15min

7+

2 PLAYERS

JURASSIC BRUNCH

RULES

Jurassic Brunch is a 2 players game, totally independent from Jurassic Snack. However, if you have the two games, you can then mix them to play with up to 4 players.

A game by ***Bruno Cathala***
Artwork by ***Camille Chaussy***

GAME PRINCIPLE

Young Triceratopses are fond of the tasty leaves offered by the neighbouring pastures. To win, your Triceratops team will have to eat more leaves than your opponent's team... unless one of you decides to call the ferocious and fast Raptor to get rid of all his opponent's Triceratops!

CONTENT

- 4 Pasture boards (3x3 squares)
- 10 Triceratops miniatures (5 blue, 5 orange)
- 1 Raptor miniature
- 28 Grass tokens
- This rulebook + 1 sheet for teamplay

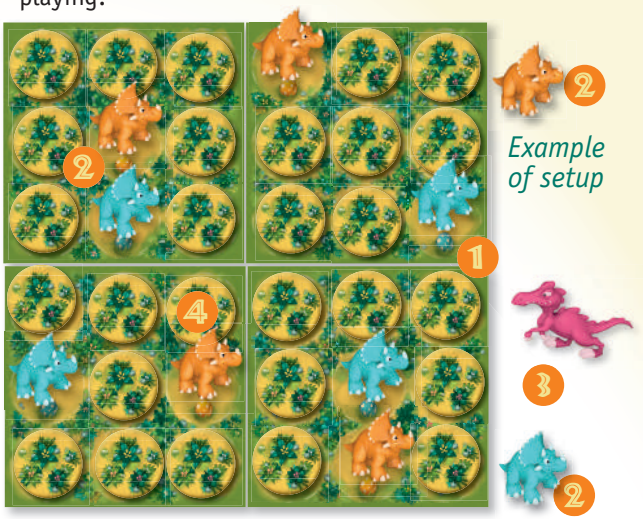
SETUP

1. Create the Playing Area by connecting the four Pasture boards the way you like, as long as each board has at least one space adjacent to another board (for your first game, we advise you to create a square; you will discover other options later!)

2. Each player takes the 5 Triceratopses of their colour. They both place 4 of them on the spaces showing an egg of their colour on the boards; the 5th Triceratops is placed outside of the Playing Area, in front of each of them.

3. The Raptor is placed outside 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!



Example of setup

HOW TO PLAY?

This rulebook first describes the basic rules of play for 2 players. You will find the variant for more players and mixing Jurassic Snack and Jurassic Brunch on the rules for teamplay.

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

Then, players take turns, performing **TWO ACTIONS** each turn.



AVAILABLE ACTIONS

PEACEFULLY MOVING ONE OF YOUR TRICERATOPSES

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

1. **another Triceratops**
2. **a Raptor**
3. **the edge of the Playing Area**
4. **a Grass token**
   In this case, the Triceratops eats the Grass: it moves on the space of the Grass token, which is revealed to all players. The potential effects of the Grass tokens are applied immediately and then the token is piled up face down on previously earned tokens.

Note: *Hideout tokens are put face up in front of the player.*

During their turn, players can choose this Action two times in a row with the same Triceratops or with two different Triceratopses.

CHARGING WITH ONE OF YOUR TRICERATOPSES

Triceratopses can sometimes be grumpy and use their large horns to get rid of intruders.

During a charge:

A The Triceratops moves in a straight line until it is blocked by another dinosaur (whatever their owner or type).

B The Triceratops replaces the dinosaur. The latter (another Triceratops or the Raptor) is expelled to any empty space of the board, chosen by the charging player.

During their turn, players can choose this Action two times in a row with the same Triceratops or with two different Triceratopses.

WAKE UP A SLEEPING TRICERATOPS

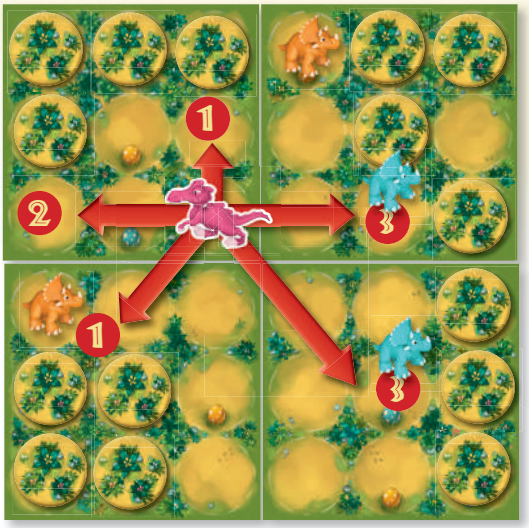
You can put a lying triceratops back on its feet (see Stodgy Grass token effects).
During his turn, a player can choose this action twice in a row if he has two sleeping Triceratops.

MOVING THE RAPTOR

The Raptor is a CARNIVORE. Very often, it scares away the herbivores. The Raptor moves in a straight line or diagonally until it is blocked by:

1. **a Grass token**
2. **the edge of the Playing Area**
3. **A Triceratops.**
   In this case, the Raptors scares the Triceratops away: the Raptor is placed on this Triceratops' space in the Playing Area; and the Triceratops is put back in its owner's pool.

Important note: *during their turn, players can choose this Action only once regardless of the number of actions they have!*



END OF THE GAME

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

- One of the players has no Triceratops left in the Playing Area

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

OR

- 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 any of his opponent's Triceratops out of the Playing Area:

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

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



EFFECTS OF THE TOKENS



BIRTH (X3)
Place a Triceratops from your pool on the empty space of your choice. This token scores **1 Point** at the end of the game.



HIDEOUT (X2)
The Hideout allows you to protect 3 of your tokens. When you find a Hideout, place it in front of you face up and you can place up to 3 tokens in a single pile below. The tokens hidden in that pile cannot be used anymore. You can place up to 3 of your tokens in the Hideout, in one or several times, as soon as you get the Hideout, or later during your turns. This token scores **1 Point** at the end of the game



FLOWER (x4) As soon as you find a Flower, immediately offer it to your opponent and randomly take one of their tokens (tokens in Hideouts are not available). The effect of the stolen token is not applied. If your opponent has no token available, keep the Flower. This token scores **1 Point** at the end of the game.



STODGY GRASS (X3)
Your Triceratops needs some rest to digest. Lay it down on the side. During one of your next turns, you will have to spend one of your Actions to wake it up. This token scores **3 Points** at the end of the game.



IT WAS A TRAP! (X1)
Replace your Triceratops with the Raptor from the edge of the playing area. Put your Triceratops back in your pool. This token scores **3 Points** at the end of the game.



SUPER YUMMY (X3)
During one of your next turns, you can discard one or more Super Yummy tokens to play one or more additional Actions. Each unused token scores **1 Point** at the end of the game.



YUMMY (X12)
The Yummy token do not give immediate effect and 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 Triceratopses, or Flower when the opponent has no token available), he secretly looks at TWO Grass tokens on the Playing Area, without moving them.

CREDITS

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