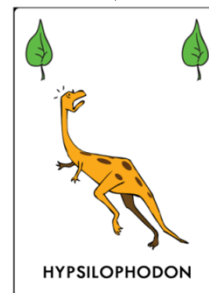
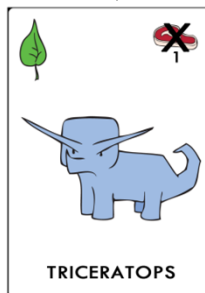
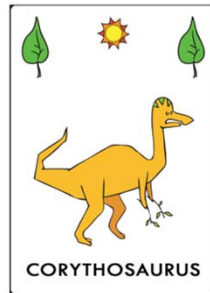
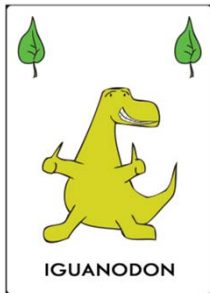


When Stampede is resolved, place the Stampede card in a card stand where all can see.

*\*does not include any unresolved Events/Meat-Eaters that were face up prior to Stampede being resolved. For example, if the active player's Landscape has Volcano and Stampede, and the active player elects to resolve Stampede first, the Volcano is ignored until the active player draws another Event or Meat-Eater.*

② Active player draws cards until either a Meat-Eater\* card or an Event card\* is face up

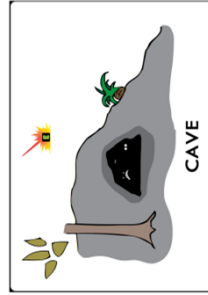
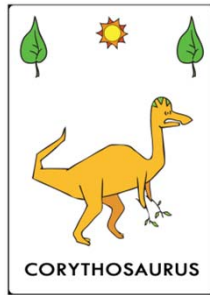
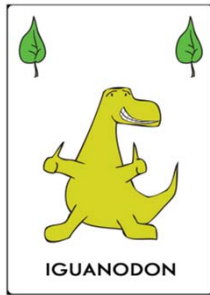
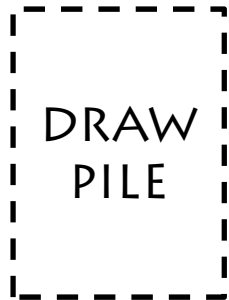
DRAW  
PILE



③ The turn now continues as normal with the active player resolving all Event cards and/or any Meat-Eater cards in the Landscape, after which the active player may take from the remaining Plant-Eaters and may exchange cards for Cretaceous Coins.

## How to resolve the Cave Event card

**SUPER TOOTH**



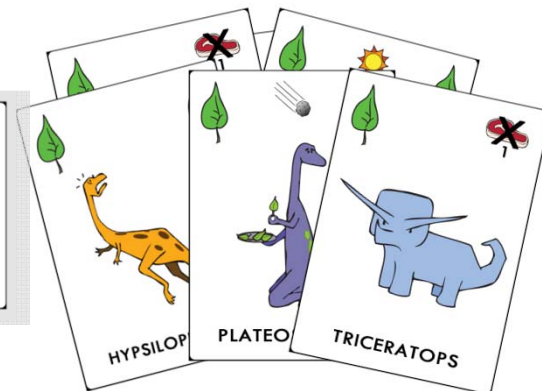
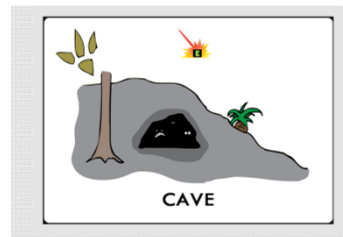
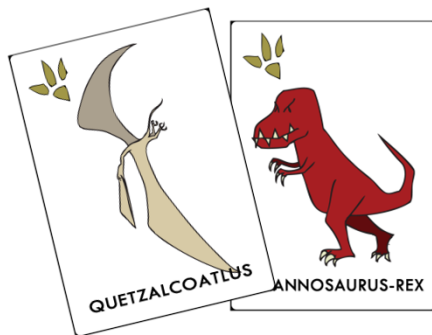
During active player's turn the Cave Event card is turned face up in the Landscape

①

When Cave is resolved, the active player either discards Cave and continues turn as normal, or takes Cave and places it in a card stand in front of active player to indicate they are the 'owner' of the Cave. It is no longer 'counted' as a card in the Landscape for card drawing purposes. If the active player takes the Cave Event card, their turn immediately ends, they do not resolve any Events or Meat-Eaters that are in the Landscape and may not collect any Plant-Eaters.

②

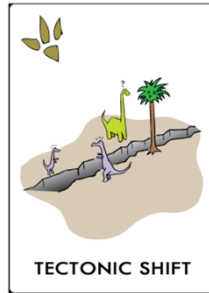
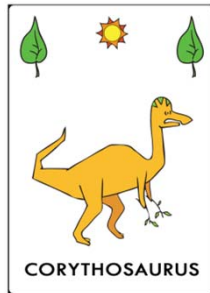
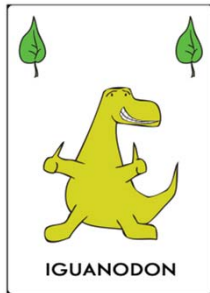
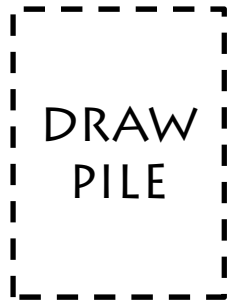
The Cave card will 'protect' the owner's Plant-Eater cards from the effects of 1 Event of the owner's choice, after which it is discarded. For example, If a player is the owner of Cave and the Tyrannosaurus-Rex Event is being resolved, the owner of Cave can use their Cave card to 'protect' their Plant-Eaters from this Event: they do not have to give their hand to the active player but will still receive cards that are dealt out as a result of resolving the Tyrannosaurus-Rex Event. They must then discard the Cave Event card.





# How to resolve the Tectonic Shift Event card

**SUPER TOOTH**

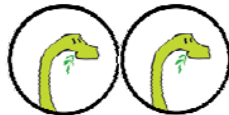


During active player's turn the Tectonic Shift Event card is turned face up in the Landscape

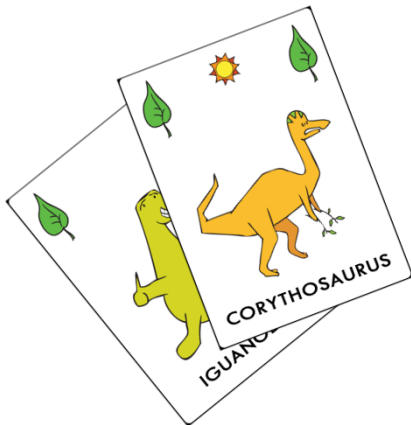


When Tectonic Shift is resolved, all players must immediately pass 1 card from their hand to the player on their left for each Cretaceous Coin they have collected. For example, if a player has collected 2 Cretaceous Coins, they will pass 2 cards from their hand to the player on the left.

②

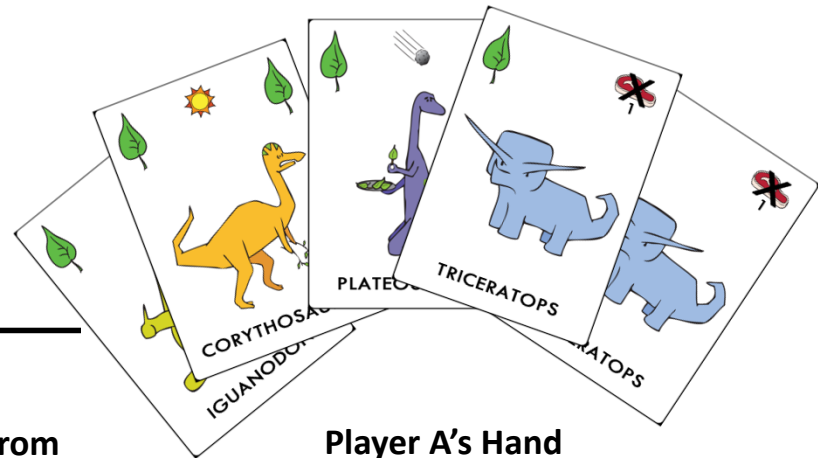


Player A's Cretaceous Coins



Player A passes any 2 cards from their hand to the player on their left

③

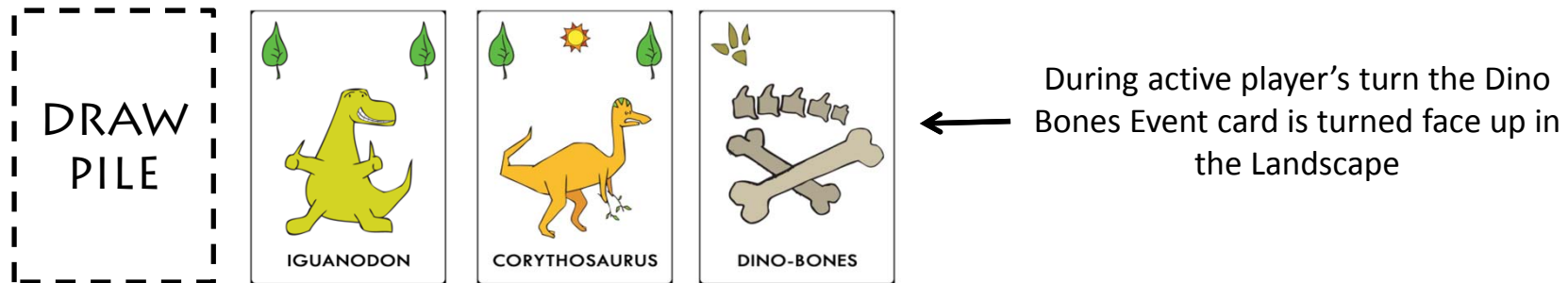


Player A's Hand

①

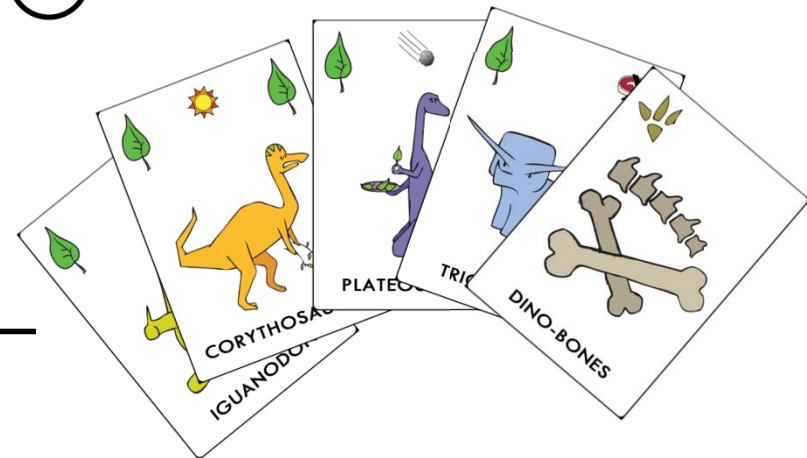
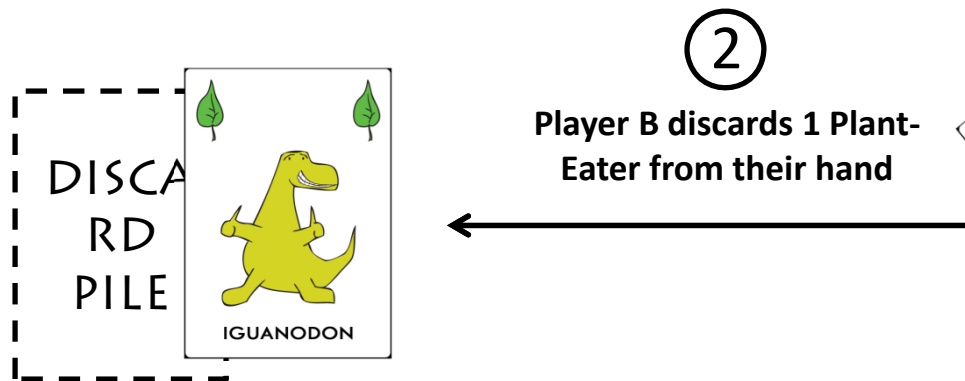
# How to resolve the Dino Bones Event card

**SUPER TOOTH**



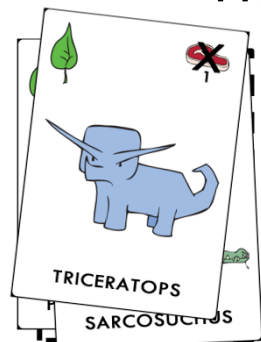
When Dino Bones is resolved, the active player takes the Dino Bones card into their hand and immediately discards 1 Plant-Eater card (if they have one in hand). If the active player has Dino Bones in their hand when they are exchanging Plant-Eaters for Cretaceous Coins, they may give Dino Bones to any other player. The recipient of Dino Bones must take Dino Bones into their hand and immediately discard one Plant-Eater from their hand. If Dino Bones changes hands due to resolution of the Tyrannosaurus-Rex Event, the recipient does not discard a Plant-Eater.

① Player B takes Dino Bones into their hand



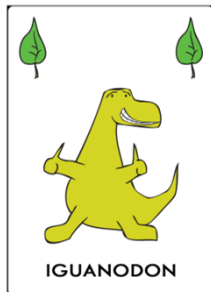


## How to resolve the Lost Event card

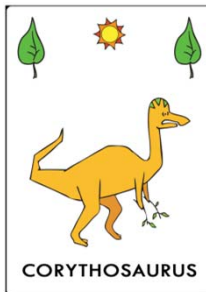


DISCARD PILE

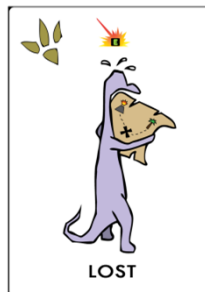
DRAW  
PILE



IGUANODON



CORYTHOSAURUS



LOST

During active player's turn  
the Lost Event card is turned  
face up in the Landscape

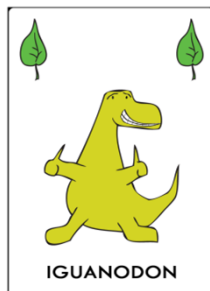
①

When Lost is resolved, the active player takes the top 3 cards from the discard pile and places them face up in the Landscape, making them part of the active player's Landscape. These 'Lost' Landscape cards are placed near the other face up cards in the Landscape. Then discard the Lost Event card.

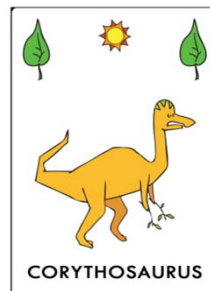


LOST

DRAW  
PILE



IGUANODON

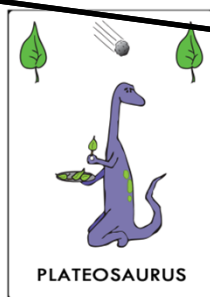


CORYTHOSAURUS

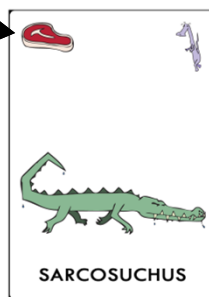
DISCARD PILE

②

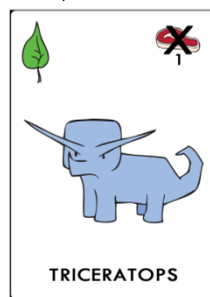
In this example, all 5 cards are now part of the active player's Landscape. The active player must resolve the Sarcosuchus before taking any Plant-Eaters.



PLATEOSAURUS



SARCOSUCHUS



TRICERATOPS

"Lost" cards from discard pile

③

At the end of the active player's turn, any remaining 'Lost' cards in the Landscape are discarded.