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6 Dice
6 Health Clips
6 Character Cards
23 Event Cards
79 Resource Cards



ICONS



Physical Damage



Cold Damage



Heat Damage



Roll Attack Damage

UNDERSTANDING YOUR CARDS

Health — 20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1

TITANOBOA

Resistance — +1
 -2
 +2

CUNNING

Special Ability — Choose another player to take damage instead of you.

Card Type — **T-REX ATTACK**
EVENT!

Damage Type —

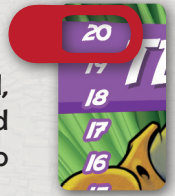
Directions — All players roll. The player with the lowest number takes 5 physical damage.

HOW TO BEGIN

Decide who will be the first player. This could be the youngest player, the oldest player, or even the last player to eat meat; it is up to you to decide. If a first player cannot be agreed upon, each player rolls a die. The player with the highest number becomes the first player. If the highest number is a tie between players, all players reroll until a first player has been clearly determined.

Shuffle the events and resources decks independently. Once shuffled, place each deck within reach of all players, leaving room for discard piles.

Starting with the first player and rotating clockwise around the table, each player chooses a character card, receives 1 die and 1 health clip. Attach the health clip to the left side of the character card with the open end of the clip around the number 20. This is the starting health for all players. As you take damage or eat to restore health, you will move the clip up or down to indicate your current health level.



Continuing clockwise, each player draws 3 resource cards and reveals them one-by-one. Cards are always revealed as they are drawn and placed face up below the character card for all players to see. If an instant action is revealed, it must be resolved immediately before drawing and revealing additional cards.



EVENTS

Once all players have revealed their resource cards and resolved all instant actions, the first player reveals an event card. Event cards are revealed at the beginning of each round and affect all players. Follow the directions written on the card to determine how to resolve it. All players must resolve the event before any turns for the round can take place.



ACTIONS

After the event card has been resolved, each player has 2 actions they can perform on their turn each round. Once a player completes 2 actions their turn ends and the next player begins. The following actions can be performed:

SCAVENGE - Draw a card from the resource deck. You can scavenge as many times as you have actions available in a turn. Always display scavenged cards face up. Reshuffle the discard pile to form a new resource deck when depleted.

EQUIP - When scavenging the resource deck you may come across items you can equip for attack or defense bonuses. You can equip as many items as you possess at one time as a single action. Cards are equipped by placing them in a staggered fashion behind your character card - attack bonuses above and defense bonuses to the right - as shown with the Titanoboa card on the next page.

TRADE - When you find yourself desiring another player's resource card, you can offer a trade to obtain it. If both players agree, you can perform an action to initiate the trade. An action is only performed by the initiating player and only if both sides agree to the trade. Don't forget to negotiate!

EAT - When scavenging the resource deck you may come across food like meat or certain types of dodos that can be eaten to regain health. You can eat as much food as you possess at one time for an action.

ATTACK - Choose the player you wish to attack and roll your die. Attack damage is based on the number rolled, plus any attack bonus you have scavenged from the resource deck. Permanent attack bonus cards are equipped behind your character card, while temporary bonuses like the savage dodo are discarded on use. The attacked player rolls a die to defend. If your attack roll is greater than their defense roll, the damage taken is the difference between each roll. For example, if the attack roll is 5 with a +2 attack card equipped and the defense roll is 3, the defending player loses 4 health. If their defense roll is greater than your attack roll, the attack fails and no damage is taken. Attacks are limited to once per turn and cannot be performed in the same turn as a lure.

LURE - When scavenging the resource deck you may come across cards that give you the ability to lure another player into a harmful element. Lures can inflict physical, cold or heat damage. The amount of damage is listed on each card, with the total taken being subject to a character's resistance. Lures are limited to once per turn and cannot be performed in the same turn as an attack.

RESISTANCE

There are 3 elements which a character may have positive or negative resistant to: physical, cold, and heat. Resistance to an element is indicated on the right side of your character card and also found on equippable cards scavenged from the resource deck. Resistance cards are designed to be equipped behind your character in a staggered fashion, only displaying the resistance bonus they provide.

A plus sign (+) indicates you have positive resistance to that element and take less damage, while a minus sign (-) indicates negative resistance, causing you to take more damage. For example, the Volcanic Eruption event card causes every player to take 5 heat damage, but the Titanoboa has +2 heat damage resistance, so it would only lose 3 health. If the Titanoboa also had 3 dodos to sacrifice, it could completely avoid losing any health.

SPECIAL ABILITIES

Each character has a special ability listed at the bottom of their card that can only be performed one time per game. Special abilities can be performed in or out of turn and do not count against your actions. Resource cards, including equipped, cannot be used to add to damage dealt by a special ability; however, resistances still apply to the damage recipient.

DEFEAT & END GAME

Your character is defeated when its health goes below 1. Turn over all your cards but do not place them in the discard pile unless a winner has been determined and the game is over. The game ends when only one player remains victorious, or all players have been defeated.

ADDITIONAL SCENARIOS

7 DAYS TO DIET: 7 event cards. Remove all food, dodos, and double dodos. Highest health after 7 rounds wins.

SMORGASBORD: 10 event cards. Add up each players remaining health and food after 10 rounds. Highest number wins.

NOT SO SPECIAL: No special abilities can be performed.

FAST OF THE FURIOUS: No food can be eaten.

VULNERABLE: No resistance cards can be equipped.

HALF-LIFE: Start the game with each player at only 10 health.

FIDGET SPINNER: Rotate the first player clockwise each round.

REAL-TIME: Instead of rotating, all players perform their actions simultaneously.

CREATE YOUR OWN: Create your own scenarios and share them with other players at beastseoe.com

CREDITS

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A demonstration of a 6 player game setup after all players have drawn their starting resources. The Terror Bird has resolved the instant action Karma against the Titanoboa, who lost 3 health, and the first event card Volcanic Eruption has been revealed. After the directions on the event card have been resolved, each player - rotating clockwise - will perform their actions. After the last player completes their turn, a new event card will be drawn.

