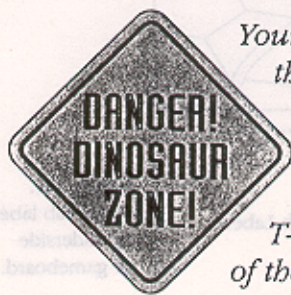


2 TO 4 PLAYERS



*Your tour ride through the most amazing adventure theme park in the world has stopped with a sudden jolt — filling you with stark terror! Jurassic Park's dinosaurs have escaped from their pens ... and they're after YOU!*

*Oh, no! Your tour vehicle has just been destroyed by the terrible T-Rex! Now as you leave the wreckage, you must get to the safety of the Visitor Center. Good luck to you all!*

### **CONTENTS**

Island Gameboard, 16 Plastic Dinosaur Figures, 46 Game Cards, 8 Visitor Pass Cards, 8 Cardboard Pawns, 8 Plastic Pawn Stands, Cardboard Visitor Center, Die, Label Sheet.

### **OBJECT**

Be the first player to land on the Visitor Center.

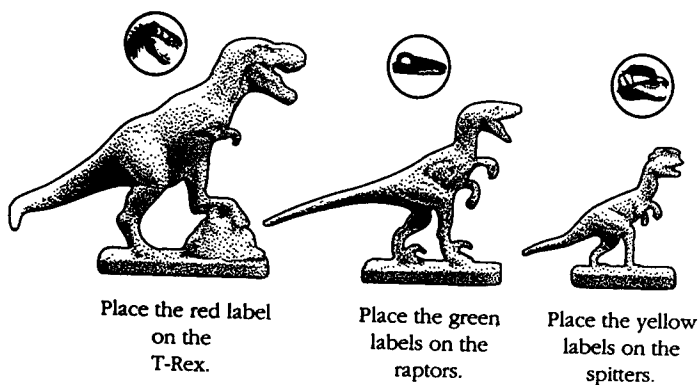


# ASSEMBLY

**1.** Using scissors, carefully snip each dinosaur off the plastic runner and discard waste. Separate the dinosaurs by group (1 T-Rex, 9 raptors, 6 spitters). Carefully apply a matching color label to the base of each dinosaur as shown in Figure 1. Label colors match the map key located on the island gameboard. (There are extra labels if you need them.)



Figure 1.



**2.** Apply dinosaur/number labels to the die in any order. Place the die within easy reach of all players.

**3.** Carefully punch out the Visitor Center's building and roof from the cardboard platform. Fold the building along its scored lines and fit its tabs into the gameboard's slots as shown in Figure 2A. (For location of Visitor Center, see map in Figure 3.)

Then curve the roof along its scored lines and apply the roof label to the inside of the roof as shown in Figure 2B. Insert the roof's tabs into the gameboard's slots with the front door facing the gamepath. See Figure 2C.

Turn the gameboard over and fold down the roof tabs. Apply tab labels as shown in Figure 2D to attach Visitor Center to gameboard. **NOTE:** Leave the Visitor Center attached to gameboard at the end of play.

**4.** Carefully punch out the 8 pawns from the cardboard platform. Discard waste. Fold pawns and insert each one into a pawn stand.

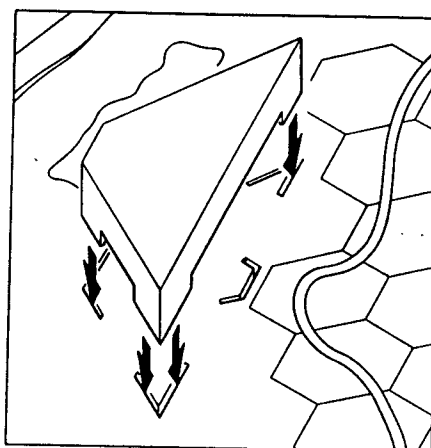


Figure 2A.  
Insert building tabs into gameboard slots.

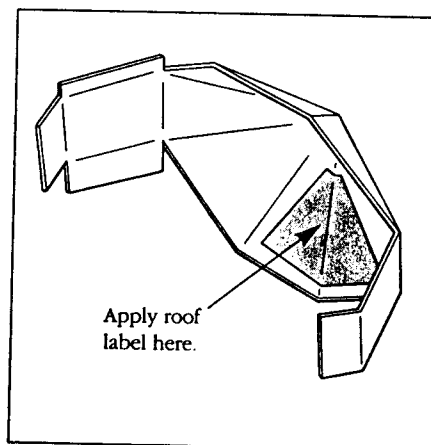


Figure 2B.  
Apply roof label.

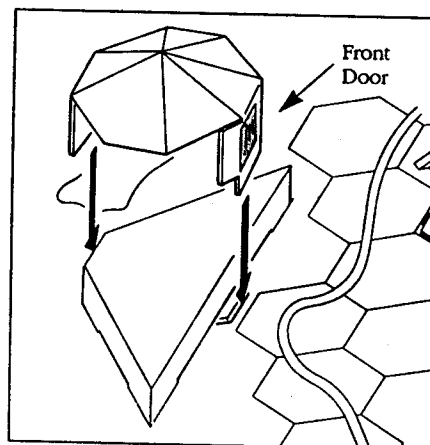


Figure 2C.  
Insert the two roof tabs into the gameboard slots.

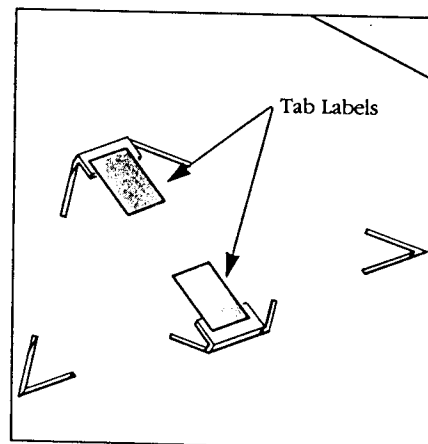


Figure 2D.  
Apply tab labels to underside of gameboard.

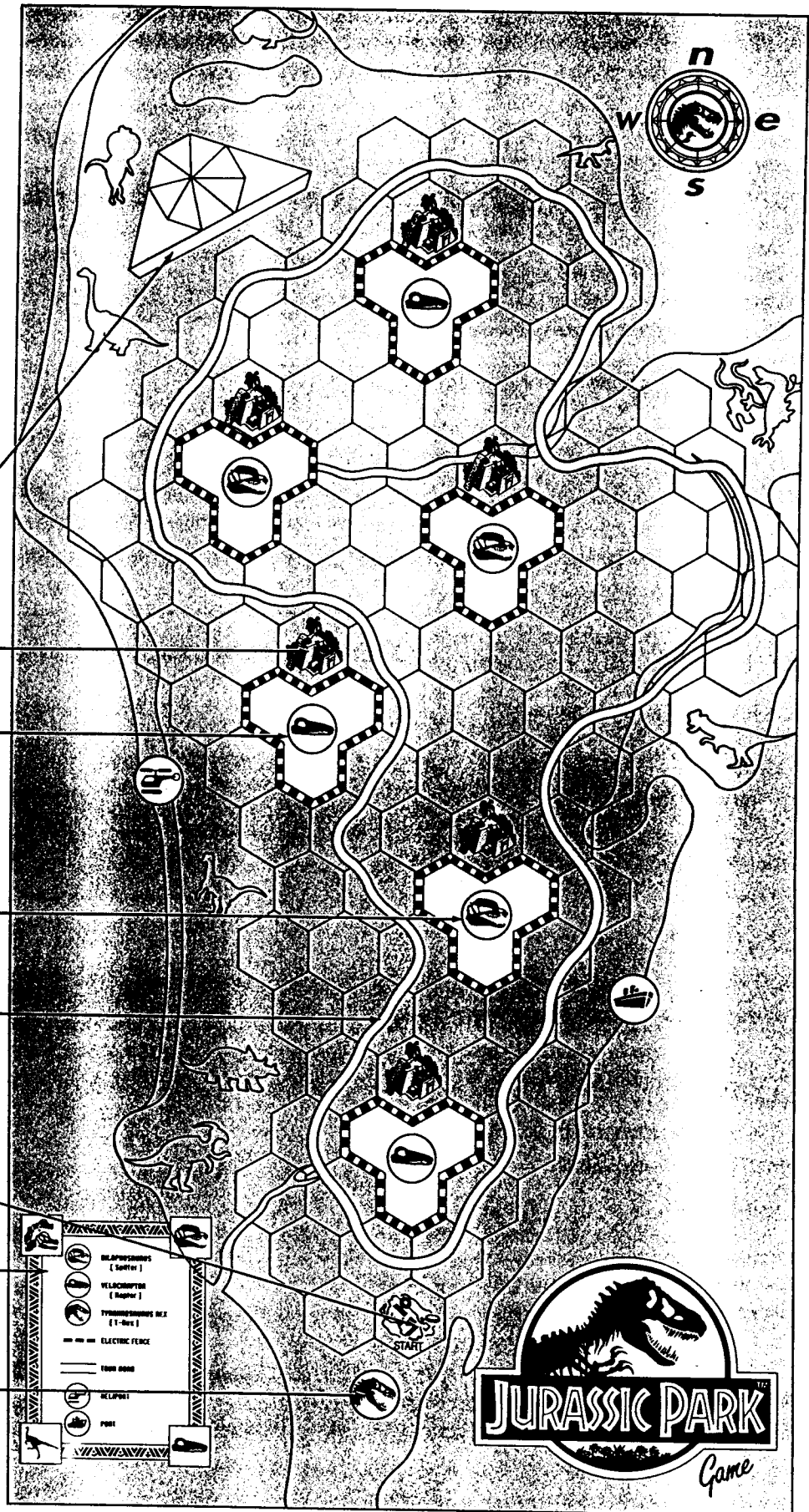


# A LOOK AT THE GAMEBOARD

Figure 3 is an illustration of the island gameboard. It shows the starting spaces of all dinosaurs and the special spaces found on the gameboard.

**Figure 3.**  
The Island Gameboard

- Visitor Center**  
(First to reach here wins!)
- Maintenance Shed Space**  
(There are 6 of these spaces.)
- Raptor Pen Space**  
(There are 3 of these pen spaces.)
- Spitter Pen Space**  
(There are 3 of these pen spaces.)
- Road Space**  
(These spaces show the tour road going through them.)
- Pawn Start Space**
- Map Key**
- NOTE: The Heliport and Port are not spaces.
- T-Rex Start Space**





## SETUP

**1.** Following the map key, place the T-Rex, raptors and spitters on their starting spaces as shown in Figure 3. The raptors and spitters start on Pen spaces which are surrounded by electric fences. Each raptor pen holds 3 raptors; each spitter pen holds 2 spitters.

**2.** Separate the 8 Visitor Pass cards from the card deck. Each player chooses one Visitor Pass card and takes its matching color pawn. See Figure 4. Set any extra Visitor Pass cards and pawns out of play.



**Figure 4.** Your red pawn matches your red Visitor Pass card.

Place your pawn on the pawns' Start space on the gameboard (refer to Figure 3). Put your Visitor Pass card in front of you. All players do the same. These cards remain in front of you throughout the game. (For added fun, refer to each other by your character names as you play!)

**3.** Shuffle the rest of the cards and deal out 4 cards facedown to each player. Place the remaining cards facedown in a draw pile in the ocean area of the gameboard. Each player secretly looks at his or her card hand.

## HOW TO PLAY

The youngest player goes first. Play then continues clockwise.

### ON YOUR TURN

There are 2 steps you take on your turn. They are:

**STEP 1.** Roll the Dinosaur die and move a dinosaur (if you wish).

**STEP 2.** Move your pawn OR play a card OR trade in cards OR pass.

After you finish Step 2, your turn is over. Both of these steps are described in detail below.

#### STEP 1. ROLL THE DINOSAUR DIE

Roll the Dinosaur die and move any one dinosaur of the color shown on the die. (Dinosaur labels match the die label colors.) You do not have to move a dinosaur on your turn. If you do not move a dinosaur, go immediately to Step 2.

Move dinosaurs onto your opponents' pawns to try to stop them and slow their race to the Visitor Center!

#### STEP 2. MOVE OR PLAY OR TRADE IN OR PASS

Now do ONE of the following:

- **MOVE** your pawn ONE adjacent space in any direction unless you are on a space with a dinosaur. See *Under Attack!* on page 5.

- **PLAY ONE** of your cards faceup on the gameboard and follow its directions. See *The Cards* on pages 5 and 6. Played cards form a discard pile next to the draw pile.

At the end of your turn, refill your hand so you always have 4 cards. If the draw pile runs out during the game, just shuffle the cards in the discard pile to form a new draw pile.

NOTE: Any card you play could be cancelled! See Cancel card details on page 6.

- **TRADE IN up to** 4 of your cards for the same number of new cards from the draw pile. Place the cards you're trading in faceup on the discard pile.

- **PASS** if you cannot or do not wish to do any of the above.

### DINOSAUR MOVEMENT RULES

- If you decide to move a dinosaur, you may move it *up to* the number of spaces shown on the die.

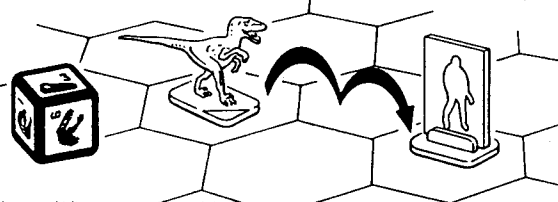
- Move a dinosaur from one space to an adjacent space or spaces. Dinosaurs may land on or pass through spaces with or without roads. Dinosaurs may land on or pass through the pawns' Start space.

- Dinosaurs *cannot* land on or pass through Maintenance Shed spaces or the Visitor Center. After a dinosaur leaves its pen, it cannot land on or pass through any Pen spaces.

- A dinosaur may land on or pass through a space with one or more pawns. (Sometimes you may even move a dinosaur onto your *own* pawn! See *Strategy Hints* on page 6.)

- A dinosaur *cannot* land on a space with another dinosaur, but may pass through a space with another dinosaur.

See Figure 5 below for an example of dinosaur movement.



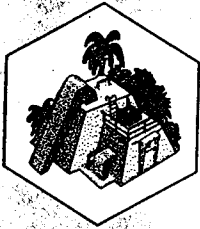
**Figure 5.** You rolled a raptor/3! Move the raptor 2 spaces so it lands on your opponent!



## THE CARDS

### PAWN MOVEMENT RULES

- Pawns may land on or pass through spaces with or without roads. A pawn *cannot* land on or pass through a Pen space.
- A pawn may land on or pass through a space with one or more pawns.
- Pawns *cannot* pass through a space with a dinosaur, but may land on a space with a dinosaur. If your pawn lands on a dinosaur, you are under attack by that dinosaur and you must end your move on that space. See *Under Attack!* below.



• **MAINTENANCE SHED SAFE SPACES:** Your pawn may land on or pass through a Maintenance Shed space. If your pawn lands there, it is safe from dinosaurs!

• **BONUS TRADE:** If you *end* your move on a Maintenance Shed space, you may *immediately* trade in *up to* 4 cards for new cards from the draw pile.

### UNDER ATTACK!

Whenever your pawn is on the same space as a dinosaur, your pawn is under attack by that dinosaur. Your pawn *cannot* move off that space until you escape the dinosaur or the dinosaur moves away. It may take several turns to do this.

Here are the two ways a dinosaur can attack your pawn:

- In STEP 1, after rolling the Dinosaur die, you or another player could move a dinosaur onto the space with your pawn.
- In STEP 2, you could move your own pawn onto a space with a dinosaur.

### ESCAPING A DINOSAUR

Here are the two ways to escape a dinosaur:

- In STEP 1, after rolling the Dinosaur die, you or another player could move the dinosaur off your pawn's space.
- In STEP 2, you could play an Escape card. See *The Cards* in the next column.



**ESCAPE A DINOSAUR! YOU MOVE 1 SPACE:** If you are on a space with a dinosaur, you may play this card and move your pawn 1 adjacent space in any direction.



**MOVE 2 SPACES:** If you are on a space without a dinosaur, you may play this card and move your pawn 2 adjacent spaces. See Figure 6. (You may *not* move just 1 space.)

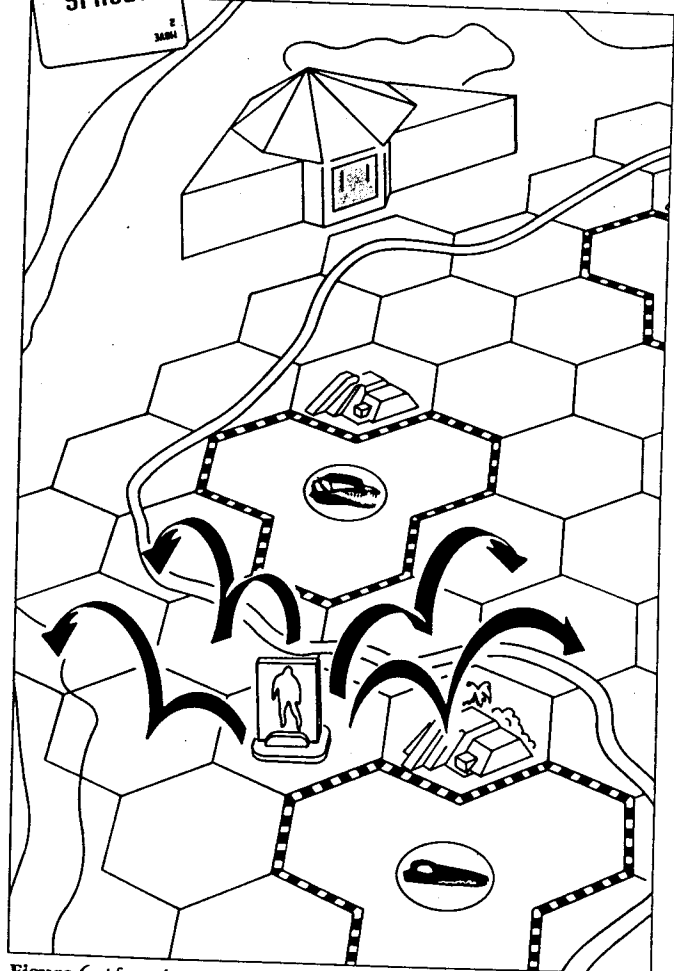


Figure 6. After playing the *Move 2 Spaces* card, you could move to any of these spaces as you head to the Visitor Center.



### MOVE 2 OR 3 SPACES ON THE ROAD:

If you are on a space without a dinosaur and that space is either a road space or adjacent to a road space, you may play this card. Then move your pawn 2 or 3 adjacent spaces *only on the road* in either direction. See Figure 7. (You may not move just 1 space.)

**IMPORTANT:** You cannot land on a Maintenance Shed space using this card because the Maintenance Shed space is not on the road.

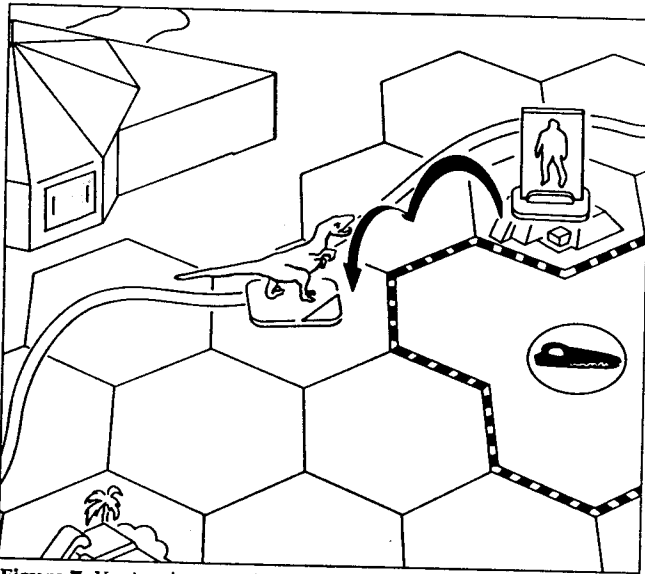


Figure 7. You're almost at the Visitor Center. You could play a *Move 2 or 3 Spaces* card, and move 2 road spaces to land on the dinosaur.



**CANCEL A CARD PLAYED:** On any player's turn, you may play this card on top of a card just played to cancel the effect of that card. You can even play a Cancel card on top of another Cancel card.

**IMPORTANT:** Do *not* refill your card hand until the turn is over.

Any and all players may play any number of Cancel cards on a turn. Players must refill their hands to 4 cards *only at the end of the turn*.

## HOW TO WIN

The first player to move from the space in front of the Visitor Center's door and onto the Visitor Center wins! See Figure 8.

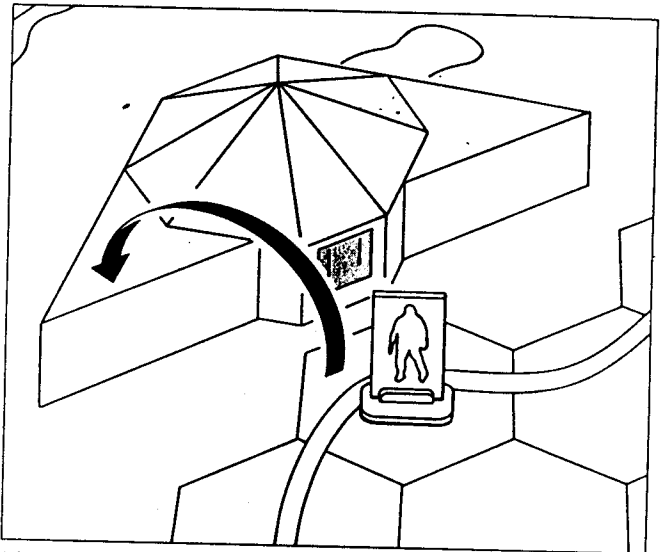


Figure 8. You've won! You made it to the Visitor Center first!

## STRATEGY HINTS

*Here are some quick hints to help you play the game.*

### 👉 BLOCK OPPONENTS' PAWNS!

Move dinosaurs to block the paths of other pawns. It'll slow them down!

### 👉 MOVE A DINOSAUR TO ATTACK THE LEADING PAWN!

You may want to move a dinosaur off another player's pawn and onto a different player if that pawn is in the lead!

### 👉 MOVE ONTO A SPACE WITH A DINOSAUR!

If the quickest way to the Visitor Center is to move your pawn onto a space with a dinosaur, you may want to do it! This is especially useful if you have 1 or more Escape cards in your hand.

### 👉 TRAP ANOTHER PLAYER ON YOUR SPACE!

If you have an Escape card and want to slow down another player who is also on your space, move a dinosaur onto it!

👉 **MOVE ONE SPACE TO BE SAFE!** By moving just 1 space on your turn and not playing a card, no one can cancel your move!