

BIOMECHANIC DINO BATTLES

-The Deckbuilding Game -

For 2 - 4 Players - Playing Time: ~ 60 Minutes

The year 3012: The Terran Empire has existed for hundreds of years, united the nations of the world under the strict rule of the Emperor, colonized the Solar System and even planets orbiting far off stars...

The Emperor and his enforcers rule with an iron hand, and keep the masses entertained the way the Cesars of Ancient Rome did: "Panem et Circenses" - Bread and Games. In this dystopic future, no Gladiators face each other in the Great Battledomes of the Empire, but genetically engineered and biomechanically enhanced Dinosaurs.

The goal of the game:

The goal of the game is to knock out (KO) any three opponent Dinosaurs. Also, the game ends when you run out of Wound Cards in your Supply. In that case, the player with the least Wound Cards in hand, deck and discard pile wins.

What you need to play:

- The Biomechanic Dino Battles – The Deckbuilding Game 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. The Dinosaur cards are shuffled, forming the Dino Deck which is placed face down on the table. The top 5 cards are revealed from the Dino Deck. The rest of the cards (Strategies, Combat Cards, Wounds, Poison and Paralyze Cards) are arranged in open stacks and placed on the table. These stacks are called your Supply. Then the starting player is determined and each player draws 6 cards from their respective Decks to form their starting hands.

Turn Structure:

One after the other, in clockwise order, players go through turns, which are divided in three parts:

- **Strategy:** First, the topmost of the Dinosaurs you revealed from the Dino Deck is purged and another Dinosaur is revealed. Then you may play 1 Strategy card or Item card from your hand, unless a card effect allows you to play more. Also, you may attach 1 Combat Card to target Dinosaur (active or benched), unless a card effect allows you to attach more than one.

- **Combat:** Your active Dinosaur may perform 1 Combat Move, unless a card effect allows to perform additional moves. How Combat works is described in detail in the Combat Section.
- **Buy:** You may buy 1 card from the Supply or Dino Deck, unless a card effect allows you to buy additional cards. After you finished buying cards, discard your hand and draw 6 new cards from your Deck. You may keep one of your hand cards when you discard.

Areas in the game:

Each player has a

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

In the center of the table there are

- Dino Deck (contains Dinosaur cards)
- Supply (Face-up stacks of Combat Cards, Strategies, Items and Status Cards)
- A "Removed-from-the-Game-Zone" (Purgatory)

Buying Cards:

During the Buy Phase, the active player may buy a card from either the Dino Deck or the Combat Card, Item and Strategy stacks. Each card you buy is put into your Discard Pile.

Buying Dinosaurs: At the beginning of the game, the top 5 cards are revealed from the previously well shuffled Dino Deck. The active player may buy a Dinosaur from the revealed cards (or more if a card effect allows him to purchase more than 1 card). After Dinosaurs were purchased, reveal cards from the Dino Deck until 5 are revealed in total.

Buying Strategies and Items: Buying Strategies / Items requires you to discard a combination of Combat Cards from your hand as stated on the Strategy / Item card.

Buying Combat Cards: Buying Combat Cards does not require you to discard Combat Cards.

Unless card effects allow them to purchase more cards, players can purchase only 1 card per turn.

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, a Dino 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.

Dino Powers (Optional):

Some Dinosaurs may have a so called Dino Power, which it may use once during its controllers Action Step. There are static Dino Powers (Example: The active Dinosaur gets +2 ATK) and activated Dino Powers (Example: Target player discards a card.). Static Dino Powers apply as long as the Dinosaur with that Power is on your bench. Activated Dino Powers can only be used by the active Dinosaur and are activated by paying for their costs (usually by discarding a number of Combat Cards).

Special Abilities:

- **Camouflaged:** Dinosaur cannot be target of Actions of Effects your opponent controls.
- **Spiked:** Each time Dinosaur is dealt damage by another Dinosaur in battle, the attacking Dinosaur receives 5 damage.
- **Immune to Poison:** You receive no Poison Cards if this Dinosaur is dealt damage by an Attack with Poison. (See Status Effects section to learn how Poisoning works.)

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 Action: Play X additional Actions this turn.
- +X Attach: Attach X additional Combat 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 or Item per turn by discarding it from your hand, unless card effects allow you to play more than one Strategy or Item per turn. 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 Attack, Evade and Defend values (optional).

You may play any number of Items at any point of the game, even during an opponent's turn, by discarding the item card and paying for its cost - usually discarding a combination of Combat cards as stated on the Item card.

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 Effects:

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 Pile. 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 can neither attack nor retreat while you have a Paralyze Card in your hand.

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 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).
- pass without performing any attack.

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

- Evade: The opponent discards 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 discards 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 discards neither Evade nor Defend cards in reaction to the attack and receives full damage.

If a Dinosaur is knocked out during combat, it is purged (removed from the game) 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.