

This is a Multiplayer Role Play board game! The bigger your team, the better your odds! The Dice you need are 1 D 10 & 1 D 6. Don't forget the Solitaire Cards!

This game can be Roleplay (Rp) creative. The attacks on character cards are staples for your creative way of interacting with your opponent! (For example, experience the treacherous Paleo World, intense fight for survival, exploring, migrating and naming your own Dinosaur!) Go wild!

Be creative with nest design, celebrate boss battles, and keep a reserved player to join the fight! You all are in their world together.



As a Hatching, your valley was invaded and your family was chased off by the Giganotosaurus. The Giga is the largest predator on the island! His terror through the valley caused a stampede of herds and packs of dinos. As Herbivore or Carnivore hatchlings, you are all that's left behind! You all fled together and now you're journey of survival begins! The Giganotosaurus is hunting you down! You must migrate and grow up along the way until you're big enough and strong enough to face your living nightmare! Be careful when migrating, you're going to enter hostile territory! Stick together, and head to Safe Haven Valley to claim the territory as your own! Fight and survive as a team! You only have each other!

# Your Migration!

6 Hearts: Tropic beach side

10 Parasaurolophus herd 10 HP

10 Utah Raptor pack 10 HP

GIANT PREDATOR: Quetzalcoatlus

6 Diamonds: Red Woods

Pachyrhinosaurus herd 5

GIANT PREDATOR: Acrocanthosaurus

6 Spades: Snow Biome

10 Struthiomimus herd

GIANT PREDATOR: Yutyrannus

6 Clubs: Deep Swamp

5 Beelzebufo giant frogs 20 HP

GIANT PREDATOR: Spinosaurus

King/Safe Haven: Giganotosaurus Final  
Boss

Joker: Giganotosaurus Invades and you  
have to run!

Queen: Dinosaur change/Resurrection  
(can be saved for later whole team can be  
resurrected if all dead)



Each Number will be an action on your survival in your migration! You heal after eating and drinking by 100HP the next location until reaching the save haven valley! Pull past 6 cards to migrate further away from the Giga!

1: Find Vegetation and drink water

2: Make nesting place

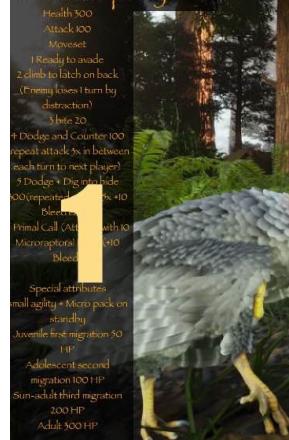
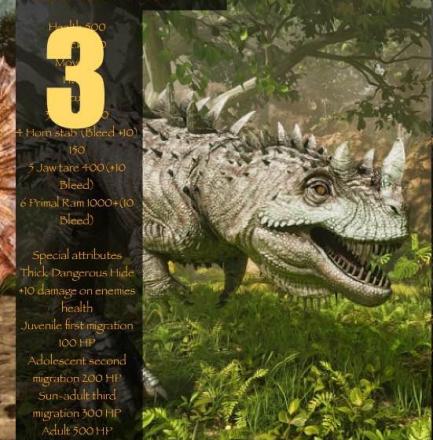
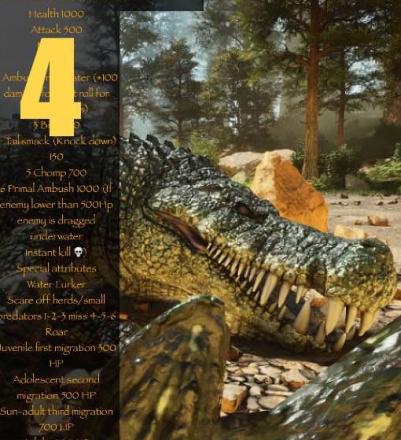
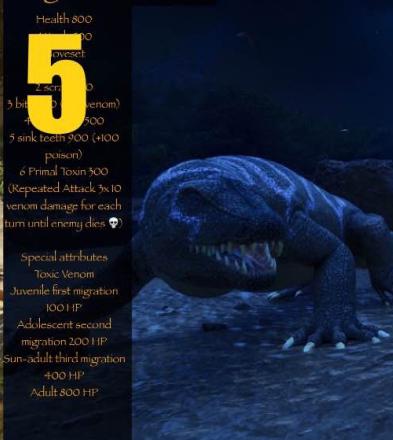
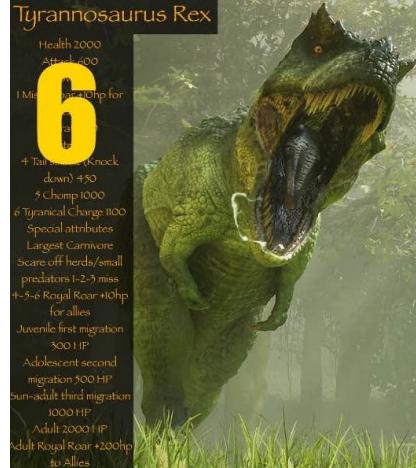
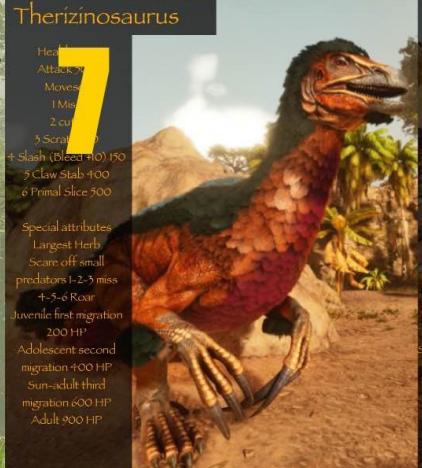
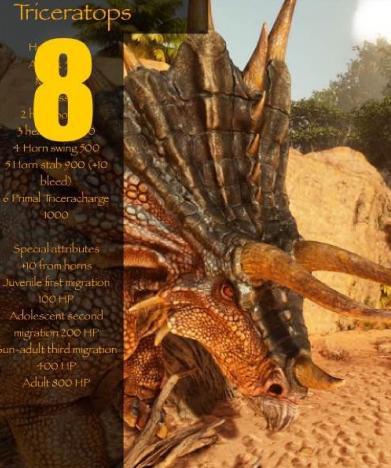
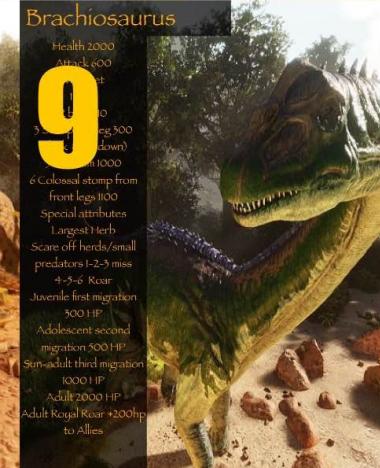
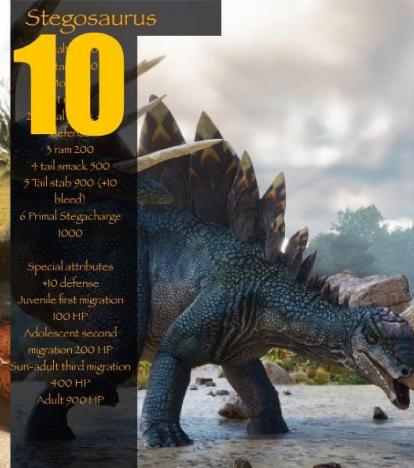
3: Hunt Herd of Herbivores

4: Small Predators find you take them down

5: Hunt Local Giant Predator (can move on after winning if done early)

6: Migrate to next location

If The Giga finds you! You have to roll for your chances of escape! If you roll a 1 your close enough for the Giga to take health from you! Roll 3 times to escape anything higher than one guarantees your escape!

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
 <b>Archaeopteryx</b> Health 300 Attack 100 Moveset 1 Ready to evade 2 climb to lichen on back (Enemy loses 1 turn by distraction) 3 bite 20 4 Dodge and Counter 100 repeat attack vs between each turn to next player) 5 Dodge + Dive in hide COP/Primal: 100% +10 Bleed Primal Call: 100% with 10 Micropoison, +10 Bleed  Special attributes small agility + Micro pack on standby Juvenile first migration 50 HP Adolescent second migration 100 HP Sun-adult third migration 200 HP Adult 300 HP	 <b>Dilophosaurus</b> Health 300 Attack 100 Moveset (Ready to evade climb to lichen on back enemy loses 1 turn by distraction) 5 bite 20 4 Dodge and Counter 100 Primal Call: 100% +10 Bleed Normal Call Attacks with 50% 100% +50 Poison +10 Bleed  Special attributes nom and small agility + 20% pack on standby venile first migration 50 HP Adolescent second migration 100 HP n-adult third migration 200 HP Adult 300 HP	 <b>Ceratosaurus</b> Health 500 Attack 150 Moveset 1 Ready to evade 2 climb to lichen on back enemy loses 1 turn by distraction 3 bite 20 4 Dodge and Counter 100 Primal Call: 100% +10 Bleed Normal Call Attacks with 50% 100% +50 Poison +10 Bleed  Special attributes Thick Dangerous Hide +10 damage on enemies health Juvenile first migration 100 HP Adolescent second migration 200 HP Sun-adult third migration 300 HP Adult 500 HP	 <b>Deinosuchus</b> Health 1000 Attack 300 Moveset Ambush 100% water (+100 damage to target for 3 turns) 3 bite 20 4 Chomp 200 5 Primal Ambush 100% if enemy lower than 300 HP enemy is dragged under water Instant kill Special attributes Water Turker Scare off herds/small predators 1-2-3 miss 4-5-6 Roar Juvenile first migration 500 HP Adolescent second migration 200 HP Sun-adult third migration 700 HP Adult 1000 HP	 <b>Megalania</b> Health 800 Attack 100 Moveset 1 Ready to evade 2 climb to lichen on back enemy loses 1 turn by distraction 3 bite 20 4 sink teeth 900 (+100 poison) 5 Primal Toss 500 (Repeated Attack 3x 10 venom damage for each turn until enemy dies) Special attributes Toxic Venom Juvenile first migration 100 HP Adolescent second migration 200 HP Sun-adult third migration 400 HP Adult 800 HP
 <b>Tyrannosaurus Rex</b> Health 2000 Attack 400 Moveset 1 Ready to evade 4 Tail swing (Knock down) 450 5 Chomp 1000 6 Tyrannical Charge 100 Special attributes Largest Carnivore Scare off herds/small predators 1-2-3 miss 4-5-6 Royal Roar +10hp for allies Juvenile first migration 500 HP Adolescent second migration 900 HP Sun-adult third migration 1000 HP Adult 2000 HP Adult Royal Roar +200hp to Allies	 <b>Therizinosaurus</b> Health 2000 Attack 200 Moveset 1 Ready to evade 2 curl 200 3 Scratch 100 4 Slash (Bleed 40) 150 5 Claw Stab 400 6 Primal Slice 300  Special attributes Largest Herb Scare off small predators 1-2-3 miss 4-5-6 Roar Juvenile first migration 200 HP Adolescent second migration 400 HP Sun-adult third migration 600 HP Adult 900 HP	 <b>Triceratops</b> Health 2000 Attack 300 Moveset 2 Ready to evade 3 Headbutt 300 4 Horn swing 300 5 Horn stab 900 (+10 bleed) 6 Primal Incercharge 1000  Special attributes +10 from horns Juvenile first migration 100 HP Adolescent second migration 200 HP Sun-adult third migration 300 HP Adult 800 HP	 <b>Brachiosaurus</b> Health 2000 Attack 300 Moveset 3 Ready to evade 4 tail smash 300 (Knock down) 5 Headbutt 1000 6 Colossal stomp from front legs 100 Special attributes Largest Herb Scare off herds/small predators 1-2-3 miss 4-5-6 Roar Juvenile first migration 300 HP Adolescent second migration 500 HP Sun-adult third migration 1000 HP Adult 2000 HP Adult Royal Roar +200hp to Allies	 <b>Stegosaurus</b> Health 2000 Attack 300 Moveset 2 Ready to evade 3 ram 200 4 tail smash 500 5 Tail Stab 900 (+40 bleed) 6 Primal Stegcharge 1000  Special attributes +10 defense Juvenile first migration 100 HP Adolescent second migration 200 HP Sun-adult third migration 400 HP Adult 900 HP

# Giganotosaurus

Health 4000

Attack 600

Moveset

1 Miss

2 Bump 30

3 Bite 300

4 Head Bash (knock

down) 550

5 Chomp 700

6 Primal Charge 1000

BOSS

# *Yutyrannus*

Health 2000

Attack 300

Moveset

1 Miss

2 scar 5

3 Bite 100

4 head bash (knock down) 250

5 Chomp 400

6 Primal Charge 450

BOSS

If rolled 1 for the first time, Yutyrannus summons two Carnotarri (CAN ONLY HAPPEN ONCE)



# Spinosaurus

Health 2500

Attack 500

Moveset

| Miss

2 scar 10

3 Bite 100

+ Claw slash (knock down) 250

5 Chomp + claws 550

6 Primal Aquatic Charge

500

BOSS



# Acrocanthosaurus

Health 100

Attack 500

Moved

1 Miss

2 scratch 10

3 Bite 100

4 shoulder ram (knock down) 250

5 Chomp + Stomp

600+ knockdown (turn)

6 Primal Charge 500

BOSS



# *Quetzalcoatlus*

Health 1000

Moveset

1. charged tail attack +

Airborne

2. wing flap 10

3. peck 100

4. clamp beak (tripped  
for 1 turn Only one at a  
time) 200

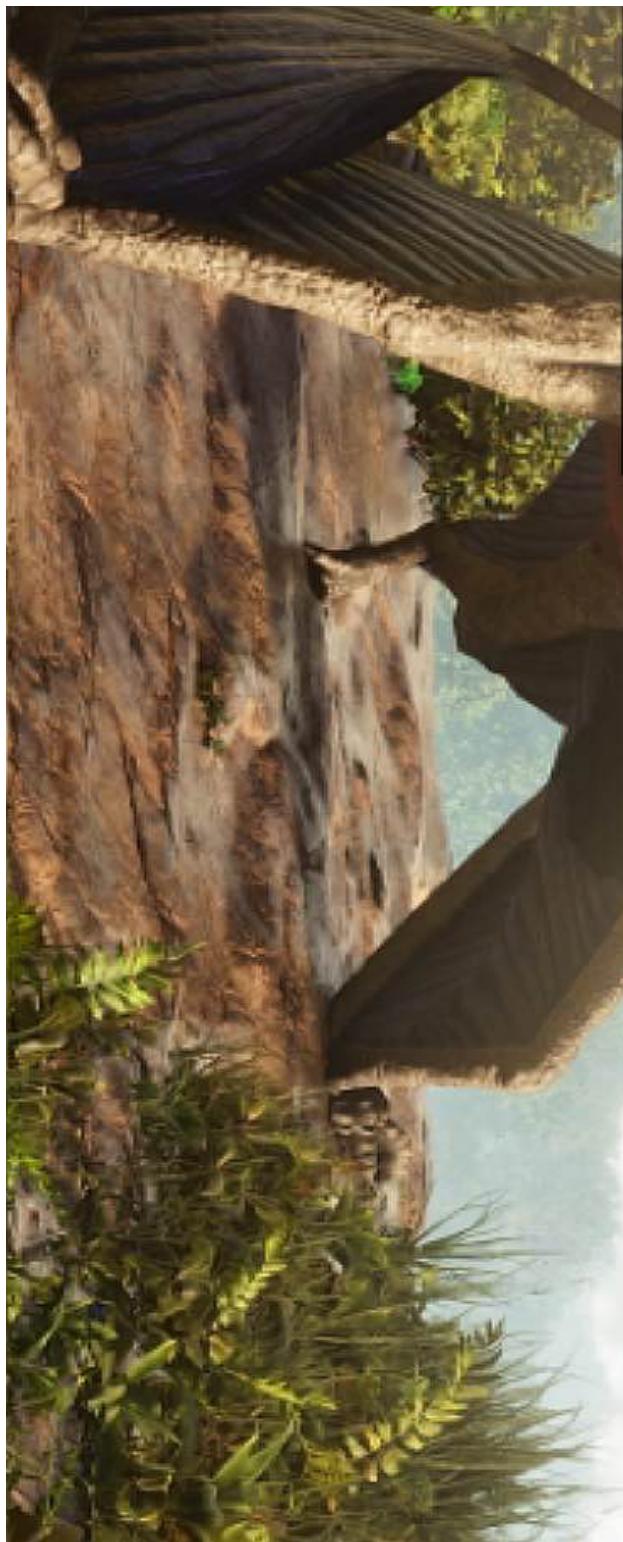
5. (Climb) + drop

100+ knockdown 0

(turn)

6. Acid Charge 300

BOSS



# *Therizinosaurus*

Health 900

Attack 500

Moveset

1 Miss

2 cut 5

3 Scratch 80

4 Slash (Bleed +10) 150

5 Claw Stab 400

6 Primal Slice 500

Special attributes

Largest Herb

Scare off small

predators 1-2-3 miss

4-5-6 Roar

Juvenile first migration

200 HP

Adolescent second

migration 400 HP

Sun-adult third

migration 600 HP

Adult 900 HP



# Ceratosaurus

Health 500

Attack 200

Moveset

1 Miss

2 cut 5

3 Scratch 50

4 Horn stab (Bleed +10)

150

5 Jaw tare 400 (+10  
Bleed)

6 Primal Ram 1000+ (10  
Bleed)

Special attributes

Thick Dangerous Hide  
+10 damage on enemies

health

Juvenile first migration

100 HP

Adolescent second

migration 200 HP

Sun-adult third

migration 300 HP

Adult 500 HP



# Dilophosaurus

Health 300

Attack 100

Moveset

1 Ready to avade

2 climb to latch on back  
(Enemy loses 1 turn by  
distraction)

3 bite 50 (+15 Poison)

4 Dodge and Counter

(Poison +50) 400

5 Dig into hide 400 (+50  
Poison + Bleed)

6 Primal Call (Attacks with  
10 Dilos! 1000+ 50 Poison

+ 10 Bleed)

Special attributes

Venom and small agility +

Dilo pack on standby

Juvenile first migration 50

HP

Adolescent second  
migration 100 HP

Sun-adult third migration  
200 HP

Adult 300 HP



# Archaeopteryx

Health 300

Attack 100

Moveset

1 Ready to evade

2 climb to latch on back

(Enemy loses 1 turn by distraction)

3 bite 20

4 Dodge and Counter 100  
(repeat attack 3x in between each turn to next player)

5 Dodge + Dig into hide

300(repeated attack 5x +10 Bleed each)

6 Primal Call (Attacks with 10 Microraptors! 1000 (+10 Bleed)

Bleed)

Special attributes

small agility + Micro pack on standby

Juvenile first migration 50

HP

Adolescent second migration 100 HP

Sun-adult third migration 200 HP

Adult 300 HP



# Utah Raptors

Alpha Hatch 500

Attack 100

Moschel

Intens

Lootatchio

Jiltie 10

4 Fin 100 (too to fast

player, Only works on  
SMALL DINOS)

5 pause and +400  
C (Final Cal 300 on whole

team of players if raptors  
left)

5 mini Boss

Alpha 500

Raptor 10

Raptor 10

Raptor 10

Raptor 10



# *Deinosuchus*

Health 1000

Attack 500

Moveset

1 Miss

2 Ambush from water (+100  
damage for next roll for  
other attacks)

3 Bite 200

4 Tailsmack (Knock down)  
150

5 Chomp 700

6 Primal Ambush 1000 (if  
enemy lower than 500HP  
enemy is dragged  
underwater)

Instant kill (💀)

Special attributes

Water Lurker

Scare off herds/small  
predators 1-2-3 miss 4-5-6

Roar

Juvenile first migration 300  
HP

Adolescent second  
migration 500 HP

Sun-adult third migration  
700 HP

Adult 1000 HP



# Tyrannosaurus Rex

Health 2000

Attack 600

Moveset

1 Miss + roar +10hp for team

2 scratch

3 Bite 300

4 Tail smack (Knock down) 450

5 Chomp 1000

6 Tyranical Charge 1100

Special attributes

Largest Carnivore

Scare off herds/small

predators 1-2-3 miss

4-5-6 Royal Roar +10hp

for allies

Juvenile first migration

300 HP

Adolescent second

migration 500 HP

Sun-adult third migration

1000 HP

Adult 2000 HP

Adult Royal Roar +200hp  
to Allies



# Triceratops

Health 800

Attack 500

Moveset

1 miss

2 horn poke 10

3 head butt 200

4 Horn swing 500

5 Horn stab 900 (+10 bleed)

6 Primal Triceracharge

1000

Special attributes

+10 from horns

Juvenile first migration

100 HP

Adolescent second migration

200 HP

Sun-adult third migration

400 HP

Adult 800 HP



# Brachiosaurus

Health 2000

Attack 600

Moveset

1 Miss

2 bump 10

3 Stomp foreleg 300

4 kick (kick down)

5 Tail Slam 1000

6 Colossal stomp from front legs 1100

Special attributes

Largest Herb

Scare off herds/small predators 1-2-3 miss

4-5-6 Roar

Juvenile first migration

300 HP

Adolescent second migration

500 HP

Sun-adult third migration

1000 HP

Adult 2000 HP

Adult Royal Roar +200hp  
to Allies



# Stegosaurus

Health 900

Attack 500

Moveset

1 miss

2 dorsal block +50

defense

3 ram 200

4 tail smack 500

5 Tail stab 900 (+10  
bleed)

6 Primal Stegacharge

1000

Special attributes

+10 defense

Juvenile first migration

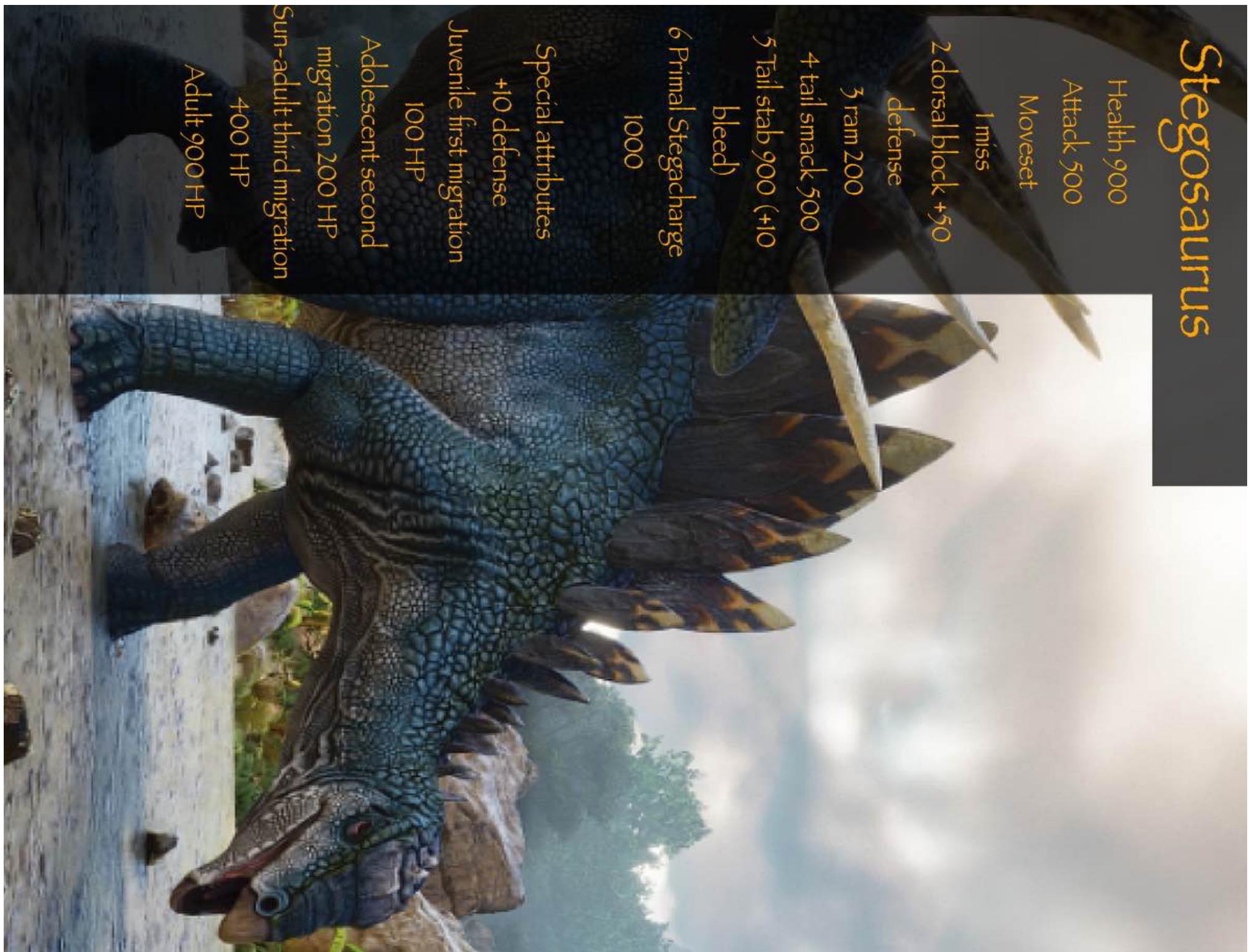
100 HP

Adolescent second  
migration 200 HP

Sun-adult third migration

400 HP

Adult 900 HP



# Megalania

Health 800

Attack 500

Moveset

1 miss

2 scratch 10

3 bite 200 (+50 venom)

4 tail smack 500

5 sink teeth 900 (+100

Poison)

6 Primal Toxin 300

(Repeated Attack 3x 10  
venom damage for each  
turn until enemy dies 💀)

Special attributes

Toxic Venom

Juvenile first migration

100 HP

Adolescent second  
migration 200 HP

Sun-adult third migration

400 HP

Adult 800 HP

