

DINOVERSE

THE RULES OF SURVIVAL



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Capital
Gains
Studio



DINOVERSE

Welcome to Dinoverse, a simulation of a prehistoric world where dinosaurs roam. It is here that you will learn how to survive with your pack against the changing landscape.

Will you be able to adapt fast enough and manipulate the herd to your advantage, or will the transformations leave your pack broken?

In Dinoverse, players take control of a Pack of 2 Dinos, and attempt to score the most points by the end of the game through manipulating the Herd and fitting your Pack with the best combination of Dinos.



1

COMPONENTS



DINOSAUR CARDS (55)

Dinos have unique abilities as well as a special way to score points at the end of the game as shown in the example below.

Dinos are split into 2 major groups: Carnivores and Herbivores. Below is an example of a Carnivore.



Herbivore



Carnivore

Name

TYRANNOSAURUS REX

Type

Portrait

Special Ability

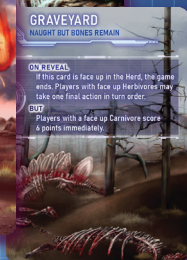
ARRIVAL — Eat both adjacent Dinos.
DEFEND — Discard the Eater instead.

Scoring

+2 points for each Dino the Discard Pile has more than the Herd.
(Events don't count)

EVENTS (3)

Events are part of a variant game mode. Learn more about it at page 14



EXTINCTION (1)

This card is added to the bottom of the deck at the end of setup, its revelation signals the end of the game.

EGG TOKENS (5)

Each player gets 1 Egg token at the start of the game and may spend it during their turn to take an additional action.



2

GAME SETUP

1. Choose a mixture of 3 Carnivores and 4 Herbivores to play with. For 2 players, choose 2 Carnivores and 3 Herbivores instead. Take all copies of the chosen Dinos and shuffle them by their type.



For your first game, we recommend playing with the following Dinosaurs:

3-5 players: Tyrannosaurus Rex, Spinosaurus, Allosaurus, Brachiosaurus, Triceratops, Camptosaurus, Stegosaurus

2 players: Tyrannosaurus Rex, Spinosaurus, Brachiosaurus, Camptosaurus, Stegosaurus



2. Randomly give each player a Dino from each type (1 Carnivore and 1 Herbivore) to form their starting Pack. Also give each player 1 Egg token.

3. Shuffle the remaining Dinos together to form a deck. Reveal 5 cards from the top of the deck, alternating face up and down, starting from down, to form the Herd.



4. Place the Extinction card at the bottom of the deck.



5. Players must now choose 1 Dino to place face up and the other face down in front of them as their Pack.

6. Once all players are done, give the player who loves dinosaurs the most the First Player card, and you are ready to begin!



3 HOW TO PLAY

Dinoverse plays over several rounds until the Extinction card is revealed. After the Extinction card is revealed, play continues until the last player has completed their turn.

START OF ROUND

At the start of each round, the First Player draws 2 cards from the deck and chooses 1 card to discard face up or place at the bottom of the deck face down. The other card is placed at the end of the Herd facing the opposite direction from the rightmost card. After this, the First Player takes their turn.



E.g. As the First Player, you draw a Triceratops and a Velociraptor. You decide to discard the Triceratops and add the Velociraptor face down at the end of the Herd.

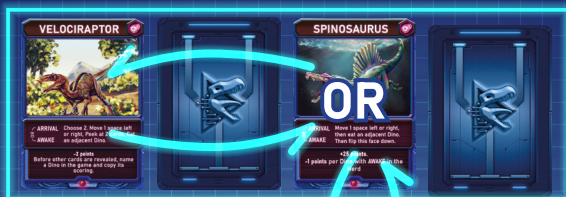
PLAYER TURN

During a player's turn, they choose 1 of 5 actions to take. If the player has an Egg token available, it may also be spent once to take a 2nd action after the 1st action is complete.

The actions available to players are as follows:

EXCHANGE

Swap the positions of 2 cards in the Herd or your Pack, they must face the same direction (i.e. face up card with face up card, face down card with face down card).



THE HERD

E.g. You decided to Exchange and reposition the Spinosaurus. In this case, you may switch it with the Velociraptor in the Herd or with the Triceratops in your Pack.



YOUR PACK



Look at 2 face down cards in the Herd, then place them back where they were. If there are fewer than 2 face down cards in the Herd, you only look at whatever remains.



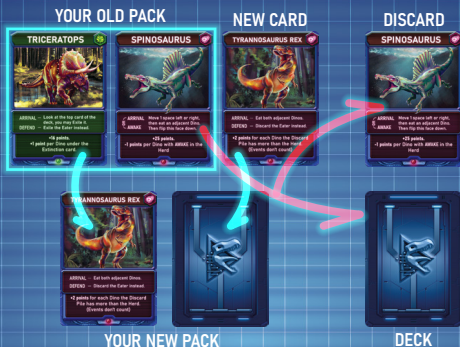
Choose a face up card and flip it. Then, choose a different face down card in the Herd and flip it. If you cannot perform either part of this action, skip it.



Add the top card of the deck to the end of the Herd facing the opposite direction from the rightmost card.

REDRAW

Pick up the cards in your Pack and draw a card from the deck. From the 3 cards in your hand, choose 1 to discard or place to the bottom of the deck, 1 to place face up in your Pack and the last one to be placed face down in your Pack.



Eg, You decided to redraw. You pick up your Pack, a Triceratops and a Spinosaurus, and draw a new card: a Tyrannosaurus Rex. You decide to discard the Spinosaurus, place the Tyrannosaurus Rex face up and keep the Triceratops face down.

Then, the next player to their left takes their turn. This continues until play goes back to the player with the First Player card. Check if the Extinction card has been revealed. If not, pass the First Player card to the player on the left and start a new round.

4 IMPORTANT CONCEPTS

This section goes through concepts such as 'the Herd' and 'your Pack' to provide a better understanding of the game.

YOUR PACK

You are dealt 2 Dinos
(1 Herbivore and 1 Carnivore)
at the start of the game to
create your Pack.

Each pack always consists of 2 Dinos, which determine how you score at the end of the game. There should always be 1 Dino face up and 1 face down in your Pack. You may look at the face down Dino in your Pack during your turn, before or after taking your action.

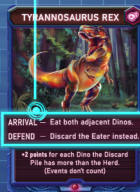


THE HERD

The main group of Dinos that players manipulate in order to score the highest points according to their Pack. Many Dinos' abilities affect the Herd in various ways, increasing or reducing their numbers.

There is no limit to the number of Dinos that can be in the Herd.

*You may not look at face down cards in the Herd unless you take the Peek action.



5

KEYWORDS

This section goes through keywords that are found on the Ability sections of the Dinos and what they mean. You should always perform abilities wherever possible, if any part of an ability cannot be performed, simply skip that part.

ARRIVAL

Abilities tagged with 'ARRIVAL' take effect after the Dino is placed in the Herd face up from outside. Possibilities include when it is Exchanged from a Pack, when it is added via Populate. This does not take effect when the Dino is added to the Herd by the 'First Player effect'.

THE HERD

E.g. You decide to take an Exchange action and swap your Tyrannosaurus Rex from your Pack with the Carnotaurus in the Herd. This triggers the 'ARRIVAL' ability of your Tyrannosaurus Rex and it eats the 2 adjacent Dinos after it takes the place of the Carnotaurus.

YOUR PACK

ARRIVAL — Eat both adjacent Dinos.
DEFEND — Discard the Eater instead.
(Events don't count)

EAT

Choose a Dino to place in the Discard Pile. If the chosen Dino is face down, flip it face up first.

E.g. Tyrannosaurus Rex's 'ARRIVAL' ability allows it to 'EAT' the Dinosaurs adjacent to itself.



In this case, the face up Camptosaurus is placed into the Discard Pile. The face down card will now be flipped face up...

AMBUSH/DEFEND

Abilities tagged with 'AMBUSH' or 'DEFEND' take effect when the Dino is targeted by an 'EAT' effect. These abilities are resolved before 'EAT' takes effect and often prevent the Dino from being eaten.

However, 'DEFEND' abilities are only active if the Dino is already face up when targeted by 'EAT' while 'AMBUSH' abilities are active when the Dino is flipped face up when targeted by 'EAT'.



From the previous example, the Tyrannosaurus Rex has eaten the Camptosaurus, and is now flipping the face down card face up.



Oh no! It's the armored Ankylosaurus, with an 'AMBUSH' ability that Exiles its eater.

EXILE

Place targeted card at the bottom of the deck, underneath the Extinction card. If the card is face down, do not look at it. This effect does not trigger Defend or Ambush.



The Tyrannosaurus Rex is exiled, sent to the bottom of the deck. Even though it was face up and had a Defend ability, it does not trigger.

After resolving all abilities involved in the action, the Ankylosaurus is the only Dino left in the aftermath.

AWAKE

Abilities tagged with 'AWAKE' take effect when the Dino is flipped face up by a non-'EAT' effect. Possibilities include when it is flipped face up by the FLIP action and if another Dino's non-'EAT' ability flips it face up.





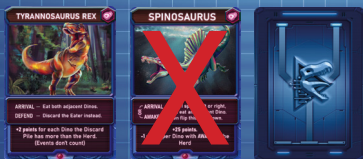
You revealed a Spinosaurus! It has an 'AWAKE' ability that lets it move 1 space and eat an adjacent Dino before flipping it face down again. You perform the ability as per below.

MOVE

When a Dino moves in the Herd, it swaps positions with an adjacent Dino up to the number of times as stated. This does not count as an EXCHANGE action.



In the previous example, Spinosaurus had to move 1 space before eating an adjacent Dino. You move it to the left, towards Tyrannosaurus Rex and EAT it



However, Tyrannosaurus Rex has a DEFEND ability, which takes effect, discarding Spinosaurus instead. Looks like T-Rex is still the apex predator after all.

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END OF GAME

EXTINCTION END

When the Extinction card is revealed, the game ends at the end of that round. Ignore any effect that requires you to take cards from the top of the deck after this is revealed.



EVENTS (VARIANT)

You may add the 3 Event cards into play to add some variance to your games. To do so, before step 4 of Setup, take 2 random cards from the deck and shuffle them together with the 3 Events face down. Then place them at the bottom of the deck.



When an Event card is face up in the Herd, follow instructions on the card. If there are more than 1 Event card face up in the Herd, only resolve the one that was revealed first. Events do not count as Dinosaurs for scoring purposes.

It is possible to end the game with an Event in your Pack. In this case, the Event scores 0 points and its effects do not apply.



Reveal all the face down cards in the Herd. Everyone reveals their face down Dino and scores for both Dinosaurs in their Pack. Any player that still has their Egg token scores 1 additional point. Events may affect each player's scoring. Check the following pages for detailed scoring for each Dino and Event.

PLAYER WITH THE MOST POINTS WIN!

DINOSAURS

ALLOSAURUS



ABILITY

ARRIVAL: Move up to 2 spaces left or right and eat a Dino adjacent to it, ignoring any Defend or Ambush effects on that Dino.

SCORING

7 points. Score 2 additional points per Herbivore in the Discard Pile.

TYRANNOSAURUS REX



ABILITY

ARRIVAL: Eat both Dinosaurs adjacent to it at the same time.

DEFEND: Discard the Eater instead.

SCORING

Count the number of Dinosaurs in the Discard Pile and subtract the number of Dinosaurs in the Herd from it. Score 2 points multiplied by the result.

SPINOSAURUS



ABILITY

ARRIVAL/AWAKE: Move 1 space left or right and eat a Dino adjacent to it. Then, flip this face down

SCORING

25 points, but loses 1 point for each Dino in the Herd with an AWAKE ability.

VELOCIRAPTOR



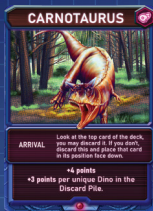
ABILITY

ARRIVAL/AWAKE: Choose 2 different options from the following: 'Move 1 space left or right', 'Peek at 2 cards in the Herd', 'Eat an adjacent Dino'.

SCORING

Name a Dino being played. Treat your Velociraptor as that Dino, but lose 2 points. All Velociraptors should be revealed first.

CARNOTAURUS



ABILITY

ARRIVAL: Look at the top card of the deck, you may discard it. If not, discard this and place the card in this position face down.

SCORING

4 points. Score 3 additional points per different species of Dino in the Discard Pile.

TRICERATOPS



ABILITY

ARRIVAL: Look at the top card of the deck and choose to put it at the top or bottom of the deck.

DEFEND: Exile the Eater instead.

SCORING

16 points. Score 1 additional point per Dino under the Extinction card.

BRACHIOSAURUS



ABILITY

ARRIVAL/AWAKE: Look through the Discard Pile and add a Dino of your choice to the end of the Herd face down.

SCORING

4 points per different species of Dino in the Herd.

PARASAUROLOPHUS



ABILITY

DEFEND/AMBUSH: Move Parasaurolophus 1 space away from the Eater if possible. If it moves, it does not get eaten.

SCORING

23 points, but loses 4 points per Parasaurolophus in the Discard Pile.

ANKYLOSAURUS



ABILITY

DEFEND/AMBUSH: Exile the Eater instead.

SCORING

Score 5 points per Carnivore under the Extinction card.
Lose 1 point per Herbivore in the Discard Pile.

STEGOSAURUS



ABILITY

ARRIVAL: Look at the top 3 cards of the deck. Place 1 of them face down anywhere in the Herd and return the other 2 to the top of the deck in any order.

SCORING

Count the number of Dinosaurs in the Herd. Score 2 points multiplied by the result.

CAMPTOSAURUS



ABILITY

ARRIVAL/AWAKE: Take a Populate action or refresh your Egg token if it was already spent.

SCORING

17 points. Score 2 additional points per Camptosaurus in the Herd.

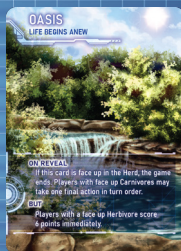
EVENTS

OASIS

IMMEDIATELY

Each player with a face up Carnivore in their Pack may take 1 final action in turn order. Then the game ends.

Players with a face up Herbivore score 6 additional points instead.

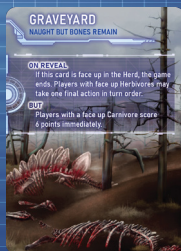


GRAVEYARD

IMMEDIATELY

Each player with a face up Herbivore in their Pack may take 1 final action in turn order. Then the game ends.

Players with a face up Carnivore score 6 additional points instead.



ASTEROIDS

IMMEDIATELY

The game ends immediately when this card is face up within the Herd.

ENDGAME

Before revealing any cards, each player chooses a Dino in their Pack to discard, Exile or place in the Herd.



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Rulebook v1.1.4

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SCAN TO WATCH OUR
HOW TO PLAY VIDEO!