

2

MEGA TITAN T-REX



DINOSAUR • UNIQUE

1

2-3

4-5

6

×

2

3

4

While Mega Titan T-Rex is in play, your other dinosaurs deal +1 damage on every attack. A player can only have one Mega Titan T-Rex in play at a time.

☼

6

2

MEGA TITAN TRICERATOPS



DINOSAUR • UNIQUE

1

2-3

4-5

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While Mega Titan Triceratops is in play, your other dinosaurs have +2 Defense. A player can only have one Mega Titan Triceratops in play at a time.

☼

7

2

YOUNG T-REX

DINOSAUR



1

2-3

4-5

6

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2

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4

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2

TRICERATOPS CALF

DINOSAUR



1

2-3

4-5

6

×

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3

Remove 1 crystal from Triceratops Calf to bring Jungle Terrain into play, if you have none in play.

2

PLESIOSAUR

AQUATIC BEAST



1

2-3

4-5

6

×

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Remove 1 crystal from Plesiosaur to bring Deep Sea Terrain into play, if you have none in play.

2

CROCODILE

AQUATIC BEAST



1

2-3

4-5

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Creatures Crocodile defeats are removed from the game instead of going to the discard pile.

2

SKELETON

UNDEAD



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2-3

4-5

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2

When Skeleton is defeated, roll a d6. On a 3 or higher, return it to your hatchery instead, if there's room.

2

WITCH

UNDEAD



1

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4-5

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Remove 2 crystals from Witch to bring a Full Moon into play. When Witch is defeated, discard your Full Moon.

3

ROSE DRAGON

MYTHIC • DRAGON • UNIQUE



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4-5

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6

Remove 3 crystals from Rose Dragon to bring a Crystal Factory into play. Each Rose Dragon may deploy only one Crystal Factory. A player can only have one Rose Dragon in play at a time. When Rose Dragon is defeated, remove it from the game.

2

UNICORN



MYTHIC · UNICORN

1

2

3

4

When a creature you control is about to take damage, you may remove a crystal from Unicorn to prevent 1 of it. Once each turn.

4

JUNGLE TERRAIN



TERRAIN

While Jungle Terrain is in play, when one of your dinosaurs attacks and rolls 3 or higher, that attack deals +1 damage.

BROUGHT IN BY TRICERATOPS CALF · STAYS IN PLAY

DEEP SEA TERRAIN



TERRAIN

While Deep Sea Terrain is in play, damage dealt by your aquatic creatures can't be prevented.

BROUGHT IN BY PLESIOSAUR · STAYS IN PLAY

CRYSTAL FACTORY

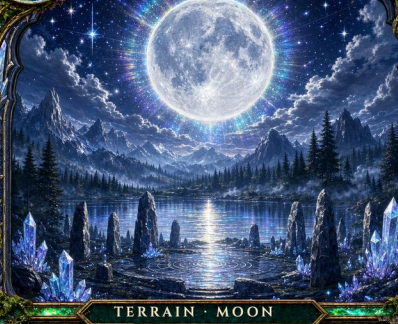


STRUCTURE

Once each turn, roll a d6 and add crystals to one of your creatures: 5 = +1, 6 = +2. You may have more than one Crystal Factory in play.

BROUGHT IN BY ROSE DRAGON · 3 CRYSTALS · ONE PER ROSE DRAGON

FULL MOON



TERRAIN · MOON

Once each turn, add 1 to one of your die rolls. When Full Moon is discarded, bring a Blood Moon into play.

BROUGHT IN BY THE WITCH · STAYS IN PLAY

BLOOD MOON



TERRAIN · MOON

Discard Blood Moon to return one creature from your discard pile to your hatchery, if there's room.

ENTERS WHEN A FULL MOON IS DISCARDED · SINGLE USE

HOW TO PLAY

THE TWO NUMBERS

ENERGY — the crystals a creature spends to attack. It is the cost — it never sets the damage.

DEFENSE — the damage that knocks it out, and the points scored by whoever defeats it.

YOUR TURN

1 DRAFT — take a creature from the draft row.

2 CRYSTAL — gain one crystal and place it on a creature. It stays there.

3 ABILITIES — use your cards' abilities.

4 ATTACK — pay the Energy number, roll the d6, read the damage from the card's bands.

QUICK REFERENCE

KNOCKOUT

When damage reaches Defense, the creature is out. Its defeater scores its Defense number, and its banked crystals are discarded. Sacrifices score nothing.

YOU LOSE

if you can't move a creature into the attack position at the start of your turn.

SETUP

BEFORE YOU PLAY

1 CHOOSE — pick 1 creature for your attack position and up to 4 for your hatchery.

2 CRYSTALS — take 5 and place them on your creatures any way you like.

3 SHUFFLE — everything left becomes the shared draft deck.

4 DRAFT ROW — deal 3 creatures face-up between the players.

WINNING

First player to the agreed point total wins. If the cards run out first, most points wins.

QUICK REFERENCE

GOOD TO KNOW

Hatchery creatures can't be attacked. Crystals never move once placed. Terrain and structures enter play only through creature abilities.

THANK YOU

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