DODOS RIDING DINOS

1-6 14+ 20'





Dodino island needs a new ruler!

The ancient succession ritual has begun. Dinos must grab a worthy Dodo and run to reach the Dodosaurus Egg-throne before anyone else!

Choose your favorite Dodino miniature. Advance with blue or red Movement cards and solve their wacky effects. Some of them will test your dexterity against your rivals by throwing bananas, flicking dodo eggs or making meteors fall.

Red cards are extra powerful but if too many players pick them during the same round, their effects will be ignored. Green cards allow the Racer to react at any time.

Damage your rivals, so they discard cards; with no cards in hand their Racers will go back as a penalty and draw new cards. At the end of each round, the Lead Racer advances an extra hex while the rest draw a card.

The fastest Dodo and Dino will claim the Dodosaurus Egg-throne!

COMPONENTS



2 Double-sided game boards



64 Movement cards



2 Dice



16 Power-up cards



12 Racer cards



1 Banana projectile token



1 Egg projectile token



1 Meteorite projectile token



1 Feather projectile token



1 Log projectile token



1 First-player marker














12 Racer miniatures & 12 Dinomeeples

MOVEMENT CARDS

Players use these cards to move on the track and solve wacky in-game effects. There are three types:
Normal and **Aggressive** cards can only be played during the Scheming phase.
Reaction cards can only be played during the Running phase, these cards can be used even if it isn't your turn.



Normal



Aggressive



Reaction



RACER CARDS

These cards identify your Racer. They display a unique ability for each Racer (pg.7) and Speed Value Modifiers for artificial intelligence Challengers in single player and 2-player games. *Dodo's names are displayed first and honor the real-life paleontologists who discovered the fossil or made studies related to that species.*



SETUP

1 Place the game board in the center of the play area.

2 Each player chooses a Racer card and its corresponding miniature* *(If you are playing with less than 3 players see pg.8)*. The remaining miniatures and Racer cards are returned to the box.

3 The person who runs the fastest in real life becomes the Starting player and must take the First-Player marker.

4 Choose the inner or outer track. Starting with the last player and following in counter-clockwise order, players must place their Racer miniatures in the hexes before the finish line as follows:

- Last two players place their Racers on the first hex behind the finish line.
- The next two players place their Racers on the second hex behind the finish line.
- The rest of players place their Racers on the third hex behind the finish line.

5 Shuffle the Movement cards and deal 6 cards to each player. Place the remaining cards on the table to form the Movement deck.

6 Place the dice and projectile tokens on the table, easily accessible to all players.

** You can change all miniatures to meeples.*





HOW TO PLAY A SINGLE RACE

Compete to win the race. Each round is divided in two phases, first the **Scheming phase** and then the **Running phase.**

In **Scheming phase,** players secretly prepare the card they will play that round. Then, during the **Running phase,** players take turns to advance according to the Speed value of their cards and play their effects. The game finishes at the end of the round in which at least one Racer has completed one lap and crossed the finish line; the Racer at the furthest hex past the finish line at the end of the final round wins!

To play the full game experience, read Cup Mode rules in page 7.

SCHEMING PHASE

1 Simultaneously, all players must choose a card (Normal or Aggressive) from their hand to play, and put it face-down on the table.

Reaction cards can't be played in this phase.

2 When all cards are on the table, reveal all of them at the same time.

3 If two or more Aggressive cards are revealed, their owners are considered **enraged** for the rest of the round.

When racers become **enraged**, the effects from Aggressive cards played during the scheming phase are cancelled.

6-player enraged rule.
Three or more Aggressive cards are needed in order to consider their owners as enraged.

RUNNING PHASE

Starting with the player who has the First-player marker, players take turns clockwise to resolve their played cards.
On your turn, follow these steps:

1 Advance your Racer a number of hexes equal to the Speed value on your played card.

2 All players may play any Reaction cards at this time (discard them afterwards).

3 If your effect was not cancelled for any reason, resolve your effect.

4 Discard your played card by placing it into the discard pile.

5 Any player without cards in hand must go back 3 hexes and draws a new hand of 5 cards to recover.

The player to your left takes their turn.

When all players have taken their turn, proceed to the End of Round.

Turn example:
- *Spike plays the Thunder card.*
- *First, Spike advances 2 hexes.*
- *Then, Spike solves the effect dealing 2 damage to the Racers ahead of Spike (Each one chooses and discards 2 cards from their hand).*
- *Spike discards the Thunder card and the turn ends.*



END OF THE ROUND

1 Resolve any "End of Round" abilities and powers starting with the first-player, in clockwise order.

2 The Lead Racer advances 1 hex.

3 All other players draw 1 card, starting with the first-player (or left to them, in case the first-player is the Lead Racer).

4 Players without cards in hand, must go back 3 hexes and draw 5 cards to recover.

5 Pass the first-player marker to the left.

END OF THE RACE

The race ends if at least one Racer has completed the track and is past the finish line at the end of any round. If two or more players meet this condition, the player furthest past the finish line wins.

If case of a tie, the player with the most cards left in their hand wins. Otherwise, the victory is shared.

MOVEMENT EFFECTS

Several cards have effects that affect the course of the game in a variety of ways.

DAMAGE

When you take damage, you must choose and discard cards from your hand equal to the amount of damage taken. Place them in the discard pile.

During the game, cards in your hand are your Racer's energy; if it runs out due to play or damage, at the end of the current turn, you must go back 3 hexes and draw 5 cards to recover.

If the effect in your card requires you to take more damage than the amount of cards in your hand, cancel the effect.

If you deal damage to another Racer with fewer cards in hand than the amount of damage, that player discards all of them (if any) and waits for the end of the turn before recovering.

BLOCK AND MEGABLOCK

These cards cancel the effect of any Movement card, including another Block. They do not cancel their Speed Value.

You can't cancel a Projectile or dice that have already been thrown, or an effect that requires its owner to take damage when one or more cards have been discarded.

DRAWING CARDS

Some effects or abilities allow you to draw additional cards. There is no hand size limit. If there are no cards left in the Movement deck, shuffle the discard pile to form a new deck. Other effects allow you to take cards directly from other players' hand. Unless otherwise specified, you must take a random card without looking at that player hand.

METEORITE

Take the Meteorite token inside your fist and aim to the Racers you want to hit. Your fist must be 1 foot above the board. Then, open your fist to drop the Meteorite token. Any Racers touched by it are considered hit, even the player who dropped it.

EGG

Set aside all Racers on the same hex as your Racer. Put the Egg token in that hex. Flick the Egg with one finger, but without using your thumb for resistance. Any Racers touched by it are considered hit.

BANANA

Take the Banana token with your hand, resting your elbow on the table while your arm is upright. Throw the token using only your wrist. Any Racers touched by it are considered hit, even the player who threw it.

FEATHER

Put the Feather token on the palm of your hand, your hand must be 1 ft away from the edge of the table. Throw the token up making a curve towards the board. Only the first Racer touched by it is considered hit.

LOG

Take the Log token inside your fist, put your fist above your Racer. Then, open your fist letting the Log token roll over your open hand, your fingers must touch your Racer. Any Racers touched by it are considered hit.

When you launch any Projectile you can rearrange the Racers within their hex without leaving the edge.



Projectiles (except Feather) deal an amount of damage as indicaded in its Movement card to each hit Racer.

Welcome to Dodino World! Race across the four tracks and find your favorite; each one has a unique challenge. Each map has an inner track recommended for 5 or 6 players, and an outer track for 4 or fewer players.

DODINO ISLAND



The place where Dodos and Dinos live in peace... but our leader has been crushed by a meteorite!
Now, we must run to claim the Dodosaurus Egg-throne before the others. Our island needs a new ruler. It seems the island doesn't have any special hexes; But who knows? maybe it has the greatest secret of the game.

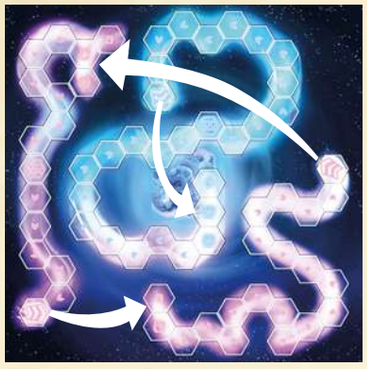


Finish Line



Regular hex

BOREAL SKY



Dodino Island has curious magnetic effects due to its proximity with Polaria. This causes the appearance of large Auroras Borealis that almost touch the ground during clear night skies. Dinos have discovered they can jump in and run across the night sky.



Glass jump.
When you arrive into a glass ramp you must try to jump to the other side crossing the sky. Flick an Egg token (without damage or triggering any Racer abilities) from the glass ramp to the Landing hexes (ones with a printed paw). Every try has a cost of 1 movement. If the egg touches any landing hex, place your Racer on that hex to continue advancing.

Before flicking the egg remove from the Landing hexes any other Racer (if any).

If you finish your jumping attempts and you don't succeed, you must choose one of the following options:
1. Take 2 damage and move to the Landing hex with the smallest paw.
2. Finish your turn in the Glass ramp.



Landing hex

Racers going back, automatically jump from Landing hex to glass ramps when applicable.

IGNIS VOLCANO



Your Dodos have fallen in the volcano! Dinos, you must jump into the crater to rescue them!
Keep running and avoid burning your legs with the hot volcanic terrain.



Flames.
You can only enter a Flame hex by advancing an exact amount of hexes into it. Alternatively, you may choose to ignore the flame hex and follow the track in the corresponding adjacent hex. You cannot enter flame hexes by going back.

When you finish on a Flame hex, choose one of the following effects to resolve:
A) Ashes: Take any card of your choice from the discard pile.
B) Fireballs: Deal 1 damage to all Racers standing in the closest 2 hexes (any direction, regardless of the distance).

POLARIA ICEBERG



During the winter, it is common to see icebergs near Dodino Island. The strong icy winds make bridges and the Dinos sometimes cross to explore these cold lands.

Dangerous shortcuts.
In the track there are hexes with shortcut signals. When you step a shortcut signal you must roll a die (which does not trigger Racer abilities or provide additional movement):
4, 5, or 6 (Success): Continue advancing through the shortcut.
1, 2, or 3 (Failure): Take 1 damage and continue advancing through the regular path.



Shortcut signal



Shortcut hex

Racers going back for any reason must follow the regular path.



Deep snow (Inner track only): The Speed value on Movement cards is reduced by one. This only affects Speed value, not result from dice, effects, abilities, or powers.

CUP MODE

Run with Dino strength and Dodo wisdom and complete the four tracks!

Get the first or second place in as many races as possible to acquire more Fans and become the winner of the Dodino Cup.

ADDITIONAL SETUP

1 Shuffle the Power-up cards and place the deck on the table.

2 Place the 12 Dinomeeples or miniatures on the table (whichever you are not using as Racers in the game board) to form the reserve of Fans.

3 Play the tracks in the following order: Dodino Island, Ignis Volcano, Polaria Iceberg and Boreal Sky. We highly recommend playing in the inner tracks. However, if you would like an extended playtime experience, you can choose any outer track.

HOW TO PLAY

Play the four tracks following the same rules as in the Single Race mode. At the end of each race, each player earns Fans or a Power-up card according to their places:

- 1st place: Take 2 Fans from the reserve.
- 2nd place: Take 1 Fan from the reserve.
- 3rd to 6th place: Draw 1 Power-up card.

Tiebreaker: If there is a tie between two or more players in the same hex at the end of a race, whoever has more cards in hand wins. If the tie persists, tied players must roll a die, highest roll wins.

We recommend to play with the unique Racer abilities.

Power-up cards are placed face up next to their owner's Racer card. There is no limit of Power-up cards a player can have.

At the end of each race, setup a new one with the next track; the winner of the previous race takes the First-player marker.

POWER-UP CARDS

These cards offer benefits to compensate players who did not get Fans at the end of a race.

Each card indicates the moment when their power can be resolved. Some indicate if they require to be discarded. The benefits of these cards can't be canceled.





** Effects from Aggressive cards played by the Power-up card **Red Kiwi** are not cancelled for being **enraged**.*

Challenger Racers (see page 8) advance 3 hexes at the beginning of the race for each Power-up card they have. Ignore their powers in all races.

END OF THE GAME

At the end of the fourth race, the player with the most Fans becomes the new champion ruler in Dodino Island.

In case of a tie, the player with the most Power-up cards (not discarded) wins. If the tie persists, the player with the most cards in hand wins. Share the victory if the tie persists.

RACER ABILITIES

At the beginning of the game, all players must agree whether to play with or without Racer abilities and flip their cards accordingly.

Each ability offers a unique benefit for its Racer and indicates when it is triggered. Once triggered, its owner determines if the ability is resolved before, during, or after completing other effects/powers from the Movement card or Power-up card which triggered that ability.

Abilities triggered at the same time are resolved in order, starting with the first-player and going clockwise.



1-PLAYER MODE, 2-PLAYER MODE, AND ARTIFICIAL INTELLIGENCE OPTION

CHALLENGER RACERS

Race against the Challengers controlled by the game with adjustable difficulty. This option is required for single player and 2-player modes.

Regardless of the player count, you can always choose to add any number of Challenger Racers.

Switch between levels of difficulty indicated on Challenger Racer's cards to adjust your experience.

ADDITIONAL SETUP

1. For one player add two Challengers. For two players add one Challenger.
2. For each Challenger to race against, select a Racer card and place them on the table.
3. Add their miniatures on the track.
4. Challenger's cards in hand are placed face-down next to their Racer card.
5. You become the Starting player. Take the First-player marker.

HOW TO PLAY

The rules remain the same as usual. Follow these rules to determine how Challenger Racers behave:

Each round after you reveal your card in Scheming phase, reveal the top card of each Challenger's hand. The type of Movement card revealed determines how many hexes the Challenger advances:

Normal card:
Move the Challenger as many hexes as the card's Speed value plus the Challenger's blue normal Speed value modifier.

Aggressive card:
Move the Challenger as many hexes as the card's Speed value multiplied by the Challenger's red aggressive Speed value modifier.
<u>If the Challenger isn't enraged,</u> all other Racers take 2 damage.

Reaction card:
Roll the amount of dice displayed in the Challenger's green Reaction speed value modifier; the Challenger advances that amount of hexes.

TO CONSIDER

Ignore all card effects, powers and abilities from Challengers and their cards.

Challengers still draw cards or advance at the end of the round according to their place, as usual.

Aggressive cards revealed by Challengers are considered to enrage players.

When a Challenger takes damage, discard cards from their hand until the damage is covered. **When Challengers run out of cards,** at the end of the current turn they go back 3 hexes and draw 6 cards to recover.

<u>Challengers ignore all the special hexes:</u>
On Ignis Volcano they don't enter on Flame hexes.
On Polaria Iceberg they don't trigger the shortcuts roll, and don't reduce their Speed value.
On Boreal Sky they advance from the Glass ramp to the smallest paw hex with a single hex advance.

If the Red Speed value modifier results in zero, the Challenger doesn't advance that turn.

Challenger turn example.
Challenger Spike plays one of the following cards.





Advance 3 spaces for the Speed value on the card, then 2 additional hexes from the Challenger's Speed value modifier. A total of five hexes.



= 5



Multiply the card's Speed value (2) times the proper Speed value modifier of the Challenger (x2), advance a total of four hexes.



= 4



Roll 1 die, get a five, and advance that amount of hexes.



= = 5

EIGHT-PLAYER GAME VARIANT

SINGLE RACE DERBY

(8-player variant)
There are a lot of Dinos in the race! Choose your partner and win the Dodosaurus Egg-throne together.

Rules remain as usual except for the following changes.

ADDITIONAL SETUP

1 Assemble 4 teams:
- Team 1: First and fifth player.
- Team 2: Second and sixth player.
- Team 3: Third and seventh player.
- Team 4: Fourth and eighth player.

2 The players first to fourth are positioned in the inner track. The rest of the players will run in the outer one. The fifth player will be the first player in that track. Remember you must follow the base setup rules.

HOW TO PLAY

Run both races simultaneously using the full board. Help your partner to be the Derby winner couple. Take into account the following new rules:

Scheming phase.
After revealing cards, the team or teams that played the same type of card, must advance their Racers 1 hex following the turn order. Of course, you can't talk with your partner about which type of card you will choose.

Five or more aggressive cards are needed to consider the racers who played them enraged.

Running phase.
The projectiles can hit everybody. The only exception is the feather, it only affect in the thrower's track.
Block and Megablock can be used in any track.

End of the round.
- Pass the First-player marker to the player on the left.
- The Lead Racers on each track advance 2 hexes.
- The 2nd place on each track advances 1 hex and draws 1 card.
- All other players draw 2 cards.

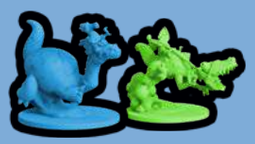
Players who finish their track must remove their Racers from the board.

At the end of the round, if both Racers from a single team have already completed their tracks, the game ends. If more than one team complete their tracks, the team with the furthest Racer wins.

A removed Racer can continue supporting its teammate. That player keeps playing cards from their hand until they have no cards in hand. The effect from those Movement cards is ignored but the Speed value is added to the teammate's Racer.



Team 1:
First and fifth player.



Team 2:
Second and sixth player.



Team 3:
Third and seventh player.



Team 4:
Fourth and eighth player.



ACHIEVEMENTS

Keep track of your feats!
Try playing in different ways and beat these challenges.

Player name

Win a race in every track.	○	○	○	○
Win a race playing only Normal cards.	○	○	○	○
Win a race without launching projectiles.	○	○	○	○
Win a race without rolling any die.	○	○	○	○
Win a race being the player with the most cards remaining in your hand.	○	○	○	○
Win a race overpassing the player who crossed first the finish line.	○	○	○	○
Win a race in the first round.	○	○	○	○
Win a single-player race vs five Challenger Racers.	○	○	○	○
Win a single-player race vs two Challenger Racers in hard difficulty.	○	○	○	○
Win a race with every Dodino character.	○	○	○	○
Win the Dodino Cup mode.	○	○	○	○
Win all races during the Dodino Cup mode.	○	○	○	○
Win the single race Derby mode.	○	○	○	○
Win the Derby mode matching the same type of card with your teammate during all the rounds.	○	○	○	○
[illegible]	○	○	○	○

Continue your adventure!

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And 4227 amazing backers
from the ROARMY! ROAAAR!!

Dodos Riding Dinos, War for Chicken Island and Kiwi Chow Down are part of a greater universe. Miniatures and island boards will merge into a single game experience and an upcoming RPG.



FAQ

What happens if the player who crossed the finish line is moved back?
The race is not finished yet! Play another round until a Racer gets the victory.

What happens if I don't have cards to play for the Scheming phase?
Draw 5 cards and go back 3 hexes.

The Speed value of my card has zero movement or was reduced to a negative values.
This card has no movement, its use is just for the effect it provides.

How does Oberndorfer moves?
Only the Speed value in your played (and exchanged) card is reduced by 1, any other movement from effects or powers remain the same.

How many Racers can share the same hex at any time?
Any amount. If they don't fit, place some in adjacent hexes trying to touch the proper hex too.

If an ability, power or effect allows me to reroll dice, will that reroll trigger abilities again?
No. Rerolls are part of the same initial roll.

GLOSSARY / INDEX

Abilities (Racers) [p.7] *Unique benefits for players, triggered at a given time.*
Banana [p.5] *Projectile token launched with an overhand throw.*
Block (& Megablock) [p.5] *Reaction card that cancels.*
Cancel [p.5] *Ignore the effect of a Movement card.*
Challengers [p.8] *Racers controlled by the game's artificial intelligence.*
Damage [p.5] *Cards from hand that must be discarded.*
Discard pile [p.5] *Common zone with all discarded cards.*
Effects (Movement cards) [p.5] *Action that must be resolved in a turn (unless cancelled or Enraged).*
Egg [p.5] *Projectile token launched with a flick.*
End of Round [p.4] *Moment after Scheming and Running phases. Some abilities and rules happen here.*
Enraged [p.4] *Player status when multiple players reveal Aggressive cards in the Scheming phase. Their cards' effects are cancelled.*
Fan [p.7] *Pieces (meeples or miniatures) used in Cup Mode awarded to 1st and 2nd places.*
Feather [p.5] *Projectile token launched with underhand throw.*
Hex [p.6] *Hexagons on the game board tracks. Can be special, regular path, or finish line hex.*
Lead Racer [p.4] *Racer who is closest to complete the track and reach the finish line.*
Log [p.5] *Projectile token that is rolled.*
Meteorite [p.5] *Projectile token that is dropped.*
Movement cards/deck [p.3, p.5] *Normal, Aggressive, and Reaction cards with Speed value and effects that allow players to advance, launch projectiles and more.*
Overpass/pass. *When a Racer advances and exceeds in distance another Racer.*
Power-up cards [p.7] *Cards with special powers used in Cup Mode.*
Projectile [p.5] *Different tokens launched in different ways and used mainly to attack.*
Scheming phase [p.4] *First stage when players secretly choose and reveal their played Movement cards.*
Speed value [p.3, p.4] *Number on Movement cards that indicate the amount of hexes to advance.*
Speed value modifier [p.8] *Stats on Racer cards, used as Challengers, that modify the Speed Value.*
Recover [p.5, p.8] *Action of going back 3 hexes and drawing a new hand at the end of a turn or round when a Racer has no cards in hand.*
Running phase [p.4] *Second stage when players take turns to resolve their played Movement cards.*
Turn [p.4] *Sequence of steps each player takes during the Running phase.*
Tracks (Inner/Outer) [p.6] *Short and long paths on the game boards where Racers advance.*
Racer [p.3] *Characters with a miniature, a meeple, and a card that the players use to represent their advance.*

QUICK REFERENCE GUIDE

ROUND SEQUENCE

1. Scheming Phase

- *All players choose 1 Normal or Aggressive card from their hand.*
- *Reveal them and identify any **enraged** players.*

2. Running Phase

Starting with First-player and going clockwise, take turns and follow these steps.

- *Advance equal to your Speed value.*
- *Anyone may play Reaction cards.*
- *Resolve effects and discard cards as they are resolved.*
- *Players with 0 cards in hand must **recover**.*

3. End of Round

- *Resolve End of Round abilities and powers.*
- *Lead Racer advances 1 hex.*
- *Other Racers draw 1 card.*
- *Players with 0 cards in hand must **recover.***

END OF A CUP MODE RACE

- 1st place: *Take 2 Fans.*
- 2nd place: *Take 1 Fan.*
- 3rd to 6th place: *Take 1 Power-up.*

END OF THE GAME

- Single Race: *A Racer has completed the track and is past the finish line at the end of any round.*
- Cup Mode: *The fourth race ends.*
- Derby Mode: *The round ends, the second player of any team have completed the race and is past the finish line.*

DERBY MODE

- *A team chose the same type of card in Scheming phase, they advance 1 hex.*
- *When one Racer of each team has finished their track is removed. The Speed value of the played card in Scheming phase is added to the teammate's Racer.*

ENRAGE

Cancel the effects of Aggressive cards played during the Scheming phase if:

- 1 to 5 players: *2 Aggressive cards were revealed.*
- 6 players: *3 Aggressive cards were revealed.*
- Derby Mode: *5 Aggressive cards were revealed.*

DAMAGE

- *Discard cards equal to the amount of damage you take.*

RECOVER

- *Go back 3 hexes and draw 5 cards.*
- *Challengers draw 6 cards instead of 5.*

BLOCK/MEGABLOCK

- *Cancel the effect of any Movement card*
- *Do not cancel their Speed Value.*

TRACKS & HEXES

- **Ignis volcano:** *When your movement end on a flame hex choose –*
  ***Ashes:** Take 1 card from the discard pile.*
  ***OR Fireballs:** Deal 1 damage to all Racers on the closest 2 hexes.*

- **Polaria Iceberg:** *Advance to a shortcut signal, roll a die:*
  4, 5, or 6 (Success): Continue advancing through the shortcut.
  1, 2, or 3 (Failure): Take 1 damage and continue through the regular path.
  Deep snow *(Inner track only): The Speed value is reduced by one.*

- **Boreal Sky:** *Cross the glass ramp by flicking an Egg to the landing hexes. Every try cost 1 movement. If you don't succeed – Take 2 damage and continue in the landing hex with the smallest paw. OR finish your turn in the glass ramp.*

PROJECTILES

- Meteorite: *Drop from 1 ft above.*



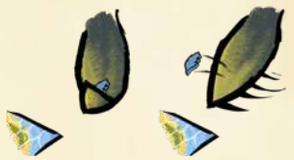
- Egg: *Flick from your hex.*



- Banana: *Place your elbow on the table and throw it.*



- Feather: *Throw it making a curve towards the board.*



- Log: *Open your hand on top of your Racer and roll it.*



CHALLENGERS

How the Challenger advances.

- Normal card: *The card's Speed value plus the Challenger's blue normal Speed value modifier.*
- Aggressive card: *The card's Speed value multiplied by the Challenger's red aggressive Speed value modifier. If the Challenger isn't enraged, all other Racers take 2 damage.*
- Reaction card: *Roll the dice in the Challenger's green Reaction speed value modifier.*

- *Ignore all card effects, powers and abilities from Challengers and their cards.*
- *Challengers ignore all the special hexes.*
- *On Cup mode: Advance 3 hexes at the beginning of the race for each Power-up card they have.*