A STRATEGY GAME OF FOOD CHAIN HIERARCHY

GODS LOVE DINOSAURS

A GAME BY KASPER LAPP

PANDA SAURUS GAMES

Since the beginning of life on earth, one thing has remained constant: the food chain. Small prey subsist off of vegetables or insects, who are then hunted and consumed by predators, who are then hunted and consumed by... dinosaurs?

Gods Love Dinosaurs is a cheeky, wild, and timeless take on the scientific tale as old as life itself by Spiel de Jahres-nominated designer Kasper Lapp (Magic Maze). How do you make an ecosystem flourish with just enough of every life-form in the chain to supply you with dinosaurs to dominate the lands?

Players are tasked with populating their land masses with enough frogs, rabbits, and rats for the consumption and breeding of second-tier tigers and eagles. These predators must then be strategically placed in order to hatch and feed enough baby dinosaurs to win the game.

Resources are scarce, animals can go extinct in an area, and everyone must eat to survive – so moves must be cunning. Life hangs in the balance...

Goal

As a god, you've been tasked with designing an ecosystem with a sustainable food chain of predator and prey animals. But you just love **dinosaurs**, so all you really want to do is to make as many of them as possible!

Each turn, you'll add 1 tile to your ecosystem, which will add new animals and give them room to grow. Every so often, your **dinosaurs** will tromp around your ecosystem eating all the animals. The more they eat, the more eggs they lay – and the more points you score! Just be careful not to overeat, or there won't be enough food to keep your **dinosaurs** alive the next time.

Components



1 | Animal Board



5 | Starting Tiles



84 | Ecosystem Tiles



5 | Nest Tiles



1 | Volcano Standee



20 | Dinosaurs



35 | Rats



25 | Frogs



30 | Rabbits



25 | Tigers



25 | Eagles



30 | Regular Eggs



15 | Golden Eggs

Game Setup

1. Prepare ecosystem tile stack:



- **A.** Separate out the ecosystem tiles that match your **player count**. Return all tiles that do not match your player count to the box.
- **B.** Sort the tiles into 4 stacks based on the **letter** on the back. Shuffle each stack independently and place them in the central play area.

2. Prepare animals:



- **A.** Place the **animal board** in the center of the table.
- **B.** Place the **eggs** and **dinosaurs** beside the board.
- **C.** Separate the remaining **animal pieces** by type, and place them under the matching **animal column** on the board.
- **D.** Reveal **ecosystem tiles** from the **"A"** stack and place 1 tile face-up in **each empty** slot on the animal board. *(If you have 2 or 3 players, leave the 3rd slot in each column empty.)*
- **E.** Place **1 dinosaur** at the bottom of the **frog** column. This is known as the dinosaur marker.

3. Prepare player areas:



- **A.** Each player takes a **starting tile** and a **nest tile**. Place your starting tile face-up in front of you to start your **ecosystem**. Place your nest tile nearby.
- **B.** Place **1 frog**, **1 rabbit**, and **1 rat** on the matching icons on your starting tile.
- **C.** Place **1 dinosaur** on the mountain hex in the center of your starting tile.
- **D.** Take **3 regular eggs** and place them in your **nest**.

4. Choose Start Player: The player with the sharpest teeth goes first!

Overview

Players take turns in clockwise order, starting with the **first player**.

On your turn, you choose **1 ecosystem tile** from the animal board and add it to your **ecosystem**.

Then, if you took the **last** tile in an **animal column**, that animal **activates** *(see right)*. When the animal column with the **dinosaur marker** activates, all **dinosaurs** **ALSO** activate.

After animals activate, your turn is over, and play passes to the next player. Players continue taking turns until all of the **ecosystem tile stacks are empty**, which immediately triggers the **end of the game** *(see p. 10)*.

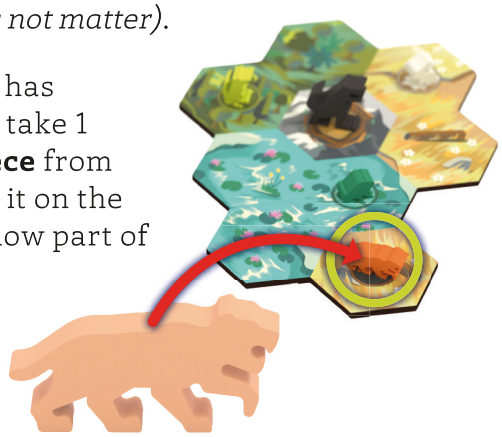
Taking a Tile

On your turn, you must take **1 ecosystem tile** from the animal board. You may choose any face-up tile from any animal column.



Once you've chosen a tile, place it adjacent to another tile in your **ecosystem**. You may freely **rotate** the new tile, and you may place it **anywhere** in your ecosystem, as long as it touches at least 1 ecosystem hex *(the terrain type does not matter)*.

If the tile you placed has an **animal icon** on it, take 1 matching **animal piece** from the supply and place it on the icon. The animal is now part of your ecosystem.



Activating Animals



After you place an ecosystem tile, if you took the **last tile** in an animal column, that animal **activates**. Follow these steps:

1. Volcano Marker

You *(the **active player**)* take the **Volcano** token.

TIP: *The Volcano token reminds everyone who the active player is during an activation.*



2. Activate Animals

All players simultaneously activate **all animals** of the active type in their ecosystems. The animal's behavior depends on whether it is **prey** or **predator**:

A. Prey Activation
Prey animals **expand** to adjacent hexes *(see "Prey Activation" on p. 5)*.



B. Predator Activation
Predator animals **hunt prey** in nearby hexes *(see "Predator Activation" on p. 6)*.



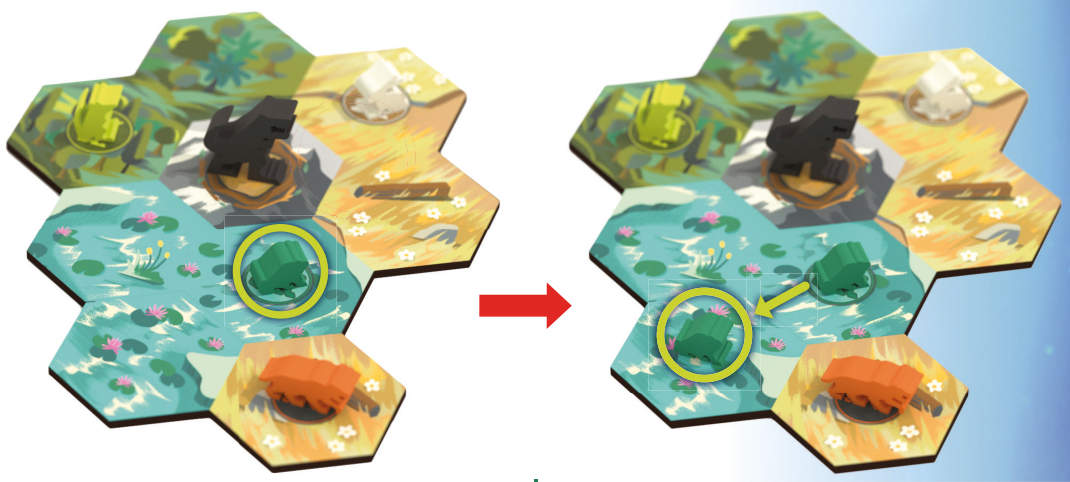
TIP: *When learning the game, it is a good idea to have players activate one at a time, while other players watch. Once everyone feels comfortable with the rules, you may begin making moves simultaneously.*

3. After players have activated their animals, if the **dinosaur marker** is in the active animal's column, **dinosaurs** activate. Follow the additional steps for **dinosaur activation** on p. 8.

A. Prey Activation

When a **prey** animal activates, each animal of that type in your ecosystem may **expand** into **one** empty adjacent hex of its **favored terrain type** *(if there is one)*.

When a **prey** expands to a new hex, take a **new prey piece** of the active type from the supply and place it on the hex.



Prey Type	Favored Terrain
	 Lake
	 Forest
	 Field

If a single **prey** is adjacent to **multiple** favored terrain hexes, you **choose** which one it expands to. If a **prey** has **nowhere** to expand, it does **not** expand.

If you activate **multiple prey** during an activation phase, you choose the order they expand in. Each active **prey** must expand to a **different** hex.

You may always choose **not** to expand a **prey**.

IMPORTANT! *Only **one animal piece** can occupy each hex. If there is already an animal in an adjacent hex, then a prey **cannot** expand there.*

EXAMPLE: RABBIT ACTIVATION

*Clare's ecosystem currently has 2 rabbits. On her turn, she takes the last tile in the **rabbit** column. This causes all rabbits in all players' ecosystems to **expand.***

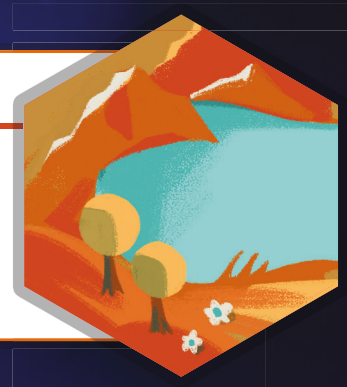


Clare's rabbit population has plenty of room to grow. She places 2 new rabbit offspring in empty, adjacent plains hexes. Since each rabbit can only expand to one hex, the far right plains hex remains empty.



Wild Hexes

Wild hexes count as **favored terrain** for **all 3 prey animal** types. Frogs, rats, and rabbits can all expand to an adjacent Wild hex *(as long as it is empty)*.



B. Predator Activation

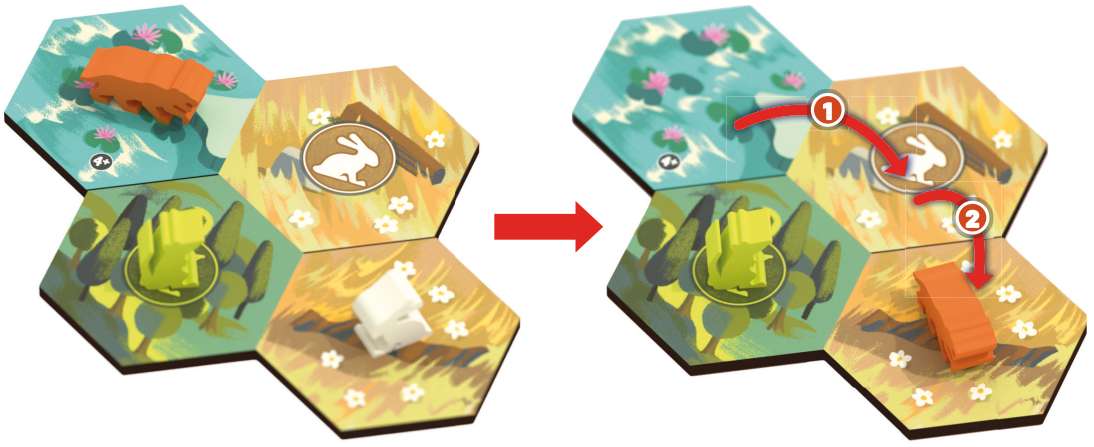
When a **predator** animal activates, each animal of that type may **move** through your ecosystem and **eat** any **prey** it encounters.

The **distance** and **direction** that a **predator** may move depends on its type:



Tigers

Tigers move up to **2 hexes** in **any direction**, and may change direction as they move.

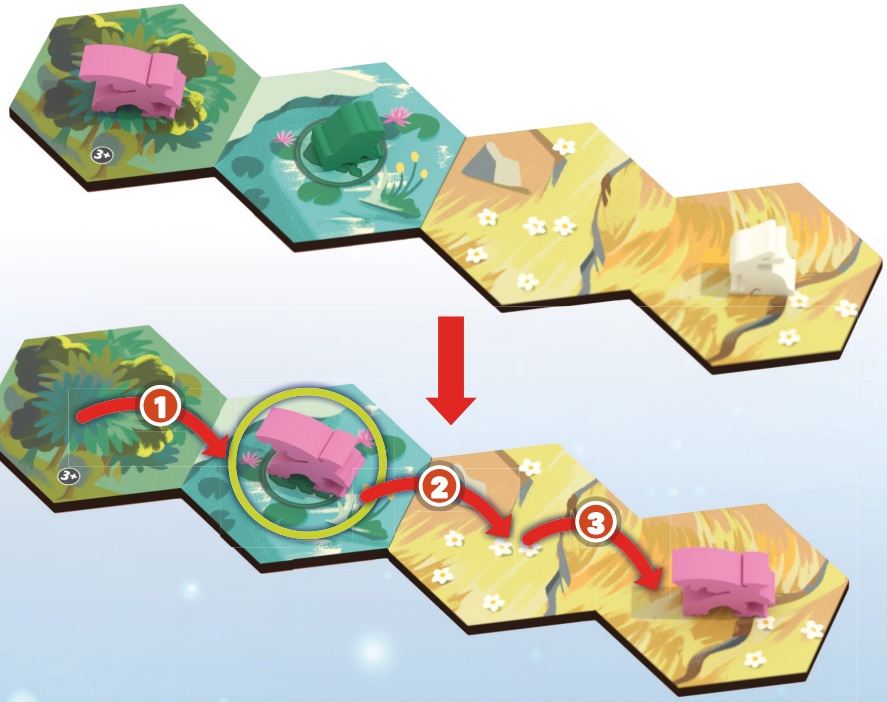


Each **predator** must **end its hunt** on a hex with a **prey**. The predator then **eats** the **prey** at its destination *(remove it and return it to the supply)*.



Eagles

Eagles move up to **3 hexes** in a **straight line**.

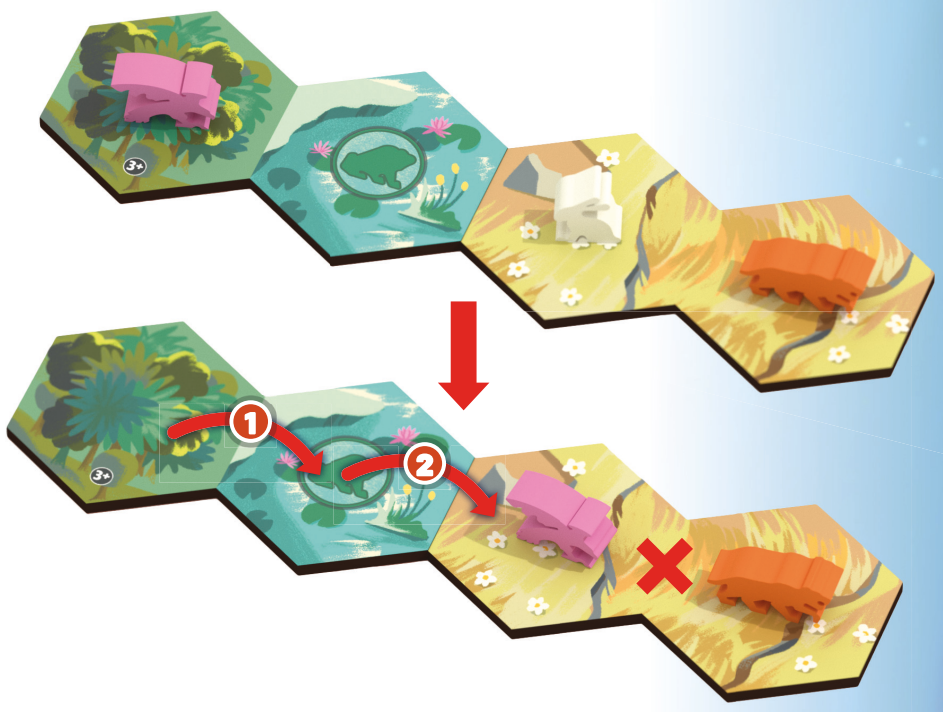


If a **predator** **passes through** any **other** **prey** on its way to its destination, they are **also** eaten. Remove each **prey** on the predator's path and **replace** it with a **new** **predator** **piece** of the active type from the supply. These are offspring the predator was able to produce by eating more animals.

Starving Predator

If a **predator** does not **eat at least 1** **prey** when it activates, it **starves** and is removed from your ecosystem.

This may happen because a **predator** is too far away to reach any **prey**, or there aren't enough **prey** in your ecosystem to feed every **predator**. You may also choose **not** to move a **predator** when it activates, and instead let it starve.



Predators may move through **empty hexes**, but may **not** move through **other predators** or **dinosaurs**.



You may choose **not** to move a **predator** its full distance *(as long as it obeys the previous rules).*

If you activate **multiple predators** during an activation phase, you choose the order they hunt in. Each **predator** must **finish** its hunt before the next one begins.

EXAMPLE: EAGLE ACTIVATION



*On Clare's turn, she chooses to take the last tile in the **eagle** column. This triggers all eagles in all ecosystems to **hunt prey**. Clare doesn't have any eagles in her ecosystem, but her opponent Jimmy has 2 eagles.*



Each eagle can each move up to 3 spaces in a straight line. Jimmy first moves the eagle on the plains hex, eating 2 rabbits and leaving 1 new offspring. (Note the eagle could have gone towards the frogs instead, but Jimmy doesn't want to wipe out his entire frog population.)



Unfortunately, Jimmy's other eagle isn't able to reach any prey, since it cannot move through the dinosaur in the middle hex. This means the eagle starves! He had hoped to have more time to expand his rats...



Dinosaur Activation

After an animal activates, if the **dinosaur marker** is in its column, follow these **additional** activation steps:



1. Dinosaurs Hatch

All players may choose to hatch **1** new **dinosaur**.

2. Dinosaurs Hunt

All players activate **all** **dinosaurs** in their ecosystem. **Dinosaurs** hunt **prey** and **predators**.

3. Move Dinosaur Marker

Move the **dinosaur marker** to the next animal column.

4. Refill Animal Columns

Refill **empty** animal columns with ecosystem tiles from the stack.

TIP: *The active player will already have the **Volcano** token, since an animal has just activated.*

Starving Dinosaur

If a **dinosaur** does not eat **at least 1 animal** *(either **prey** or **predator**)* and cannot end its hunt on a mountain, it **starves** and is removed from your ecosystem.

You may also choose **not** to move a **dinosaur** when it activates, and instead let it starve.

1. Dinosaurs Hatch

When **dinosaurs** activate, you may first choose to **discard** 1 of the **eggs** in your nest to hatch a **new dinosaur**. If you do, take a **new dinosaur piece** from the supply and place it on the **mountain hex** on your starting tile *(with the **nest icon**)*.



If there is **already** a **dinosaur** in your central mountain hex, you may **not** hatch a new **dinosaur** *(since there can be only **one** animal in each hex, and **dinosaurs** cannot eat each other)*.

2. Dinosaurs Hunt

After you decide whether to hatch a **dinosaur,** each of your **dinosaurs** may move through your ecosystem, **eating** any **prey** OR **predators** on its path.

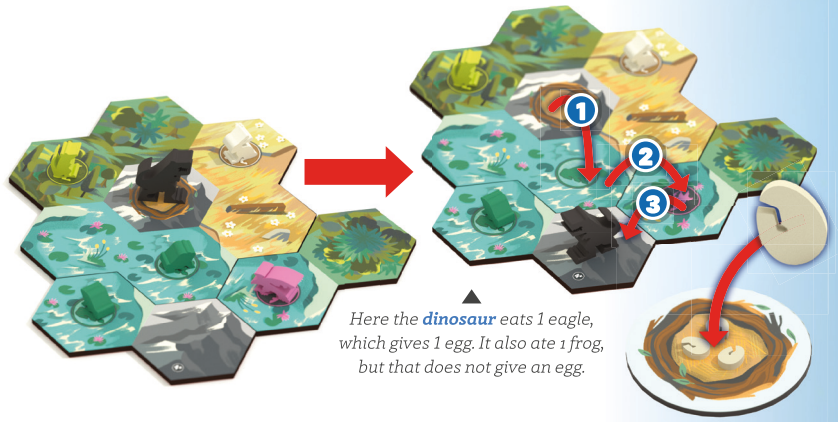
» **Dinosaurs** may move up to **5 hexes** in **any direction**, and may change direction as they move.

» **Each dinosaur** must **end** its hunt on an **empty mountain hex**.

Dinosaurs **eat ANY animal** on their path and at their destination *(except other **dinosaurs**)*. All eaten animals are removed and returned to the supply.

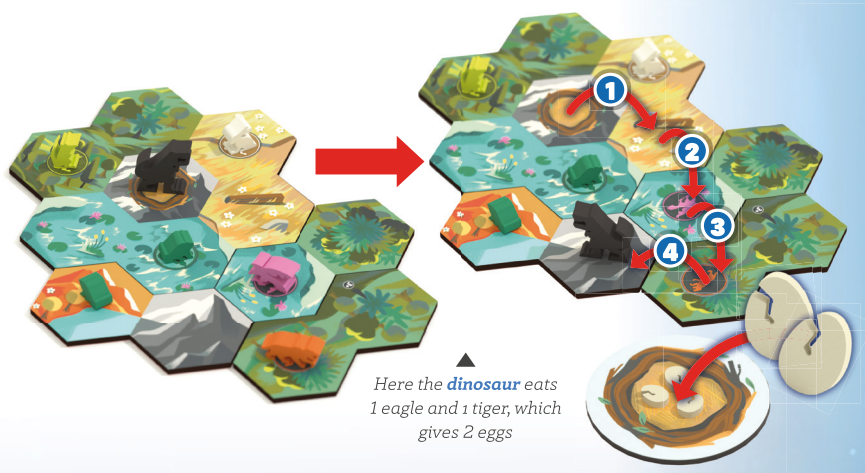
For every **predator** a **dinosaur** eats, **it lays 1 egg**. Place all newly laid eggs in your **nest** *(rather than on the map)*. Each egg may be **hatched** in a future **dinosaur** activation, or kept as **1 point** at the end of the game *(see "Game End" on p. 10)*.

Dinosaurs do **not** lay eggs when they eat **prey**. (*However they **must** still eat every **prey** that they move through, and can eat **prey** to avoid starving; see below.)*



*Here the **dinosaur** eats 1 eagle, which gives 1 egg. It also ate 1 frog, but that does not give an egg.*

Dinosaurs may move through **empty hexes** during movement, but may **not** move through **other dinosaurs**.



*Here the **dinosaur** eats 1 eagle and 1 tiger, which gives 2 eggs*

Dinosaurs may use their movement to "backtrack" along their path, and may end on the mountain hex where they started.



*Here the **dinosaur** ends on the same mountain as it started.*

If you activate **multiple dinosaurs**, you choose the order they hunt in. Each **dinosaur** must **finish** its hunt before the next one begins.

EXAMPLE: DINOSAUR HATCHING & MOVEMENT

*On Clare's turn, she activates the rabbit column, where the **dinosaur marker** is located. After all players have expanded their rabbits, they activate their **dinosaurs.***

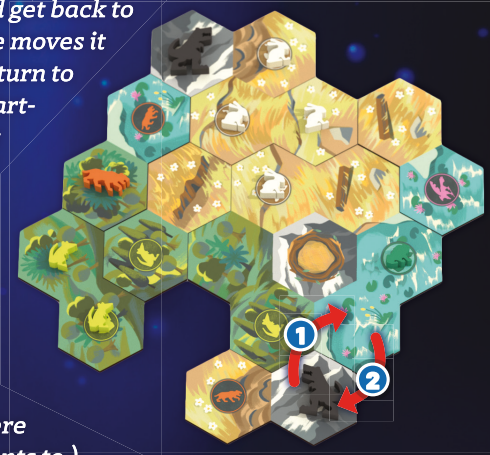
Clare has 1 dinosaur in her ecosystem, which she moved out of her starting mountain hex during an earlier activation. This means she is able to hatch a new dinosaur. She discards 1 egg from her nest and adds a new dinosaur to her starting mountain hex.

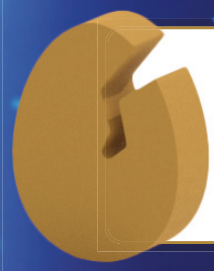




She moves the new dinosaur she hatched 5 hexes, eating 3 predators and ending on a different mountain hex. This will score her 3 eggs.

Her second dinosaur can't reach any predators (and get back to a mountain), so she moves it to eat 1 frog and return to the hex where it started. This will keep it from starving, but will not create any new eggs. (Note she could end on the mountain hex with her nest, but this would stop her from hatching a new dinosaur there next time, if she wants to.)





Golden Eggs

Golden eggs are worth **5 regular eggs**. You may exchange 5 regular eggs for a golden egg from the supply, or vice versa, at **any time**.

3. Move Dinosaur Marker

After **dinosaurs** activate, move the **dinosaur marker** to the next animal column *(to the right)*.

If the dinosaur marker is in the **eagles column** *(on the far right)*, move it back to the **frog column**.



4. Refill Animal Columns

Lastly, refill each **animal column** that is **empty** (*there are no tiles left in the column)*. Going from left to right on the animal board, fill each empty column with new ecosystem tiles from the "A" stack.

If the "A" stack is empty, and you still need to reveal more tiles, begin drawing from the "B" stack. Continue through the stacks in **alphabetical order**, making sure that **all** tiles in the current stack are used before drawing from the next stack.

If you need to reveal a tile to fill a slot, but **all 4 stacks** are empty, the game **ends** immediately (*see next section)*.



▲ *After frogs activate, the dinosaur marker is moved to the rabbits column. Then the empty columns (frog, rat, and eagle) are refilled. In this two player example the 3rd row (4+) is not refilled. Note that the rabbit and tiger columns are also NOT refilled.*

IMPORTANT! *Only columns that are **completely empty** are refilled. If a column has even **1 tile** remaining, it does **not** get any new tiles.*

Game End

After **dinosaurs** activate, if there are **not enough** ecosystem tiles to fill up all empty columns, the game **ends immediately**. Players score the following:



1 point for each **regular egg** in their nest.



5 points for each **golden egg** in their nest.



1 point for each **dinosaur** in their ecosystem.

The player with the **most points** wins!

Tiebreaker

In the case of a tie, the player who is **furthest** in turn order from the first player wins.

Frequently Overlooked Rules

General Gameplay

» The **Volcano** token indicates who the current player is during an activation.

» New ecosystem tiles are **only** revealed after **dinosaurs** activate. When an animal column **without** the dinosaur marker activates, **no** new tiles are revealed.

» When animal columns are refilled, only columns that are **completely empty** are refilled. If a column has even **1 tile** remaining, it does **not** get any new tiles.

» At setup, all tiles should be separated by **letter**. **All** tiles of one letter should be revealed before **any** tiles of the next stack are revealed.

» **Golden eggs** count as 5 regular eggs *(and have no other purpose)*.

Animals

» There can only be **one** animal in each hex. An animal can only move into a hex occupied by another animal if it can **eat** the other animal.

» Each **prey** only expands to **one** adjacent hex *(**not** every adjacent hex)*.

» **Any prey** can expand into a **Wild hex**.

» If a **prey** has **nowhere** to expand, it doesn't expand *(but it doesn't starve, either)*.

» **Predators** and **dinosaurs** will **starve** if they do not eat at least 1 animal. You can **choose** to let them starve and remove them instead.

» A **predator** must always end its move on a **prey**. A **dinosaur** must always end its move on a **mountain**.

» **Predators** cannot move through **other predators** or **dinosaurs**. **Dinosaurs** cannot move through **other dinosaurs**.

» A **dinosaur** that was **just hatched** can still **hunt**, and will still **starve** if it doesn't eat at least 1 animal.

GODS LOVE DINOSAURS

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