

Biomechanic Dino Battles
An Online Card Game for 2 players by Andreas Propst
- Provisional Game Rules -

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1.) The Goal of the Game:

In a distant future, the Terran emperor keeps the masses entertained as the rulers of ancient Rome did: Bread and games. Only this time not gladiators do battle, but genetically engineered and biomechanically enhanced Dinosaurs fight each other in the famed Battledomes of the Terran empire.

The goal of the game is to be the first player to knock out at least 3 opponent Dinosaurs before any player runs out of cards in his Main Deck. If any player runs out of cards in their Main Deck, the player who scored the most K. O. s wins. If no player scored any K. O. s, the player whose deck ran out first loses. A player also loses immediately when he has no more Dinosaurs left.

2.) Preparations:

Each player needs a Main Deck of exactly 60 cards. The deck contains Dinosaur-, Upgrade-, Item-, Action- and Combat-Cards. Decks may be assembled from the pool of available cards. The Main Deck may contain up to 4 copies of any one card, with the exception of Combat-Cards, which are unlimited. Besides the deck, each player needs a six-sided die. Furthermore, a token is needed to keep track of initiative. You will also need different kinds of counters to keep track of paralyzation, poisoning and wounds.

3.) Getting the Game Started:

As turns are played simultaneously in Biomechanic Dino Battles, players have to determine who will have initiative first. This can be accomplished by rolling the die. On an even number, player A has initiative first, on an odd number player B has initiative first. The player who has initiative first gets the Initiative token. Next, players shuffle their Main Decks thoroughly and draw 6 cards from the top.

If a player is not satisfied with the hand he drew, he may put the cards back in the deck, shuffle it and draw a new hand of 6 cards. If he is still not content with his hand, he may repeat the process, but at the penalty of drawing one card less for each time he takes a new hand. If a player draws a hand with no Dinosaurs in it, ignore the one card penalty. After drawing, each player takes the top 4 cards from their decks and place them face down on the table without looking at them. These are called "Compensation Cards", or Comp Cards in short. Whenever a Dinosaur is knocked out, its owner may pick two of his Comp Cards without looking at them and put them into his hand. After Comp Cards were placed, players may place Dinosaurs from their hands on the table face-down, without showing the other player the cards. Players must choose one of their Dinosaurs to be the active Dinosaur, and may place up to 3 inactive Dinosaurs on their bench. After both players have placed their Dinosaurs, the all Dinosaurs placed, active and benched, are revealed (turned face-up) and the game can begin.

4.) Turn Structure:

In Biomechanic Dino Battles, Players go through turns and their phases simultaneously. Players go through each phase of a turn in initiative order. The player who currently holds the Initiative Token may play his cards and use his card effects first. A phase of a turn ends when neither player wants to play a card or use an effect any more.

a) Startup-Phase:

The Initiative Token is passed to the other player.
Certain card effects that occur at the beginning of the game are resolved.

b) Main Phase:

In any order, players may put Dinosaurs on their bench, play any number of Upgrades and Items, add Combat Cards to their Combat Deck and switch their active Dinosaur with a benched one (paying the Retreat Cost). The player holding the Initiative Token acts first, then the other player may act.

c) Combat Phase:

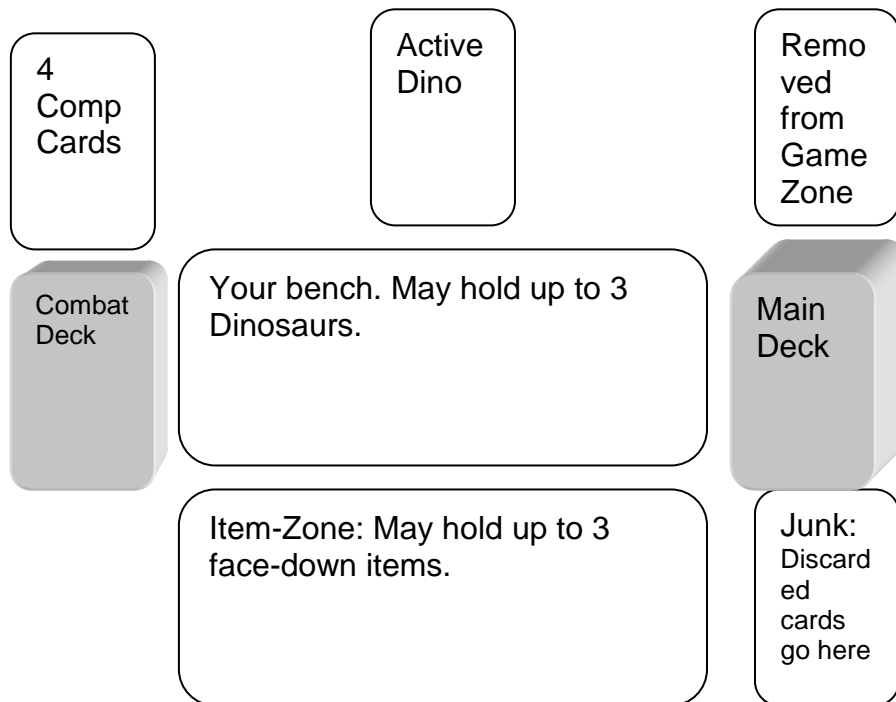
During Combat Phase the players' active Dinosaurs battle each other. How combat works will be described in detail under "7.) Combat".

d) End Phase:

First players fill up their hands drawing cards from their Main Deck until they hold exactly 6 cards. If a player has more than 6 cards in his hand, that player draws no cards. Then "end of turn" effects trigger or terminate.

5.) Areas in Game:

This diagram shows the layout of the playing field of one player:



6.) Card Types:

a) Dinosaurs:

Dinosaurs have an attack value (ATK), an evade value (EVA), a defense value (DEF), a certain number of Hit Points (HP), up to three Special Attacks, Special Abilities (Optional) as well as a Retreat Cost (Which is usually paid by discarding cards from your hand). The meaning of these values will be discussed in detail under "7.) Combat".

Special Dinosaur Abilities:

- **Paralyze: X:** A Dinosaur which is damaged by a Dinosaur with "Paralyze: X" gets a "Paralyzed-Token" and is paralyzed for X turns. Each time a paralyzed Dino wants to perform a move you roll a die. On an even number, it may perform the move as normal, on an odd number the move fails and the opponent may act. The effect ends at the beginning of turn number X after the Dinosaur was paralyzed.
- **Poisonous: X:** A Dinosaur which is damaged by a Dinosaur with "Poisonous: X" is poisoned for X turns. A poisoned Dinosaur gets a "Poisoned-Token". At the beginning of the Startup-Phase, the poisoned Dinosaur loses 10 HP.

- Wound: X: Each time a Dinosaur is successfully damaged by a Dinosaur with “Wound: X”, it gets X “Wound Tokens”. At the beginning of the Startup-Phase, the wounded Dinosaur loses 5 HP for each Wound Token.
- Spiked: X: Whenever a Dinosaur deals damage to a Dinosaur with “Spiked: X” it receives X damage.
- Camouflaged: A Dino which is Camouflaged cannot be targeted by the opponent.

b) Upgrades:

Upgrades are attached to inactive Dinosaurs during the Main Phase and have certain effects on the Dinosaurs they are attached to. Most commonly they alter their bearer’s ATK, EVA and DEF stats. Each Dinosaur may have only one Upgrade of the same name on it. Otherwise the number of Upgrades on a Dinosaur is unlimited. Destroyed Upgrades go to the Junk.

c) Items:

During the Main Phase, players may place Items face down in their Item-Zone, which may hold up to 3 Items at a time. Items may be used any time by flipping them face-up, showing them to the opponent and discarding them to the Junk. Items with “Permanent” remain in the Item-Zone until they are destroyed by a certain effect.

d) Actions:

Actions may be played from your hand at any time during the turn by discarding them to the Junk. They have certain effects that benefit their controller or harm the opponent.

e) Combat Cards:

There are three different types of Combat Cards: “Attack”, “Evade” and “Defend”. When you have a Combat Card in your hand, you may either keep it, discard it to your Junk for certain card effects or add it to your Combat Deck. The Combat Deck is empty at the beginning of the game. You can fill it with Combat Cards as the game goes along. How Combat Cards work will be explained below.

7.) Combat:

During the Combat Phase, the active Dinosaurs perform attacking, evading and/or defensive moves in an effort to knock out the opposing Dinosaurs while avoiding to be knocked out themselves. A Dinosaur which loses all Hit Points (HP) is considered knocked out and discarded to the Junk. HP do not regenerate by themselves.

Combat is resolved by playing “Attack”, “Evade” and “Defend” cards from the players’ Combat Decks until one player runs out of cards in said deck. Players may choose which card(s) to play from their Combat Decks and may look at any Combat Deck

any time. Combat Phase ends when any player runs out of cards in his Combat Deck or both players agree on ending combat.

Initiative rotates from player to player during one Combat Phase. The player who currently holds the Initiative Token may make the first move or pass to let the second player make the first move. The other player may move first for the second move and so on.

The starting player (the player who currently holds the Initiative Token) can either perform an attack (regular or special attack as described on the Dino card) by playing one or more Combat Cards or pass and let the other player make the first move. If the first player attacks, the second player can either counterattack (make an attacking move), try to evade (make an evading move) or defend (make a defensive move). Using six-sided dice, the moves are resolved in the following manner:

Attack → Counterattack: Players simultaneously throw the die and add their Dino's ATK stat. The respective results are subtracted directly from the Dinos' HP.

Attack → Evade: Players simultaneously throw the die. Attacking player adds his Dino's ATK stat and evading player adds his Dino's EVA stat to the results. If the EVA is higher than the ATK, the attacking player's attack is evaded and has no effect at all. If the EVA is lower or equal to the ATK, the attacked Dino takes damage equal to the ATK throw. If a Dino successfully evades an attack, it gets initiative and a bonus on its next attack equal to its EVA-throw minus the opposing Dino's ATK-throw.

Attack → Defend: Players simultaneously throw the die. Attacking player adds his Dino's ATK stat and defending player adds his Dino's DEF stat to the results. ATK is subtracted from DEF. If the result is positive, it is subtracted from the defending Dino's HP, if it is negative, the result is subtracted from the attacking Dino's HP.

When the first moves are resolved, combat continues with the second moves and so forth, until one player runs out of cards in his Combat Deck or both players agree to end combat. When that happens, Combat Phase ends