

# LOST VALLEY of the DINOSAURS

## The Lost Valley of the Dinosaurs

The epic 2-4 player game of adventure and fear for the entire family.

### Contents:

Gameboard	2 Mountains, Volcano Cone
Pteranodon bird	6 T-Rex Dinosaurs
16 Explorers (4x green; 4x orange; 4x brown; 4x cream)	Swamp Monster
Press out sheet with: (Bullets, Pteranodon's Nest, Temple)	30 Red Lava Pieces
2 Dice	12 Treasure Coins
	54 Adventure Cards
	Rules

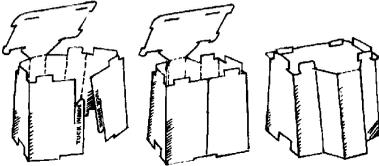
### Object of the Game:

Short game: To be the first to get 1 treasure coin out of the valley.

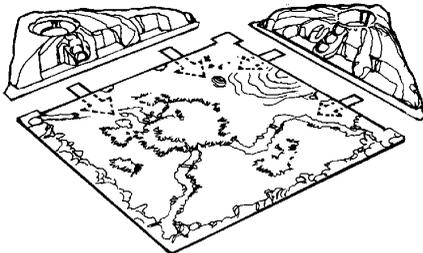
Long game: To be the first to get 3 treasure coins out of the valley.

### Game Preparation:

1. Punch out the nest, the temple roof and walls (see figure below for assembly).  
The temple can be reused by carefully unfolding it and storing it flat inside the box.

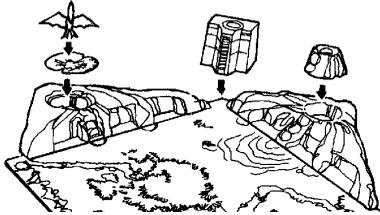


2. Unfold the game board, insert the mountains in the notches of the game board (see fig.).



Prepare the two mountain slopes as shown so that the volcano matches the lava flow graphic printed on the game board.

3. Place the volcanic cone, temple and nest as shown below (see fig.).



4. Place one Tyrannosaurs in each lair space. Place the swamp monster on one of the swamp spaces marked with a grey arrow (see fig.).



5. Place all Treasure Coins on the top of the temple roof.
6. Shuffle and place all adventure cards face down next to the game board.
7. Players place their four explorers next to the entry spaces on the edge of the valley.
8. Place all lava pieces inside the volcano cone.

### Game Play

1. Choose a starting player (each turn always consists of two parts):
2. Take a card, read it aloud, and follow the instructions if possible. Place it onto a discard pile unless instructed to keep it. Detailed explanations of the cards can be found on the next page, eliminating the need to read each card. For the first game it might be best to read the corresponding instructions to the players for each drawn card.
3. EITHER move any ONE of your explorers of your choice on land (by rolling 1 die) if you are NOT carrying treasure....2 dice if you ARE carrying treasure; OR if you are moving in a river, in the swamp, or exiting water onto land, simply move 1 space (do not roll the dice).
4. Play continues to each player in a clockwise direction.

### Explorer Movement

(see movements below in fig. 1)

Explorers may share spaces.

They may go in any direction, but never into a space already traveled into that turn.

They may not move into a space occupied by a dinosaur or the swamp monster!

They may enter or leave the valley by any of the four arrows.

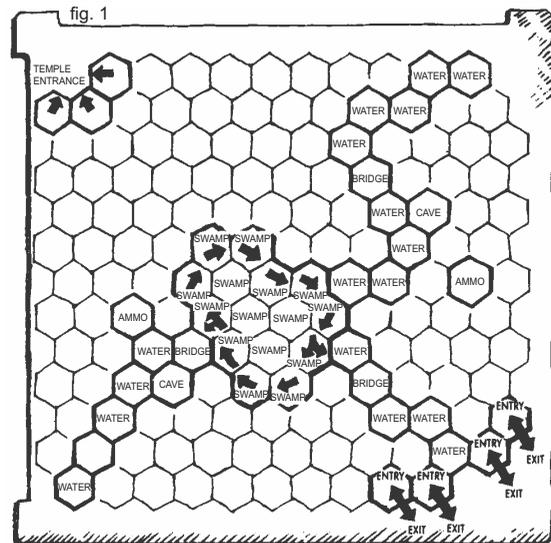
They don't need an exact die roll to enter the temple, or to exit the valley.

There are two crossings for one river, but only one for the other two rivers. Cross at these places with a normal dice-roll.

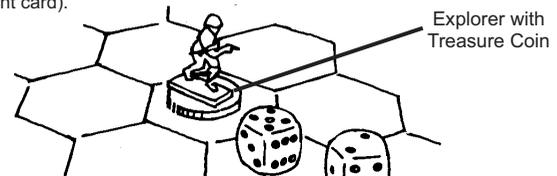
Explorers move only 1 space if they start their turn in a river or the swamp.

Explorers may not move into a dinosaur's lair or into the swamp. The edge of the swamp is marked with grey arrows, so they are safe to move onto the "flowery" spaces just outside them.

If an explorer wades across a river, their turn ends in the water regardless of any movement points left.



5. Temple: The temple may only be entered by explorers. They may enter on any spaces marked with an arrow. Any number of explorers may be there at the same time. An exact dice roll isn't needed to enter, but your turn will end. Explorers may enter OR leave by a cave (if they have the relevant card).



Treasure:

- An explorer carrying treasure moves on the throw of two dice.
  - Each explorer may carry only one coin at a time. They will need to carry it out of the valley, then return to claim another (if you are playing the long game).
  - If an explorer falls into the swamp, is captured by a dinosaur or is carried off by the Pteranodon, the coin is abandoned and left on the space they were occupying. If they die while trying to get water, the treasure is left at the end of their unsuccessful move.
  - An explorer may claim abandoned treasure by landing on it by exact count.
  - If one of your explorers lands on another explorer carrying a coin, you may NOT steal it from him. (You must find other ways of making opponents abandon their treasure!)
6. In the event the adventure cards are depleted, reshuffle the discard pile and continue to use them as the new draw deck.
  7. The Winner:

The first player to bring the required number of treasure coins out of the valley is the hero of the adventure and wins the game. If the game ends because all explorers have died or it's impossible to claim any more treasure coins, the following rules shall apply: the winner is the player with the most coins, however if several players have the same number of coins, the player with the most explorers left is the winner.

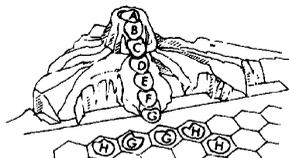
# LOST VALLEY of the DINOSAURS

## Event cards that must be carried out immediately:



### Volcano Erupts! (7x in the game)

When this card is drawn, release the lava from the volcano starting at the top of the volcano cone. One piece is placed (per turn) down the slope until reaching the valley, at which time three pieces are placed.



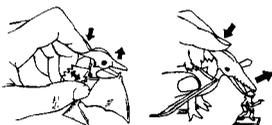
The first lava piece (A) is placed in the tip of the volcanic cone, then the next 5 pieces (B - F), as shown in the Fig. In the valley, the lava pieces must connect to adjacent lava pieces. The first piece to touch the valley is (G), the 3 (H) pieces can be split as long as they are adjacent to other pieces (in accordance with the rules).

- One piece of lava occupies 1 space, and can occupy any space EXCEPT the swamp.
- No explorer or dinosaur may land on, or pass over a space occupied by lava.
- Lava must always be placed on spaces adjacent to previously laid lava.
- When all 30 pieces of lava have been placed on the board, you may then reposition three pieces of lava on empty spaces adjacent to other lava pieces (each time you draw a "volcano erupts" card). The lava must always remain a coherent structure.
- Lava can maroon dinosaurs and explorers, cut off river crossings, dinosaur lairs, etc.
- If lava is placed on a space with an explorer, they die and are removed from the game.



### Pteranodon Swoops! (6x in the game)

- When you draw a "Pteranodon swoops" card, you may use it to EITHER move one of your explorers (even from outside the valley) to a legal safe space OR move an opponent to an empty dangerous space.
- It can rescue explorers from the swamp, from guarded or unguarded dinosaur lairs, and from spaces which have been cut off by the lava flow.
- It can place an opposing explorer on one of the four separate inner swamp spaces. In order to leave the swamp they must be based on an adjacent space with an arrow (exit arrow).
- It always returns to its nest after use, but never with explorers, dinosaurs, lava, etc.
- It can't place an explorer on an occupied space, or in the dinosaur's lair.

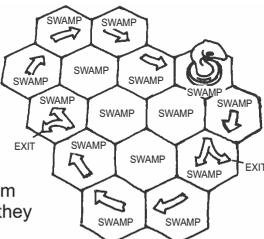


- Pteranodons had no teeth - they have been added so that they can pick up the explorers a little easier.



### The Swamp Monster is Disturbed! (6x in the game)

- The swamp monster moves 1 space in a clockwise motion (on the grey arrows).
- If the Monster land on a space with an explorer, they are eaten and removed from play.



### One Member falls into the Swamp! (6x in the game)

- Players can risk the explorer by placing them closer than 3 spaces from the monster (so they can occupy a blue exit arrow space).
- The explorer can only move one space per turn via the grey arrows until they reach dry land beyond the blue arrows.
- This card does NOT permit you to take an explorer out of a dinosaurs lair.



### Escape from the Swamp! (1x in the game)

The player may place an explorer on any space beyond his nearest exit from the swamp.



### Restless Dinosaurs! (6x in the game)

- Three Dinosaurs move 2 spaces each.
- Each captured explorer (and the Dinosaur) are taken to any unoccupied lair.

### Expedition Disturbs the Undergrowth! (5x in the game)

- All the Dinosaurs move 1 space each.
- Each captured explorer (and the Dinosaur) are taken to any unoccupied lair.

### Encounter Grazing Dinosaurs! (4x in the game)

- Three Dinosaurs move 1 space each.
- Each captured explorer (and the Dinosaur) are taken to any unoccupied lair.

### Danger Ahead! (3x in the game)

- Three Dinosaurs move 2 spaces, and three move 1 space each.
- Each captured explorer (and the Dinosaur) are taken to any unoccupied lair.



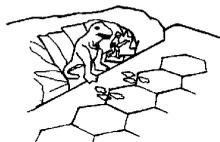
### Dinosaur Attack! (1x in the game)

- One Dinosaur moves 3 spaces, and three move 1 space each.
- Each captured explorer (and the Dinosaur) are taken to any unoccupied lair. All captured explorers there are eaten alive! (including any already in the lair).

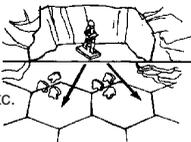


### Dinosaurs Fight! (3x in the game)

- When drawn, one explorer can escape from any lair by moving one space outside.
- Explorers may escape from a lair by following the footprint spaces (see fig.).
- If you draw this card and none of your explorers are in a lair, then you must move an opponent's explorer out of a lair.
- If no player has any explorers in the Dino lair, then ignore the effects and discard.



- Dinosaur movement is always determined by the cards drawn.
- Dinosaurs can move freely on all land or water spaces but they can't cross lava, enter the Swamp or the Temple, or leave the valley.
- Dinosaurs may move BY EXACT COUNT into any lair (only if unoccupied by another dinosaur or only occupied by explorers).
- Dinosaurs may never share any space with another dinosaur.
- A Dinosaur captures all explorers on a space that he enters.
- Captured explorer(s) and the Dinosaur go straight to any lair unoccupied by another dinosaur (even if other explorers are there!).
- If the explorer was carrying a coin, it must remain on the square that they last occupied before being captured.



- If an explorer has been captured, they cannot leave the lair if a dinosaur occupies the same lair (except for a "Dinosaurs Fight!" card).
- Explorers can escape from a lair by either:
  1. rolling the dice and moving when the dinosaur is absent.
  2. drawing a "Dinosaur Fight" card- move your explorer onto one of the footprint spaces at the entrance, then roll the dice to move as normal.
- Reminder: The Pteranodon can rescue explorers from a Dinosaur's lair.



### Your Expedition is short of Water! (2x in the game)

- If you draw this card, one of your explorers rolls two dice and must reach the river on this turn or they die and are removed from the game (you do not have to arrive by an exact count).
- If an explorer dies (with treasure) while trying to get water, the treasure is left on the last space of their unsuccessful move.

## Event cards that can be kept:



### Discovered a Secret Path to the Temple! (2x in the game)

- To use this card an explorer must be at the entrance space of one of the caves.
- You may use this card as an additional action to go directly to the Temple (or leave the Temple through the secret passage).
- Travel is one way only, discard after using.



### You have Found a Gun! (2x in the game)

- Once drawn, bullets can now be taken when you land on an ammo dump space.
- Explorers use bullets to frighten away a Dinosaur (one space / per bullet used).
- Bullets can be used before or after you move an explorer.
- You can use them singly or all at once in any combination. E.g: Three bullets can be used to move a dinosaur 3 spaces OR two bullets can move two dinosaurs away 1 space each.
- A player may use 1 or all of their bullets on one turn, or save some for a later turn.
- You can use a bullet to move a Dinosaur onto a space occupied by another explorer, resulting in their capture (and being taken to it's lair).