

LOST IN

JURASSICA

RULEBOOK

20
MINS AVG.

8+
AGES

1-6
ADVENTURERS

THE STORY

**WELCOME TO THE WORST DINOSAUR
THEME PARK THE WORLD HAS TO OFFER!**

**THE YEAR IS 2050. DINOSAUR THEME PARKS ARE
POPPING UP EVERYWHERE ACROSS THE GLOBE SINCE
A SCIENTIFIC BREAKTHROUGH ALLOWED CLONING TO OCCUR.**

**JURASSICA IS BY FAR THE CHEAPEST PARK TO VISIT,
BUT IS ALSO THE MOST DANGEROUS DUE TO POOR MANAGEMENT.**



Welcome to Jurassica!

Lost in Jurassica is a survival card game with fighting, crafting and scavenging. You play as a guest visiting the worst dinosaur theme park in the world (but also the most affordable!)

Disaster strikes and you're stuck on the island with no power. Bummer. Be the first player to get rescued by finding power switches - all while scavenging for supplies and fighting off dangerous dinosaurs with improvised weapons!

THE AIM OF THE GAME:

FIND 3 POWER SWITCH CARDS AND GET RESCUED



1. Players choose who goes first - roll a dice, rock paper scissors - you decide!
2. Add 2 Power Switch cards per player and place them in the Explore deck. Add 1 additional Power Switch card to the Explore deck.
3. After shuffling each of the 3 decks separately, arrange them (Explore, Scavenge, Craft) face down in a central location of all players.



4. Each player receives 2 random Craft cards to start the adventure, which are placed face up, stacked in front of their play zone.

THE GAME BEGINS

The selected player one goes first and remaining players take turns in a clockwise direction.

On your turn, pick up 2 cards from the top of any deck, and place them face up in your play area.

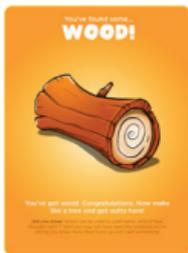
GAME OVERVIEW

Central decks



Stack creature cards

Once you reach 4 dinosaur cards, you can no longer explore further. You must remove these cards with item cards in order to keep exploring. You can only remove cards from your own pile. You can remove cards in any order.



Stack scavenged material cards

Materials are used as a resource to craft weapons.



Stack item cards

Items can be used once you have the correct amount of materials. Use the items to remove dinosaur cards so you can continue to progress through the explore deck. Once used, put them in a discard pile.

The aim of the game is to make your way through the Explore deck and find 3 Power Switch cards that are hidden in the deck. The first player to do so wins the game.

Once you have 4 undefeated dinosaur cards stacked in your play area, you must remove them with items to continue exploring. Only a maximum of 4 dinosaur cards are allowed. If you have 3 dinosaur cards already, you can only draw 1 Explore card.

Materials are used as a resource to craft Items. Items can be used to defeat creatures once you have the correct amount of materials to craft them. You can continue to craft and use items as often as your play area allows or you choose to end your turn.

There are also helpful cards scattered throughout each deck that are free to use once found. Once an item card is used, discard into a central discard pile. These can no longer be used for the remainder of the game.

If you find a beneficial card, you can save this card to be used at a later time. They can be used at any time during your turn.

Some items allow abilities to be used on other players, for example “Security Hack” which makes someone skip a turn.

CRAFTING ITEMS

At the end of your turn, use material cards you have picked up to create item cards. Use these to remove creature cards and then discard them.

You can stockpile materials or items and use them on any turn you wish.

EXAMPLE: CRAFTING AN ITEM

Removes dinosaurs totalling -3!

During your travels, you have picked up 2 metal cards, plus an item card to craft. Combine and discard the materials to activate the item card. Use the item card to clear 2 dinosaurs equal to the +HP of the item.

As long as the dinosaur's total HP is less than or equal to the item card's value, you can get rid of them.

AT A GLANCE

On your turn

1. Pick up 2 cards per turn
2. Use materials to craft items if you have them
3. Use those items to clear dinosaur cards
4. End your turn

First player to find 3 Power Switch cards wins

Good luck, you'll need it!





FIND 3 POWER SWITCH CARDS BEFORE THE T-REX

In this mode, you play against a T-Rex! Set up the game as normal but only include 6 Power Switch cards in the Explore deck. Take turns with the T-Rex with the below rules:

On your turn: commence play as normal.

On the T-Rex's turn: remove a card from the central Explore deck and place this card face up as if it were another player to see what card it is. If the T-Rex finds 3 Power Switch cards before you, it wins.

It's a race to get rescued before the T-Rex destroys all of the Power Switch cards!

LOST IN
JURASSICA



**GREAT
GAMES**

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