

Escape from T-Rex Island rules v0.8 (edited on 2015, Dec 4th by David Cheng)

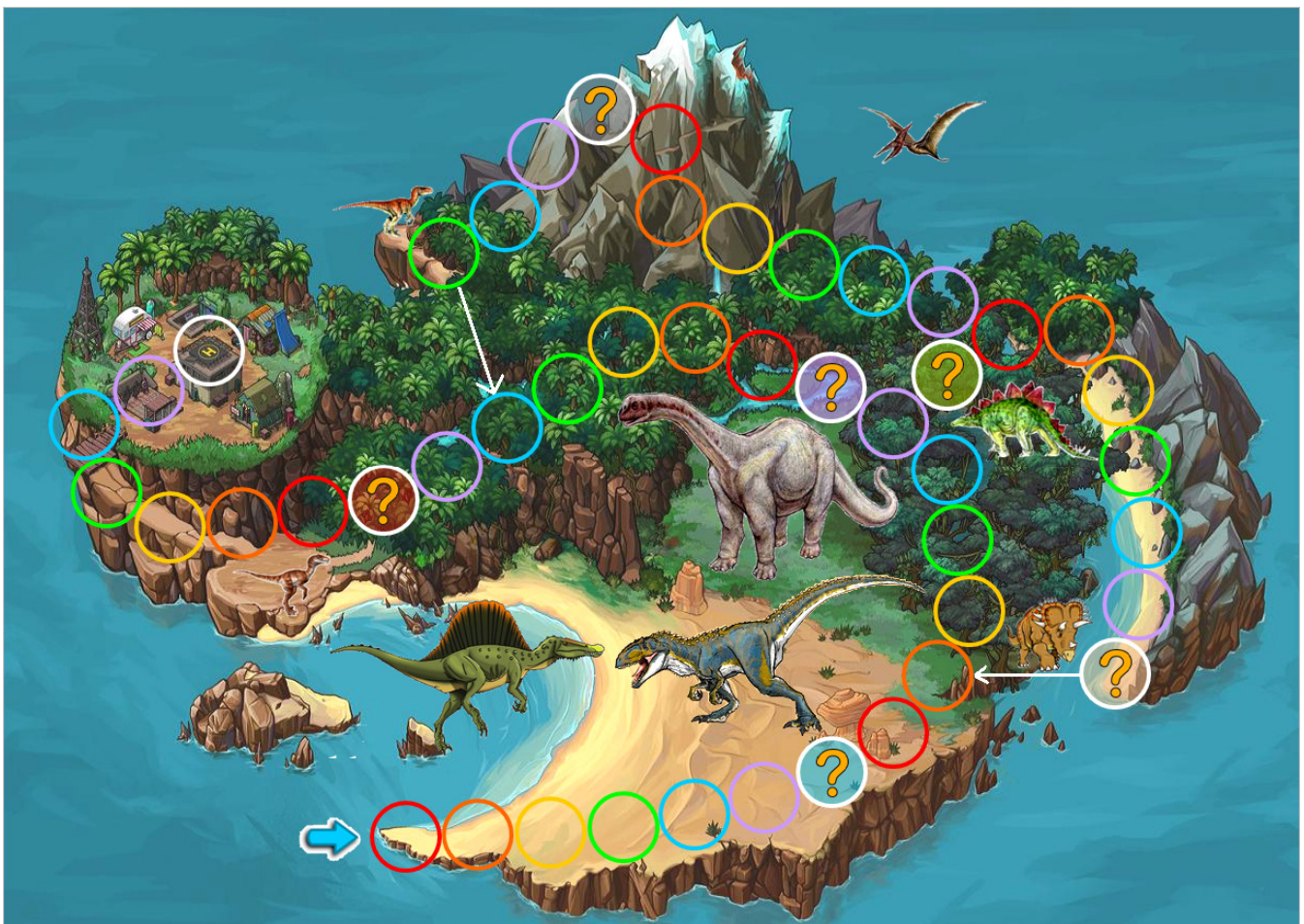
Introduction :

Escape from T-Rex Island is a free print & play family game for two to four players. Each player is a leader of an exploration team on an uncharted island. They must lead their teams back to the base camp before devoured by an furious & hungry T-Rex.

COMPONENTS :

- one sheet of double-side tokens
- 40 cards (36 action cards, 4 character cards)
- D6 dice x 12 (four colors of 3 dice each)
- one T-Rex meeple or standy
- one game board of two A4 size
- rule book

Game Board



Game tokens – these are mostly good stuffs which are drawn when your team (die) reached a rest point.

Front side :







Back side :















T-Rex meeple / standy




Character Cards :

Hunter	Journalist	Boy Scout	Explorer
 <p>One free Shotgun ability</p>	 <p>Hand size = 5</p>	 <p>Can support 3 survivors for free</p>	 <p>Evade the first Raptor attack and first Pterosaur attack.</p>

Action Cards : 36 cards in total

Stegosaurus	Triceratops	Brachiosaurus	Raptor	Pterosaur	T-Rex
 <p> = 3 VP</p>	 <p> = 6 VP</p>	 <p> = 8 VP</p>	 <p> Fastest team on map loses one crew. If tie, both team lose one crew.</p>	 <p> Team of most crews loses one crew. If tie, both team lose one crew.</p>	 <p>T-Rex moves 2 spaces or moves 3 spaces if  Team loses 2 crews if caught.</p>

SET-UP :

- 1) Each player chooses a player character card, then takes three D6 dice of corresponding color.
- 2) Each player adjusts the face-up side of the dice to . The face-up side indicates the number of crews in a team.
- 3) Shuffle the action cards to form a draw deck & deal 4 cards to each player (exception: yellow player draws 5 cards)
- 4) Assign the first player randomly (e.g. player who watched a dino movie recently).
- 5) Shuffle the “?” token face-down, then place 2-4 “?” tokens face-down next to each rest point space (?) on the map. Number of tokens to be placed depends on number of players (i.e. 2 tokens each for a 2P game & 4 tokens each for a 4P game). See [game mode](#) on page 6.

Turn sequence

- Starting with the first player, then going clockwise to the player on the left, a player takes two actions each turn.
 - The two actions can be one of the followings. Players can do the same action twice.
- 1) Play a card to move a die. If the card is T-Rex/Raptor/Pterosaur, resolve the card effect after moving your die.
 - 2) Play a card to take dino picture (i.e. Stegosaur/Triceratops/Brachiosaur).
 - 3) Draw a card from the draw deck. (May not draw if this is the second action & the player’s hand size is full).

Moving a team (i.e. your die)

- If it is the first move of a die, a player moves one of his three dice from the starting space (i.e. the blue arrow on the map).
- A player may move ONE of his dice in a moving action. He may move the same die again in the next action if he wants.
- To move a die, a player plays a card & moves the die to the next unoccupied space with same color as your card. If there is no empty space of same color before the next rest point (i.e. the “?” space), a player may choose to move the die to the next rest point space OR skip that rest point & go over to the next empty space of matching color.
- The destination space (i.e. helipad space) is considered a rest point space for movement purpose.
- Please note that there is no limit to the number of dice can be placed at a rest point space.
- A player must make sure he keeps the current face-up side when moving a die. He may not change the side of the die.
- A player may only move his die forward along the path. He may choose which path to go if he reached a cross-road BUT a die may never move backward.
- Discard the played card face-up to one of the two discard piles.
- A player may never discard a card voluntarily. A card must be played either for moving a die or taking dino picture.

Taking dino picture

- To take a dino picture, a player plays a card & compares the top cards of the two face-up discard pile. If the played card matches one or two of the top card of the discard pile, the player can take his card back & place the card face-up in front of him as a trophy for victory points.
- For example, a Stegosaur card requires two of the same kind to take picture. If there is one Stegosaur card on the discard pile, a player just needs to play one Stegosaur card to take picture (1+1=2). If there is no Stegosaur card on the discard pile, a player may also play one Stegosaur card to move a die in his first action, then plays another Stegosaur card to take picture for his second action.

- However, if a player wants to take a picture of Triceratops or Brachiosaur (both cards require 3 of the same kind), then there must be at least one card of same kind on the discard pile, and the player plays more cards to meet the required number of three. So if both of the top cards on the discard pile are Triceratops cards, a player just needs to play one more Triceratops card to take that picture.
- Once the required number of cards were met, the player takes his played card as trophy & discards the other cards of same kind to the bottom of the discard pile.
- For example, a Brachiosaur card is on one of the two discard piles. A player plays a Brachiosaur card to move a die in his first action, then discards this card to the top of the other discard pile. Now there are two Brachiosaur cards on the table. Then the player plays another Brachiosaur card to take picture for his second action (2+1=3). The player takes the Brachiosaur card as his trophy, then discards the two other Brachiosaur cards to the bottom of the discard piles.

Drawing card

- A player may spend an action to draw one card from the draw deck.
- Each player (except yellow player) can hold up to 4 cards in hands. The yellow player can hold up to 5 cards in hands.
- A player may take a Draw action in his first action even this action caused the number of cards in hands over his hand size. However, the player must play a card in his second action so that his hand size is not exceeded at the end of his turn.
- For example, Red player has 3 cards in hands. He draws a card for his first action. However, he cannot draw another card for his second action as he has 4 cards in hands now which is his hand size limit.
- When the draw deck is empty, reshuffle the discard piles except the top cards to form a new draw deck.

Carnivore cards (i.e. T-Rex/Raptor/Pterosaur)

- Carnivore cards can be played as normal cards for movement of die. However, if the number of corresponding cards on table equals or exceeds the number of dino icon on the card, the card effect is triggered immediately after the movement of die.
- **Raptor** – if two Raptor cards are on the table, the team (i.e. the die) which is closest to the destination (helipad) loses one man. Adjust the die to the next lower number of pip. If there is a tie, both teams lose one man.
- **Pterosaur** - if two Pterosaur cards are on the table, the team with most crews (i.e. die with highest number of pip) loses one man. Adjust the die accordingly. If there is a tie, both teams lose one man.
- **T-Rex** – if one T-Rex card is on the table, the T-Rex meeple moves 2 spaces towards the nearest die. If two T-Rex cards are on the table, the T-Rex meeple moves 3 spaces towards the nearest die instead.


T-Rex meeple



- When the first T-Rex card is played, place the T-Rex meeple to the third space behind the slowest die on map. If spaces between the slowest die & the starting arrow is <3, place the meeple to the first space next to starting arrow.
- If there is a tie in distance, the player who played the card chooses which way to go.
- The T-Rex meeple moves two or three spaces depending on the number of T-Rex cards on the table.
- If the T-Rex meeple reaches a space with a die, it stops in that space even it can move more spaces.

- **The T-Rex devoured two men in the space it stopped.** If there are more than one team in that space, each team loses one man.
- If the T-Rex starts to move from a space with teams, those teams are not considered closest to it & are immune to attack from the T-Rex.
- **A die may move through the T-Rex by losing one man.** No die may move to stop at the same space as the T-Rex.
- Once appeared, the T-Rex meeple stays on map until repelled by a Shotgun.
- The T-Rex meeple is removed from map if a player plays a Shotgun token on it.
- **After the T-Rex meeple was removed, the T-Rex meeple will appear in the third space behind the last die again when the next T-Rex card is played.**

Game Tokens

- 2-4 game tokens are placed next to each rest point space at game start according to number of players.
- For each die moved to a rest point space, a player may draw a game token from that rest place. Once all tokens were drawn from that rest point space, no more tokens can be drawn from that space.
- **Once drawn, the player must reveal the token immediately.** If the token is a Spinosaur  , the player **loses two men from his die** & discards the Spinosaur token. **A player can use Shotgun to cancel the loss effect from Spinosaur.**
- If the token is anything other than the Spinosaur or survivor, the player can keep the token for use later in the game.

Food token

- There are three kinds of food token (one can, 2 cans & 3 cans). Each can food icon on the token can support two survivors at game end. If there is not enough food to support the number of pip on the die, a player cannot advance the die to the helipad space.
- **For example, Red player has a 2-can food token in hands. The token can support 4 survivors. If Red player has a die of 5 pip which is near the destination space, he cannot move it to the destination space as he has not enough food to support the 5 survivors. He must get at least one more can food before he can move the die to the destination space.**
- **The general rule is one can food is required to feed every two survivors.**
- Please note that the **Green player can feed 3 survivors for free** by default.

Lost survivor token

- For each survivor token found, add one man to the die immediately (adjust the die face accordingly), then discard the survivor token.
- If the team is already full at six crews, no more man can be added to the die.

SMG token

- Once found, a player can keep this token & use it whenever the player wants.
- If a player's team is attacked by Raptors or Pterosaurs, the player may use the SMG token to cancel the effect on his team.
- Once used, the SMG token is discarded.

Shotgun token



- Once found, a player can keep this token & use it whenever the player wants.
- If a player's team is attacked by Raptors, Pterosaurs, T-Rex or Spinosaur, the player may use the Shotgun token to cancel the effect on his team.
- The player also removes the T-Rex meeple from the map if the Shotgun token is used against the T-Rex.
- Once used, the Shotgun token is discarded.
- The Red player has a default Shotgun ability for free which can be used once per game.

Game Goal

- The game **ends when any one player has all 3 teams arriving at the destination space** or
- When the draw deck is empty after the last game token on map was drawn.
- Players score victory points (VP) for survivors & dino pictures. The player who scores most VP wins.
- If there is a tie, the player who has more survivors wins.

Game Score

- The first team (die) arrived at the helipad scores 5VP x number of pip.
- The second team arrived scores 4VP x number of pip.
- The third team arrived scores 3VP x number of pip.
- All other teams arrived scores 2VP x number of pip.
- Each Stegosaur card collected as trophy scores 3 VP.
- Each Triceratops card collected as trophy scores 6 VP.
- Each Brachiosaur card collected as trophy scores 8 VP.

Game Mode

- For a 2P game, use the following tokens only : Spinosaur x 2, 3-food x 1, 2-food x 2, 1-food x 2, survivor x 1, shotgun x 2, SMG x 2.
- For a 3P game, use the following tokens only : Spinosaur x 3, 3-food x 2, 2-food x 2, 1-food x 3, survivor x 2, Shotgun x 3, SMG x 3
- For a 4P game, use all 24 game tokens.
- For Family mode, - all dice start with 6 pip

Credits :

Game designed by David Cheng

Game playtested by Jimmy, Jacky, Michael, Jodie, Nangong & his friends

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