

## ESCAPED BABY RAPTORS:



VICTORY!

### VICTORY OCCURS IF:

Three baby raptors have escaped  
OR

There are no more scientists on the  
board.



1 - Mother's call and Shuffle: Move a baby onto a free space of your choice on the tile where the mother is located. This move must be carried out without crossing spaces that are occupied or on which there is a fire token.

Then, shuffle your draw pile and your discard pile to form a new draw pile.



2 - Disappearance and Observation: Remove the mother from the board. Then, after the Scientist player has used up all of his action points, place her back on a free space of your choice. On the next turn, the Scientist player will show you which card he has selected before you choose yours.



3 - Fear: A scientist of your choice is frightened. Lay down his figurine. This scientist becomes inactive until he is set back upright again.



4 - Mother's call (x2): Move 1 or 2 babies onto a free space on the tile where the mother is located. This move must be carried out without crossing spaces that are occupied or on which there is a fire.



5 - Recovery (x2): Remove 2 sleep tokens from the mother, or wake up 2 baby raptors (or remove one sleep token and wake up one baby).



6 - Disappearance and Observation: Remove the mother from the board. Then, after the Scientist player has used up all of his action points, place her back on a free space of your choice. On the next turn, the Scientist player will show you which card he has selected before you choose yours.



7 - Recovery (x3): Remove 3 sleep tokens from the mother, or wake up 3 baby raptors (or do a combination of both).



8 - Fear (x2): Up to 2 scientists of your choice are frightened. Lay down their figurine. These scientists become inactive until they are set back upright again.



9 - No effect

### SCIENTIST PLAYER CARDS

- |                              |                    |
|------------------------------|--------------------|
| 1 - Sleeping Gas and Shuffle | 5 - Fire (x2)      |
| 2 - Reinforcements           | 6 - Reinforcements |
| 3 - Jeep (x2)                | 7 - Fire (x3)      |
| 4 - Sleeping Gas (x2)        | 8 - Jeep (x4)      |
|                              | 9 - No effect      |

### SCIENTIST ACTIONS

- Move
- Set a scientist back upright
- Shoot and put a baby raptor to sleep
- Capture a sleeping baby raptor
- Shoot at the mother raptor

## DAMAGES AND EFFECT ON MOVEMENT



### For 1 action point:

- A baby raptor moves to a neighboring space.
- The mother raptor moves in an orthogonal straight line (in right angles), as far as you like but stopping at obstacles.  
*Note: If the mother has been shot you must first spend 1 action point for each sleep token.*
- The mother raptor kills a scientist on a neighboring space.
- The mother wakes up a sleeping baby raptor on a neighboring space (the baby's figurine is set back upright). This cannot be done in the same turn the baby raptor has been put to sleep.
- The mother raptor removes a fire token from a neighboring space, as well as all adjacent fire tokens connected to it.



## CAPTURED BABY RAPTORS:



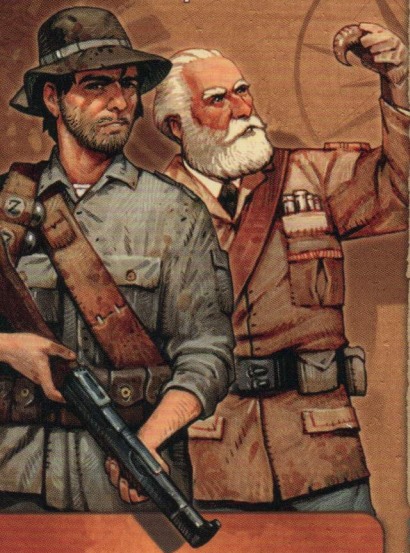
VICTORY!

### VICTORY IF

The mother raptor has 5 sleep tokens

OR

Three baby raptors have been captured.



RESERVE OF SCIENTISTS



1 - Sleeping gas and shuffle: Put one baby raptor to sleep. The baby raptor must be located on the same tile as a scientist or on a neighboring tile. Lay down the baby raptor figurine. Then, shuffle your draw pile and your discard pile (including this card) to form a new draw pile.



2 - Reinforcements: Place one or two scientists from your reserve (if you have any left) on empty spaces located alongside the long edges the board.



3 - Jeep (x2): Move 1 or 2 scientists as many spaces as you like in a straight line as long as they don't run into an obstacle\*. If a scientist drives over a fire token, the fire is put down and the token is removed from the board.



4 - Sleeping Gas (x2): Put one or two baby raptors to sleep. The baby raptors must be located on the same tile as a scientist or on a neighboring tile. Lay down the baby raptor figurines.



5 - Fire (x2): Place 2 fire tokens on free spaces of the board. A fire token can only be placed adjacent to a scientist or to an existing fire token.



6 - Reinforcements: Place one or two scientists from your reserve (if you have any left) on empty spaces located alongside the long edges the board.



7 - Fire (x3): Place 3 fire tokens on free spaces of the board. A fire token can only be placed adjacent to a scientist or to an existing fire token.



8 - Jeep (x4): Move up to 4 scientists as many spaces as you like in a straight line as long they don't run into an obstacle\*. If a scientist drives over a fire token, the fire is put down and the token is removed from the board.



9 - No effect

### RAPTOR PLAYER CARDS

1 - Mother's call and Shuffle

2 - Disappearance and Observation

3 - Fear

4 - Mother's call (x2)

5 - Recovery (x2)

6 - Disappearance and Observation

7 - Recovery (x3)

8 - Fear (x2)

9 - No effect

### RAPTOR ACTIONS

- Move a baby raptor
- Move the mother raptor
- Kill a scientist
- Wake up a baby raptor
- Put down a fire

## AMMUNITION AGAINST THE MOTHER



### For 1 action point:

- A scientist moves onto a neighboring space.
- A frightened scientist is set back up-right. This cannot be done in the same turn the scientist has been frightened.
- A scientist captures a sleeping baby raptor on a neighboring space.
- A scientist shoots a baby raptor located on a neighboring space and puts it to sleep (its figurine is laid down).
- A scientist shoots at the mother raptor at long range in a straight line. There must be no obstacle in the line of sight.\*

*Note: Each scientist can only perform one aggressive action (shoot or capture) each turn.*

*\*Rocks and active scientists are obstacles for both shooting and moving. Frightened scientists and raptors are obstacles for moving. Fire doesn't block Jeep movement or shooting*