

BIOMECHANIC DINO BATTLES
-The Deckbuiding Game -
For 2 - 4 Players - Playing Time: ~60 Minutes

The goal of the game:

The goal of the game is to knock out (KO) any three opponent Dinosaurs. However, if the Wound pile is depleted before this happens the winner will be the player with the fewest Wound cards.

What you need to play:

- The BDB - TDG cards
- A multitude of counters (glass pebbles, coins etc.) to keep track of Dinosaur Hit Points

Setup:

Each Player gets a Deck consisting of 12 Cards: 3 Attack Cards, 3 Evade Cards, 3 Defend Cards and 3 Wound Cards. Next choose 10 stacks from the strategies and items to use (note: you should have 10 total stacks, not 20) and place them face up somewhere that all players can reach them. For the Combat cards, check to see how many of each stack you will need in table 1. Then take the Attack, Defend and Evade cards, as well as the Status cards and create face up stacks with them somewhere everyone can reach. The Combat cards with the Strategies and Items make up the Supply. Finally you will need to create the Dino Deck. For the Dino Supply choose 6 Dinosaurs and then check table 1 to see how many cards from each Dinosaur you will need. Shuffle those cards together and place face down to create a Dino Supply. From this stack reveal the first 5 cards, which will be the Dino Offering.

Players	Dino Count	Combat Count
2	3	10
3	4	15
4	5	20

Turn Structure:

Turn goes clockwise around the table.

At the beginning of each round after the first, the last Dino in the Dino offering is purged and another Dino is revealed from the Dino Deck.

Then you may do the following in any order:

- **Strategy:** Play 1 Strategy
- **Attach:** Attach 1 non-Status Card (Wound, Paralyze and Poison are Status Cards) face-down (without showing your opponent) to one of your Dinosaurs.

- **Combat:** Your active Dino may perform 1 Combat Move. How Combat works is described in detail in the Combat Section.

At the end of your turn you may first buy 1 card from the Supply or Dino Offering. After you finished buying cards, discard your hand and draw cards from your deck until you hold 6 cards in hand.

Areas in the game:

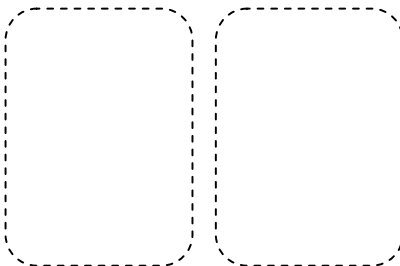
Each player has a

- Player Hand
- Player Deck
- Discard Pile
- Active Dino Zone (1 Dino)
- Dino Bench (3 Dinos max)

This is what the playing field of one player looks like:



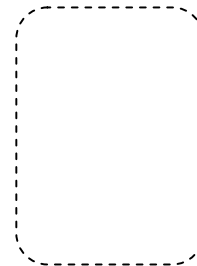
Your active Dinosaur



Your Dino Bench



Your Card Hand



Your Deck and Discard Pile

In the center of the table there are

- Dino Deck (contains Dinosaur cards)
- Dino Offering (Dinos available for purchase)
- Supply (Face-up stacks of Combat Cards, Strategies, Items and Status Cards)
- The Purgatory (for cards that are removed from the game)

Here a suggestion how you could arrange the cards:



Purgatory



Strategies and Items (Note: To prevent confusion, there would be 10 stacks of **different** cards. At this point we lack the artwork to show 10 different cards.)



Combat Cards (Attack, Evade, Defend)

Status Cards (Wound, Paralyze, Poison)



Dino Deck

Dino Offering

Buying Cards:

During the Buy Phase, the active player may buy a card from either the Dino Offering or the Supply. Cards bought from the Supply will be put into your Discard Pile. If your Active Dino Zone and Bench are both full, you cannot buy any additional Dinosaurs. Dinosaurs bought go to your Bench unless you currently have no Active Dino. In this case the Dino will be placed in the Active spot. To buy a card discard Combat cards equal to the cost at the top of the card. Combat cards have 0 cost unless noted otherwise. At the end of the turn if any dinos were bought, shift all dinos down and reveal dinos until the offering is back up to 5.

Card Types:

Dinosaurs:



Dinosaurs battle each other during Combat Phase. Each Dinosaur has a name, type, a cost to play it (to be paid by discarding cards from your hand), a retreat cost (which is also paid by discarding cards) as well as Attack, Evade and Defend values, an Assist Power (optional) and up to 2 different Attacks. The first Dinosaur you purchased is your starting active Dinosaur. Any further Dinosaurs you buy will go to your bench.

Assist Powers (Optional):

Some Dinos may have a so called Assist Power, which they may use once during their controllers turn, before buying. Assist Powers may only be used by dinos from the bench. To use an Assist power declare which power you are using and discard the proper Combat cards from that Dino just as you would when you are attacking.

Special Abilities:

- **Spiked:** Upon defending (not evading) the controller of the attacking Dinosaur receives 1 Wound.
- **Immune to Poison:** You receive no Poison Cards if this Dino is dealt damage by an Attack with Poison and the Dino receives no damage from discarding Poison cards. (See Status Effects section to learn how Poisoning works.)
- **Immune to Paralyze:** Dino is unaffected by Paralyze cards in your hand and do not get any Paralyze cards from paralyzing attacks.

Strategies:



Strategies have a name, a cost (to be paid by discarding a combination of Combat Cards upon buying the card) and a text box. Usually Strategies have a number of Bonuses:

- +X Draw: Draw X cards from your deck.
- +X Strategy: Play X additional Strategy cards this turn.
- +X Attach: Attach X additional cards this turn.
- +X Combat: Do X additional combat moves this turn.
- +X Buy: Buy X additional cards this turn.
- +X HP: Restore X Hit Points to target Dinosaur.

Besides the above Bonuses, some Strategies may have additional effects as stated in the text box.

You can play one Strategy during your turn, either from your hand or from a card attached to a dino, unless card effects allow you to play more than one. Playing Strategies from your hand comes at no cost. You do not need to spend Combat Cards to play Strategies.

Items:



Items have a name, a cost (to be paid by discarding a combination of Combat Cards upon playing the card), a text box and up to 2 different Powers. Each Item Power has an activation cost (a Combination of Combat Cards) and some have an ATK value. Powers with an ATK value may be evaded or defended like normal. To play an Item from your hand you choose one of the Powers described in the text box and pay for its cost.

As long as you can afford it, you may play any number of Items at any point of the game, even during an opponent's turn.

Attached Items can be played by revealing them and by paying for their activation cost from your hand, the same way as if you played them from your hand.

Combat Cards:



Combat Cards are used to power attacks of Dinosaurs or to defend against opponent attacks as well as to pay for card costs. There are three different types of Combat Cards: Attack, Evade and Defend. Per turn, the active player may attach one Combat Card face-down, without showing it to any opponent, to target Dinosaur (active or benched), unless a card effect lets him attach additional ones. The attached Combat Cards are used to pay for performing attacks as well as to defend against opponent attacks.

Status Cards and Status Effects:



Some card effects or Dino attacks may have so called Status Effects. There are three different kinds of Status Effects: Poison, Wound and Paralyze. If any of your Dinosaurs is subject to a Status Effect (Poison, Wound, Paralyze) you take the matching card from the respective stack and put it in your discard. The different Status Effects do the following.

- Poison: When you discard a Poison Card, your active Dinosaur loses 5 Hit Points.
- Wound: No additional effect.
- Paralyze: Your active Dinosaur loses one Combat Move when you draw a Paralyze Card.

Combat:

During the Combat Phase the active Dinosaurs perform attacking, evasive and/or defensive moves in an effort to knock out (KO) the opposing Dinosaurs, while avoiding being knocked out themselves. A Dinosaur, active or benched, that loses all of its Hit Points (HP) is considered knocked out and purged (removed from the game). HP do not regenerate by themselves. Keep track of damage with counters (glass pebbles, coins etc), whereby 1 counter represents 5 damage.

Combat is resolved by playing Combat Cards. There are three types: Attack (ATK), Evade (EVA) and Defend (DEF). Each Dinosaur has up to two different attacks, which have a cost and a damage value, the latter being the amount of damage dealt to the opponent Dino if the attack succeeds.

If the opponent does not have a Dino in play when attacked, place 1 wound card in his discard for ever 5 points of damage dealt.

A Dino may perform one Combat Move per turn, unless card effects allow for additional Combat Moves.

There are three different Combat Moves. The active player may:

- perform an attack by discarding any combination of Combat Cards he previously attached to his Dinosaurs.
- choose to retreat his active Dinosaur, by paying its retreat cost (usually discarding 0 to 1 Evade cards).
- pass without performing any attack or retreat.

If the player attacks the opposing Dinosaur, the opponent has 3 choices:

- Evade: The opponent purges an Evade card attached to defending Dinosaur. Then, the ATK of the attacking Dinosaur and the EVA of the defending Dinosaur are compared. If the EVA-value is equal to or higher than the ATK-value, the defending Dinosaur successfully evaded the attack and gets no damage. If the EVA of the defending Dinosaur is lower than the ATK of the attacking Dinosaur, the attack is successful and the attacked Dinosaur loses Hit Points according to the damage value of the attack the attacking Dinosaur carried out.
- Defend: The opponent purges a Defense card attached to the defending Dinosaur.. Then, the ATK of the attacking Dinosaur and the DEF of the defending Dinosaur are compared. If the DEF-value is equal or higher to the ATK-value, the defending Dinosaur receives no damage. If the DEF of the defending Dinosaur is lower than the ATK of the attacking Dinosaur, the defender loses Hit Points according to the damage value of the attack the attacking Dinosaur carried out.
- Pass: The opponent purges neither Evade nor Defend cards in reaction to the attack and his Dinosaur receives full damage.

If a Dinosaur is knocked out during combat, the player who knocked it out takes it as a trophy and puts it aside. All Combat Cards still attached to it are discarded and its controller moves any benched Dinosaur to his Active Dino Zone.

You may perform a direct attack (or multiple attacks if card effects allow for additional attacks) on a player who controls no Dinosaurs. For each 5 damage dealt to that player, they add one Wound Card to their Discard Pile.