

DIAMONDS & DINOSAURS

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Overview

Diamonds & Dinosaurs is an expanding map game where players start at Base Camp and explore outwards into the jungle in search of diamonds. Be careful to avoid the dinosaurs as they move every turn. The first to return to Base Camp with 4 diamonds wins!

Each turn, players draw map cards to expand the jungle and Item cards by searching the jungle near them. Players are given 3 Actions per turn to move (rolling 2 dice), pick up diamonds, or search for more items. After each player's turn, the dinosaurs move, and a Dinosaur Deck card is flipped, revealing which dinosaurs move and where. Your goal is simple: Pick up diamonds, evade dinosaurs, and make it back to base camp first.

In the Box

6 Explorer Meeple
(with matching Cards)



16 Dinosaur Deck Cards
(including 1 Earthquake)



50 Unique Item Cards



10 Dinosaur Meeple
(1 T-Rex, 3 Raptors, 3 Triceratops, 3 Pterodactyl)



36 Map Cards

(10 diamond, 10 dinosaur, 9 Jungle, 2 Safari Shannon, 3 Tunnels, 1 Celestial Event, 1 Base Camp)



22 Acrylic
Diamonds



2 Six-Sided Dice



12 Action Point
Tokens



Game Setup

The game starts with all players off the map. Locate Base Camp and place it in the center of the table and decide which direction the map cards will face (this determines which way certain dinosaurs will move).



Shuffle each of the 3 main decks of cards individually (Item, Dinosaur, and Map) and place them near the play area.



Each player selects an Explorer to play, taking both the Explorer card and matching meeple.



Place the Celestial Event card at the bottom of the Map Deck.

Draw the top 4 cards of the Map Deck and place one on each side of Base Camp, giving players some initial options of which way to go.

- Place diamonds on Diamond cards, and place corresponding dinosaur meeple on Dinosaur cards.
- Place all remaining diamonds & dinosaurs near the play area.



Every game will start out differently.

Give each player 3 Action Point tokens.



The player who loves dinosaurs the most goes first. If you can't determine that, we suggest everyone roll both dice, and the player with the highest combined roll goes first.

Taking a Turn

On your first turn, place your Explorer meeple on Base Camp. At the start of each turn, draw 2 cards from the Map Deck and 1 card from the Item Deck.

Using the Map cards, expand the map in any direction(s) you want. Map cards must be added orthogonally (up, down, left, or right) connecting to cards already in play.

You may expand one map card and then the other to go farther in one direction, if you'd like.



Taking Actions

It takes a lot of work to move through a jungle, so each player is limited to using 3 Action Points on their turn. The actions include: moving, picking up diamonds, searching for items, or using tunnels. Actions may be repeated and taken in any order.

Using Explorer and Item cards do not consume Action Points.

1. Action - Movement

Players roll both dice to determine available movement directions. You may move to any card that has a number equal to or lower than the number rolled. Each roll uses 1 Action Point, whether the player chooses to move or not. Players may not move diagonally.

2. Action - Tunnel Movement

Moving from one tunnel to another tunnel uses 1 Action Point, without needing to roll.

3. Action - Searching for Items

You may use actions to search the jungle, drawing 1 Item card per 1 Action Point. This action may be repeated to draw multiple items, however you may never draw items if you already have 5 in hand. You may play an Item card prior to drawing to make room.

4. Action - Pick up a Diamond


While on a space with a diamond, you may use 1 Action Point to pick it up. You may pick up multiple diamonds on a turn, but each diamond takes 1 Action Point.

Turn Overview

1. Draw 2 Map cards, draw 1 Item card
2. Place 2 Map cards
3. Take 3 Actions (Move, Search, Pick up diamond)
4. Flip Dinosaur Deck card - dinosaur movement

Explorer Cards

Each player gets a unique Explorer card at the start of the game. Each Explorer has a unique ability that when used, will flip their card over to show it is no longer available.

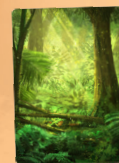
Some Item and Map cards have the  Icon, which allows you to flip your Explorer back over, making additional use of your unique ability. You may also use Item cards in conjunction with your Explorer's ability for some high-rolling combos!



Using Explorer and Item cards do not consume Action Points.

Card Decks

There are 3 Decks of cards in Diamonds & Dinosaurs, each shuffled individually.



1. **Map Deck** – consists of location cards with numbers on them. These cards include diamonds, dinosaurs, basic jungle locations, tunnels, and a helpful Safari Shannon. Base Camp, Safari Shannon, and the Tunnels are considered Jungle Map cards.



2. **Dinosaur Deck** – at the end of every player's turn, a Dinosaur Deck card is flipped over. These cards will instruct the players on how to move the dinosaurs.



3. **Item Deck** – found throughout the game, players will acquire cards that will help them navigate the jungle in search of diamonds! At the start of each player's turn, they will “search” the location they are on, drawing a new Item card.

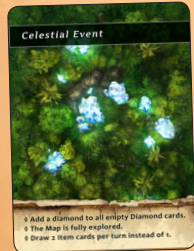
Item cards may be played on any player's turn, at any time.

Map Deck

The Map Deck has 3 types of cards in it: Dinosaur cards, Diamond cards, and Jungle cards. Each card has a number printed in the upper right corner. When players interact with a card, either for moving to it or attempting to evade a dinosaur on it, this is the number they must roll.



Players draw 2 Map cards at the start of every turn, using them to expand the jungle. When no cards can be drawn from the Map Deck, a one-time Celestial Event takes place, shining light on the island, allowing greater visibility in the jungle.



This event causes all Diamond cards that do not currently have a diamond on them to gain a new one. This will result in as many as 12 diamonds being added to the map at once.

Note: The Temple will gain up to 2 diamonds.

After the Celestial Event takes place, the map is fully expanded, and the jungle continues to be illuminated, allowing players to draw an additional Item card each turn. (Maximum 5 Item cards in hand still.)

Map Deck - Diamond Cards

Numbered 3-12, diamond cards enter play with a diamond on them. Players win the game by being the first player to collect 4 diamonds and bring them back to Base Camp.

Note: For 2-player games, try collecting 6 diamonds if you find 4 too quick.

Picking up a diamond uses 1 Action Point. You may pick up multiple diamonds on a turn, but each diamond takes 1 Action Point.

Keep diamonds you've collected near your Explorer card. You must carry them all with you, there is no way to deposit or hold diamonds for later.

Note: You may not carry more diamonds than are needed to win.





Map Deck - Dinosaur Cards

Numbered 3-11, each dinosaur card enters play with the corresponding dinosaur meeple on it. The T-Rex's Temple also enters play with 2 diamonds on it.



Some Dinosaur cards have icons in the upper left as well.

-  allow you to draw Item card(s) when arriving at that location.
-  means flip your Explorer card back over if it has been used.

Dinosaurs roam the island only on their turn, moving how the Dinosaur Deck cards specify. During a player's turn, they may enter and exit spaces occupied by dinosaurs without having to evade them. If a player is on the space with a dinosaur at the end of the dinosaur movement phase, they will be attacked, and must attempt to evade.

Map Deck - Jungle Cards

Jungle cards are your basic map cards, numbered 3-11. Like dinosaur cards, higher numbers will reward you for exploring them.



Safari Shannon

While exploring the jungle, you may encounter Safari Shannon who tries to help all Explorers. While on a space with Safari Shannon, she will add 2 to all of your rolls. Safari Shannon cards are considered Jungle cards just like other Map Deck cards when moving onto them or hiding from dinosaurs.



Tunnels

Tunnels are a quick way to move from one area to another across the map. While on a tunnel location, you may use 1 Action Point to move to a different tunnel location without having to roll the dice. Tunnels are considered Jungle cards just like other Map Deck cards, and dinosaurs will move to tunnel locations and attack players on them. Dinosaurs however will not travel through tunnels.

Dinosaur Deck



After each player completes their 3 actions, they will activate the Dinosaur Deck. Flip over a Dinosaur Deck card to determine which dinosaur(s) will move, and in which direction.

When a dinosaur ends their turn on a player's space, they attack all players there individually. The player being attacked rolls both dice in an attempt to evade and may use Item or Explorer cards as needed. To evade a dinosaur's attack, players must roll equal to or higher than the number of the location they are on.

The Dinosaur Deck contains 15 dinosaur movement cards and 1 Earthquake card.

Earthquake

When the Earthquake card is drawn, it causes all dinosaurs to run back to their starting locations, and makes each player drop a diamond on the space they are.

Take all cards already drawn from the Dinosaur Deck (including the Earthquake) and shuffle them, then add them to the bottom of the remaining Dinosaur Deck cards that have not yet been drawn.

Note: Unconscious players do not drop diamonds during earthquakes.

Dinosaur Movement

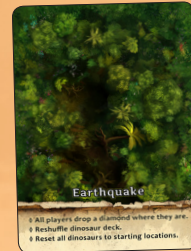
Each type of dinosaur moves in a unique way. Dinosaur movement cards move 1 to 4 types of dinosaurs at once. When moving, all dinosaurs in play of that type will move.

- T-Rex moves 3 spaces towards the player who just took their turn, attacking any players along the way, including any players on the location where he starts.
- Raptors move up to 2 spaces towards the nearest player.



The player who activated the Dinosaur Deck controls the pathing for the T-Rex and any Raptors.

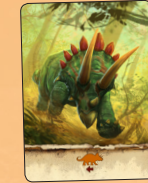
If multiple players are equal distance from a Raptor, the player who activated the Dinosaur Deck determines the way they move.



- Pterodactyls have fixed movement of two directions; for example left, up. They fly up and over any players on the way, and will only attack players who are in the spot they end their movement on.



- Triceratopses have fixed movement of 1 space in one direction, for example, left.



If there is no map card for a Pterodactyl or Triceratops to move to, skip that movement. If it is the first of two movements for the Pterodactyl, proceed to the second movement.

Pterodactyls and Triceratopses will not attack players on their starting spaces before moving away.

If multiple dinosaurs end their movement on the same location as a player, that player must roll once for each dinosaur to attempt to evade them all individually. If multiple players are on the same location as a dinosaur, each player must roll to evade it.

Tip: Item and Explorer cards may be used at any time, on any turn, even during dinosaur movement.

Failing to Evade - Knocked Unconscious

If a player rolls lower than the card they are on while attempting to evade a dinosaur, the dinosaur attacks them, causing the player to drop a diamond and get knocked unconscious until that player's next turn.



Unconscious players will be ignored and no longer attacked by dinosaurs, even if multiple were on the same location. Lay your Explorer on its side so all players know you are unconscious. Dinosaurs will not attack unconscious players, and will move past them as if they are not there. Some cards state they may not be used on or by unconscious players.

If a player has no diamonds when they are knocked unconscious, they may choose to either stay where they are, or be carried back to Base Camp, unconscious until their next turn.

Item cards stay with you regardless of whether you are carried back to Base Camp or not.

If you choose to return to Base Camp, flip your Explorer card face up so your special ability is usable, and prepare for your next turn.



Item Deck

Item cards are all unique, offering different sorts of game manipulation. Some cards let you reroll or modify the dice, where others allow you to move a space, or even move another player. Some will attract dinosaurs towards you, while others will make them leave you alone.

You may have a max of 5 Item cards in your hand at any time. If a card or effect would make you exceed 5, you are unable to draw; however, you may use cards before drawing to make room.

Item cards may be played at any time, and on any player's turn, as appropriate to the individual card. You don't need to wait for your turn to play them. Item cards, like Explorer cards, do not use Action Points to be played.

Acquiring Items

Players draw 1 Item card at the start of their turn simulating searching the space they are on. They will also be able to find more Item cards by moving to Map cards marked with the   icon. After the Celestial Event takes place once the Map Deck runs out of cards, players will draw 2 Item cards per turn.

Using Items

Item cards may be played at any time, on any player's turn. This includes playing them on the dinosaur's turn. Timing is specific to each card. For example, if a card specifies the "next" roll, it must be played before a roll occurs to take effect.

Roll Augmentation

Item cards may also be used to change your dice rolls at a cost of 1 card per +1/-1 to a roll. After rolling, say how many cards you would like to use to modify your roll; discard those cards and increase or decrease your roll by that amount.

For example, let's say you have 4 Item cards in hand and you want to move onto the Temple (a 10), but you rolled a 7. You could discard 3 Item cards, indicating you are adding +3 to your roll, giving you a 10 and allowing you to move onto the Temple location.

Tip: Keep in mind, other players will see you discarding cards to add +3 to your roll and may try to prevent your movement using Item cards of their own.



Advanced Play Example

If Tucker rolled the 7 mentioned above and added 3 cards to make it a 10, Jennie could play a card on Tucker that subtracts 1 from the dice that was just rolled, dropping his new total to a 9. Tucker could then discard 1 more card to get back up to 10. All cards are played in a first in, last out order, meaning any card can be responded to before it fully resolves.

Be the first person to get 4 diamonds and return to Base Camp to win!

Optional Rules

Pickpocketing

Really looking for a cutthroat adventure? Pickpocketing adds a method of acquiring diamonds from other players. For 1 action, you can try to steal a diamond from another player who is on the same space as you.

To attempt to pickpocket someone, both players roll a die. You must roll higher than the person you're trying to steal from, otherwise they catch you. If you are caught, your Explorer is knocked unconscious, ending your turn, and the player you tried to steal from may take a diamond from you if you had one. If you are successful in pickpocketing one of their diamonds, you may continue your turn.

Note: Item and Explorer cards may be used during pickpocketing.

Higher Rolls

Instead of winning on rolls that are equal to a card, you must roll higher than the card number. This increases the difficulty of moving to new locations, and makes players less likely to evade dinosaurs.

Notes & House Rules




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