15min

7+

2 players

JURASSIC SNACK

RULE SHEET

A game by ***Bruno Cathala,***
artwork by ***Camille Chaussy***

GAME PRINCIPLE

Young **Diplodocuses** (Diplos) are fond of the tasty leaves offered by the neighbouring pastures. To win, your Diplo team will have to eat **more leaves** than your opponent's team… unless one of you decides to call the ferocious T.Rex to get rid of all his opponent's Diplos!

CONTENTS

- 4 Pasture boards (3x3 squares)
- 10 Diplo miniatures (5 blue, 5 yellow)
- 2 T.Rex miniatures
- 28 Grass tokens
- this rulesheet

SETUP

1 Create the playing area by connecting the **four Pasture boards** the way you like, as long as each board has at least a whole side connected to another board (for your first game, we advise you to create a square; you will discover the other options later!)

2 Each player takes the **5 Diplos** in his colour. They both place **4** of them on the spaces showing an egg in their colour, on the boards; the 5th Diplo is placed in a pool, in front of each of them.

3 Both **T.Rex** are placed in a pool on the edge of the playing area.

4 Shuffle the **28 Grass tokens**, face down. Then, place them randomly on the 28 spaces of the board, without looking at them. You can start playing!





Setup example





HOW TO PLAY?

The **blue player** plays first.
During his first turn, he will have to perform **ONLY ONE action.**

Then, the players take turns clockwise, performing **TWO actions** each turn.

The two actions performed during a turn can be the same or different, and involve the same Diplo or T.Rex, or not.



THE 2 AVAILABLE ACTIONS

MOVING ONE OF YOUR OWN DIPLOS

Diplos are HERBIVORES. Eating Grass tokens is usually their main activity. A Diplo moves in a straight line until it is blocked by:

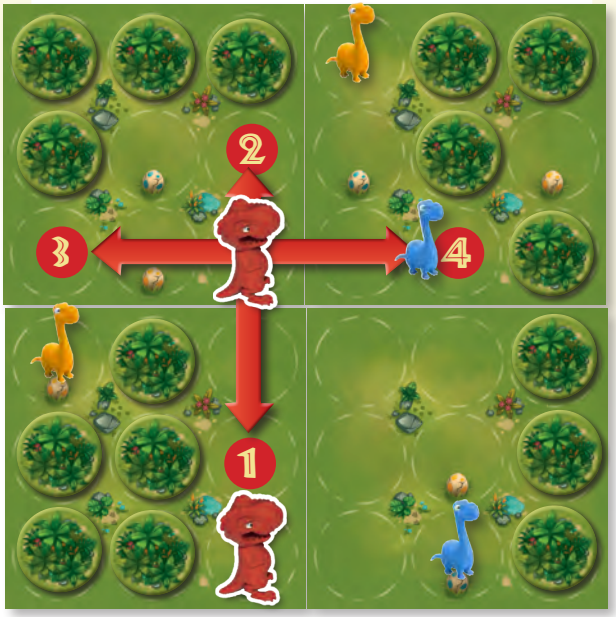
1. **another Diplo**
2. **a T.Rex**
3. **the edge of the playing area**
4. **a Grass token.** In this case, the Diplo eats the Grass: it replaces the Grass token, which is revealed to both players. The potential effects of the Grass tokens are resolved immediately, and then, the token is placed face down in front of the player, or piled up on previously gained tokens.



MOVING A T.REX

T.Rex are CARNIVORES. Very often, they scare away the peaceful Diplos. A T.Rex moves in a **straight line** until it is blocked by:

1. **another T.Rex**
2. **a Grass token**
3. **the edge of the playing area**
4. **a Diplo.** In this case, the T.Rex scares the Diplo away: It is placed on this Diplo's space in the playing area; put the Diplo back in its owner's pool.



END OF GAME

The game ends **immediately** when one of the three following conditions is fulfilled:

- One of the players has **no Diplo** left in the playing area;

In this case, the player loses the game, and the amount of grass eaten by each player's Diplos is not taken into account.

- Either there is **no more Grass tokens** in the playing area;

OR

- During **two turns in a row**, NO player has taken a Grass token or scared away one of his opponent's Diplos out of the playing area.

In these cases, each player reveals all the Grass tokens his team of Diplos has eaten during the game. The player with the highest score wins the game!

In case of a tie, the player with the least Grass tokens is the winner. If there is still a tie, the players share the victory!



EFFECTS OF THE TOKENS



BIRTH (X3)
Place a Diplo from your pool on the empty case of your choice. This token scores **1 point** at the end of the game.



RECON (X2)
Secretly look at ALL the Grass tokens on a Pasture board of your choice, without moving them. This token scores **1 point** at the end of the game.



AIR TRAVEL (X4)
Move any Diplo in the playing area to any empty space of your choice. This token scores **1 point** at the end of the game.



AIR RAID (X3)
Move a T.Rex already in the playing area to any empty space of your choice. This token scores **1 point** at the end of the game.



VOLCANIC ERUPTION (X2)
Remove two Grass tokens from the playing area, without looking at them (put them back in the box). This token scores **1 point** at the end of the game.



SURPRISE (X2)
Replace your Diplo with a T.Rex from the edge of the playing area. Put your Diplo back in your pool. This token scores **3 points** at the end of the game.



YUMMY (X12)
The grass is tasty, but you benefit from no immediate effect. This token scores **2 points** at the end of the game.

IMPORTANT

If a player reveals a **Grass token**, but cannot apply its effect (e.g. Birth when the player has already placed his 5 Diplos, or Air Raid when no T.Rex has been placed on the playing area yet), he secretly looks at **TWO Grass tokens** on the playing area, **without moving them**.

CREDITS

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