

# BIOMECHANIC DINO Battles

## THE DECKBUILDING GAME Game Rules



## 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. If nobody has Wound cards or if there is a tie in Wound count, and if there is no way to knock out any more Dinosaurs, the player with the most KO's wins.

## What you need to play

- The Biomechanic Dino Battles - The Deckbuilding Game cards
- a multitude of counter (glass pebbles, coins, chits 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 Techs 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 the table below. 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 Techs make up the Supply. Finally you will need to create the Dino Deck. For the Dino Deck choose 6 Dinosaurs and then check table 1 to see how many copies of each Dinosaur you will need. Shuffle those cards together and place face down to create the Dino Deck. From this stack reveal the first 5 cards, which will be the initial Dino Offering.

Number of Players	Dino Count	Combat Card Count
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2	3	10
3	4	15
4	5	20

## Turn Structure

Turn goes clockwise around the table.

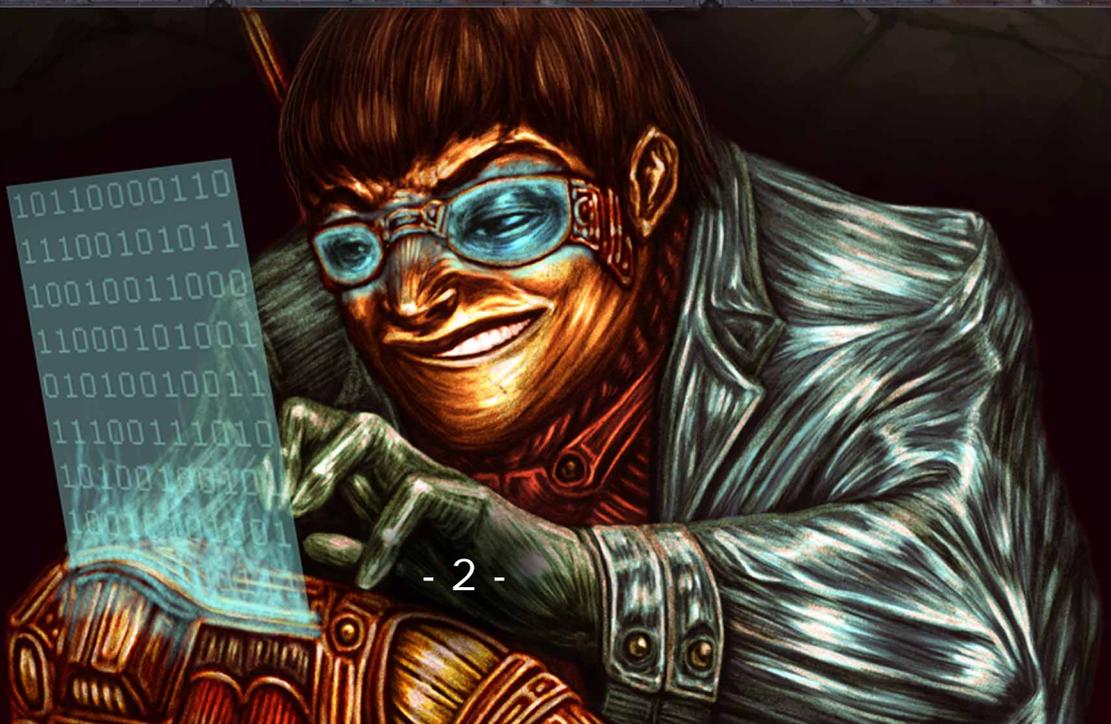
At the beginning of each round after the first, the last Dinosaur in the Dino Offering is purged and another Dinosaur is revealed from the Dino Deck.

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 Dinosaur 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.

If at any point you have to draw a card and you cannot because your Draw Deck is depleted, take your Discard Pile and shuffle it to form a new Deck to draw from.



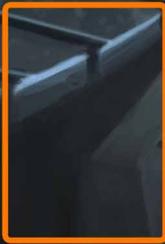


# Areas in the game

In the center of the table there are

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

Below a suggestion how you could arrange the cards.



Purgatory



Strategies and Techs



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 Reserves are both full, you cannot buy any additional Dinosaurs. Dinosaurs bought go to your Reserves unless you currently have no Active Dinosaur. In this case the Dinosaur will be placed in the Active spot. To buy a card discard Combat Cards from your hand 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 Dinosaurs were bought, shift all Dinosaurs down and reveal Dinosaurs 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 (see the card description on the next page). The first Dinosaur you purchased is your starting Active Dinosaur. Any further Dinosaurs you buy will go to your Reserves.

## A Dinosaur Card

Cost to buy card. In this case 1 Attack card, 1 Evade card and 1 Defend card.

Dinosaur Name "D" indicating this is a Dinosaur



Retreat Cost (in this case 1 Evade Card)

Artist Name

## Assist Powers

Some Dinosaurs 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 Dinosaurs from the Reserve. To use an Assist power declare which power you are using and discard the proper Combat cards from that Dinosaur as described on the card.

## Special Abilities

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

## Card Types - 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 Data: 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 Dinosaur, 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.

### A Strategy Card



## Card Types - Techs

Techs 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 Tech 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 a Tech Card from your hand you choose one of the Powers described in the text box and pay for its cost by discarding Combat Cards from your hand.

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

Attached Techs 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.

### A Tech Card



### Timing

As a general rule, if several card effects occur at the same time (For example if you play a card and another player plays a Tech in response to that.) they are handled in the following manner:

The player whose turn it is has priority and may activate his or her card effect first, then in clockwise order each opponent may play use card effects in response to that. The effects are then resolved in reverse order. So the effect played last resolves first, then the second last effect, then the third last and so on until all effects have been resolved.

Example: John declares an attack against Nicholas' Dinosaur. John will easily knock out Nicholas' Dinosaur and win the game. Kevin decides that he doesn't want that to happen so he plays a Rocket Launcher (a Tech) and knocks Nicholas' Dinosaur out to prevent John from knocking it out and taking it for his third K. O. In this example, Kevin's Rocket Launcher was activated after John declared an attack, so it resolves first, knocking out Kevin's Dinosaur before John can knock out Nicholas Dinosaur.

## Card Types - 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 evade or defend against opponent attacks.

## Card Types - Status Cards



Some card effects or Dinosaur 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.
- Paralyze: Your active Dinosaur loses one Combat Move when you draw a Paralyze Card.
- Wound: No additional effect. Wounds just dead cards when you draw them and slow down your deck.

## Combat Part 1

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 in the Reserve, that loses all of its Hit Points (HP) is considered knocked out and purged (removed from the game). The player who knocked it out takes it as a prize and puts it aside. 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 Dinosaur if the attack succeeds.

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

A Dinosaur 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). Retreating means you move your Active Dinosaur back to your Reserve and make one of your Reserve Dinosaurs your Active Dinosaur. If you have no Dinosaurs in your Reserve, you cannot retreat your Active Dinosaur.
- pass without performing any attack or retreat.

## Combat Part 2

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

- Evade: The opponent purges an Evade card attached to evading Dinosaur. Then, the ATK of the attacking Dinosaur and the EVA of the evading Dinosaur are compared. If the EVA-value is equal to or higher than the ATK-value, the evading Dinosaur successfully evaded the attack and gets no damage. If the EVA of the evading 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. Combat Phase does not end when the opponent's Dinosaur is knocked out. If the attacking player has Combat Moves left after he or she knocked out the opponent's Dinosaur, he or she may attack the new Dinosaur using the Combat Moves left.

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.

## Credits

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For more information on the game please visit our website at

[www.biomechanicdinobattles.com](http://www.biomechanicdinobattles.com)

In case of questions, suggestions, comments etc visit our forum or mail directly to:

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