



HUNT. EVOLVE. DOMINATE.

# APEX

THE THEROPOD DECK-BUILDING GAME  
COLLECTED EDITION

# RULEBOOK



# APEX

THEROPOD DECK-BUILDING GAME  
**COLLECTED EDITION**

THEROPODS were bipedal “beast-footed” dinosaurs and the largest predators to ever walk the Earth.

Please note APEX is not designed to educate. The dinosaurs and events in the game are *not* 100% fact based, but instead draw on a mix of old and new dinosaur culture and lore. In addition, some details were changed simply to make the game more enjoyable.

**ORIGINAL GAME DESIGNER & ARTIST : HERSCHEL HOFFMEYER**

### SPECIAL THANKS TO:

Andrew Woodworth, Drew Vogel, Dustin Dade, Jay Jarrett, John Raux, and all the other folks who contributed their time, edits, insights, and recommendations along the way!

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And of course, ALL the campaign backers, past and present, for their support and patience.



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# TABLE OF CONTENTS

## GAME COMPONENTS

OVERVIEW	3
DIVIDER AND CARD LIST	4

## GAME OVERVIEW

CARD TYPES	5
CARD MECHANICS	9
HUNTING GROUNDS GAME BOARD	11
NESTING GROUNDS PLAYER MAT	12

## SOLO PLAY

GAME SETUP	13
GAME PLAY RULES	16
BOSS BATTLE	19
END OF GAME	20

## MULTIPLAYER

GAME SETUP	21
GAME PLAY RULES	24
BOSS STRIKE & END OF GAME	28

## ADDITIONAL

THE STOMPING DEAD SETUP	29
GLOSSARY	30
APPENDIX [DETAILED CARD LISTS]	31
PREVIOUS EDITION NOTES	34

# COMPONENTS

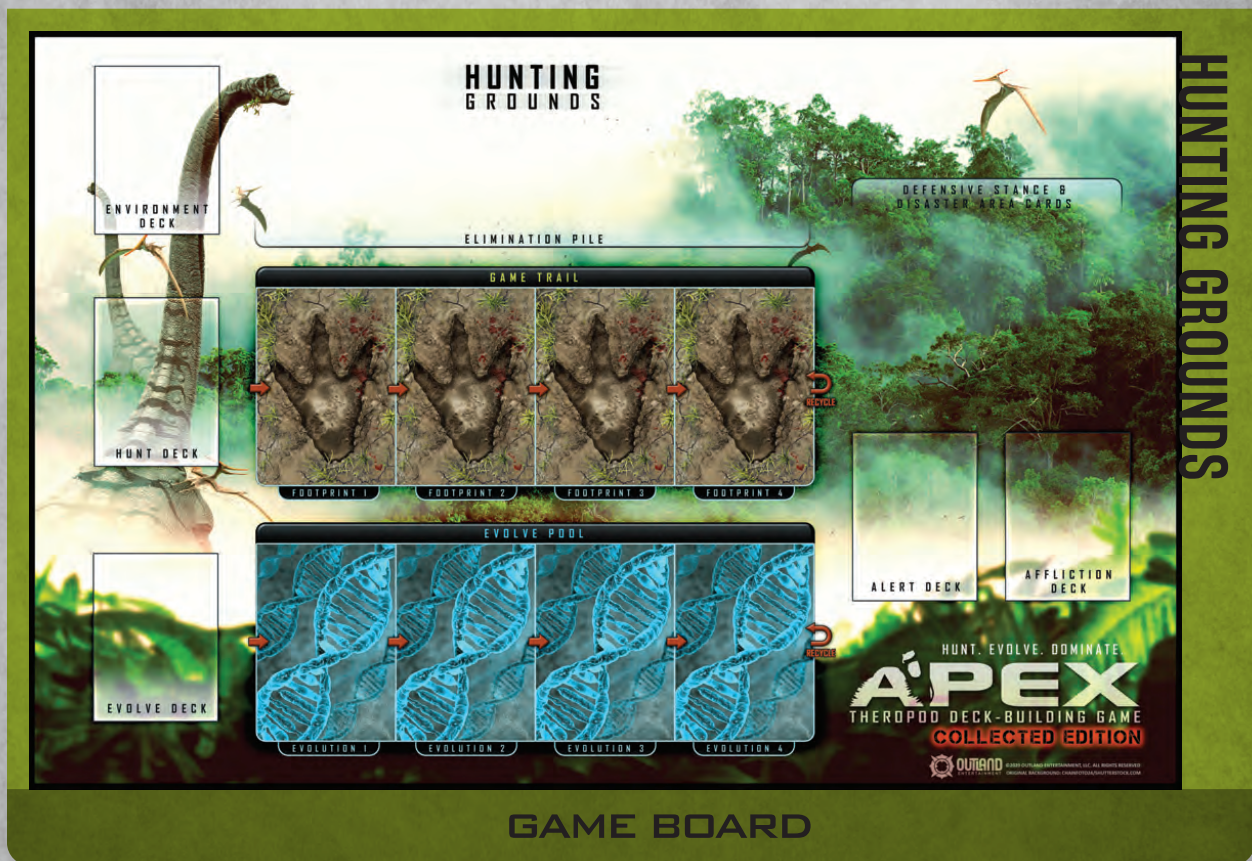
## OVERVIEW

In APEX Theropod Deck-Building Game, you play as a prehistoric predator competing for territory and resources against other predators.

Each playable species has a unique deck to master. Each player will choose one species deck. Each deck has different strengths, weaknesses, and strategies — creating a varied and constantly evolving experience.

Your species must overcome a brutal environment including harsh climate changes, disease, grievous wounds, infections, and deadly prey, while striving to defeat a rival Apex predator and accumulating the largest pile of carnage in your den.

*Endure* the environment, *Build up* your population, and *Evolve* your species to **BECOME** the APEX PREDATOR.



RULE BOOK



PLAYER MATS [6]



FIRST  
PLAYER  
TOKEN

# COMPONENTS

## DIVIDER & CARD LIST

### ORGANIZING DIVIDERS [28]

- AFFLICTION [1]
- ALERT [1]
- CARCASS & EGG [1]
- DEFENSE/DISASTER [1]
- EVOLVE [1]
- ENVIRONMENT [1]
- HUNT DECKS [7]
- PROMETHEAN WARS [1]
- QUARANTINE:  
THE STOMPING DEAD [1]
- SPECIES DECKS [13]

### CARDS [1050]

#### 77 - AFFLICTION DECK

- BROKEN BONE [10]
- FATAL PATHOGEN [3]
- FLESH WOUND [40]
- SEVERE TRAUMA [16]
- VIRUS [8]

#### 280 - ORIGINAL SPECIES DECKS

- ACROCANTHOSAURUS [40]
- CARNOTAURUS [40]
- GIGANOTOSAURUS [40]
- SPINOSAURUS [40]
- TYRANNOSAURUS [40]
- UTAHRAPTOR [40]
- VELOCIRAPTOR [40]

#### 12 - ALERT DECK

#### 53 - EVOLVE DECK

#### 1 - SOLO REF CARD

#### 36 - CARCASS & EGG DECK

- EGG - NO COST [6]
- PREY CARCASS [24]
- TITAN CARCASS [6]

#### 240 - EXPANSION SPECIES DECKS

- MEGALODON [40]
- QUETZALCOATLUS [40]
- SARCOUCHUS [40]
- SAUROPHAGANAX [40]
- SUCHOMIMUS [40]
- THERIZINOSAURUS [40]

PROMETHEAN WARS [37]  
EXPANSION

#### 3 - DEFENSIVE STANCE CARDS

#### 2 - DISASTER AREA CARDS

#### 6 - MULTIPLAYER REF CARDS

#### 32 - ENVIRONMENT DECK

- EMERGENCE [3]
- SEVERE DROUGHT [2]
- TROPICAL STORM [3]
- ASTEROID IMPACT [1]
- EXTINCTION [1]
- OTHER UNIQUE [22]

#### 238 - HUNT DECKS

- BIG GAME [52]
- BOSS [15]
- MENACE [25]
- MINION [57]
- PREDATOR [17]
- PREY [46]
- TITAN [26]

THE STOMPING DEAD [33]  
EXPANSION

QUICK SETUP: *SEE RULEBOOK BACK*

SKIP TO DETAILED SETUP:  
SOLO PLAYER - PAGE 13  
MULTIPLAYER - PAGE 21

DETAILED DECK LIST:  
*SEE APPENDIX - PAGE 31*

# GAME OVERVIEW

## CARD TYPES

**9 CARD TYPES** | ENVIRONMENT, HUNT, EVOLVE, DEFENSIVE, DISASTER, ALERT, AFFLICTION, CARCASS, and APEX SPECIES.

### ENVIRONMENT CARDS

These distinct and often brutal effects can alter your species or even the world itself.



EMERGENCE



ASTEROID IMPACT



EXTINCTION



OTHER EXAMPLES

27 UNIQUE ENVIRONMENT CARDS



BIG GAME



MENAGE



PREDATOR



TITAN

7 HUNT DECK CARD TYPES



BOSS



MINION

### HUNT CARDS

These contain over 70 different animals to hunt from docile Prey to giant Titans to fierce Bosses and their Minions.



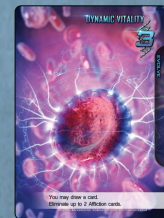
ACUTE ALERTNESS



ADEPT TACTICS



ADRENAL FRENZY



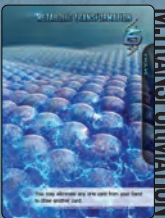
DYNAMIC VITALITY



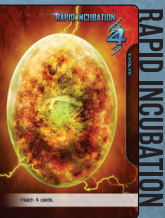
EGG



METABOLIC GROWTH



MITRANSFORMATION



SELECTIVE GENETICS

10 EVOLVE CARD TYPES

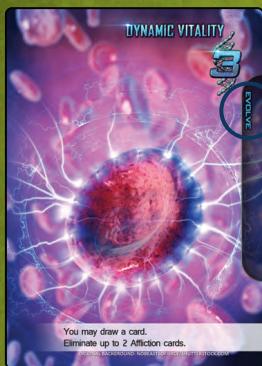


### EVOLVE CARDS

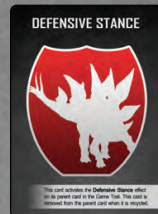
These give unique abilities to your species such as hatching more eggs to expand your population or healing various wounds and illnesses.

## CARD TYPES

### IDENTIFYING CARD TYPES



NOTE: ALL cards have the same back



DEFENSIVE STANCE

DISASTER AREA

### DEFENSIVE STANCE CARDS

These cards will mark animals who excel in defense and are more difficult to hunt.

### DISASTER AREA CARDS

These cards will mark an area as uninhabitable after a disaster.

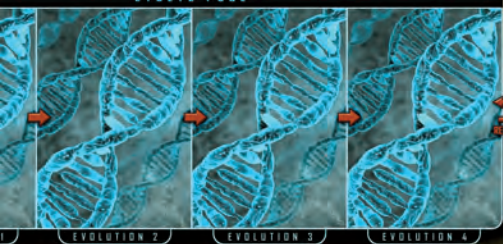
### HUNTING GROUNDS

ELIMINATION PILE

GAME TRAIL



EVOLVE POOL



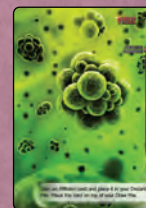
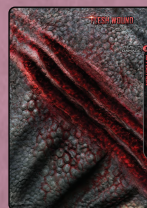
HUNT. EVOLVE. DOMINATE.

# APEX

THEROPOD DECK-BUILDING GAME

COLLECTED EDITION

OUTLAND



5 AFFLICTION TYPES

### AFFLICTION CARDS

Harsh conditions or attacks from dangerous predators can result in injuries or illnesses which will negatively impact the survival of your species.

### ALERT CARDS

Causes "noise" that will alert hunted animals and prove detrimental to your species.

Some may run.  
Some may defend.  
Some may attack.



ALERT CARD



# GAME OVERVIEW

## CARD TYPES

STARTING DECK consists of EGG and 2 types of CARCASS cards. Players will use these as the base for constructing their Species Deck during Set-Up.



**EGGS [NO EVOLVE COST]**  
Allows the player to reveal a card and draw a card.



Using Prey and Titan carcasses is a necessity when your species is young.

APEX: GE contains two themed expansion decks. All cards that come with these sets should be kept complete and isolated from the regular decks using their dividers.

PROMETHEAN WARS includes:

- Playable Cyborg Dinosaur Species Deck
- 1 Environment Card

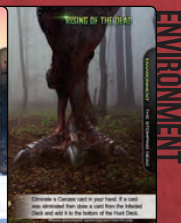
THE STOMPING DEAD includes:

- Zombified HUNT Cards [Infected, Boss, & Minions]
- 2 Environment Cards
- 1 Affliction Card Type



\*PROMETHEAN WARS plays like a normal Species Deck. Environment Card optional.

# QUARANTINE



THE STOMPING DEAD EXPANSION

SEE PAGE 29 FOR SPECIAL SET UP.



# GAME OVERVIEW

## CARD TYPES

### CHOOSE YOUR SPECIES:

### BECOME A PREHISTORIC THEROPOD AND WALK INTO A WORLD OF BRUTALITY AND SAVAGERY.

It isn't always about being the fiercest predator; remaining on top of the food chain means having to endure the ever-changing environment, taking care of young, and growing in population all while being prepared for what lies ahead.



### 7 ORIGINAL SPECIES DECKS



### 6 EXPANSION SPECIES DECKS

Each Species deck is comprised of APEX and ALPHA cards.

#### APEX CARD EXAMPLES:

[Titles will vary by species except Juvenile & Hatching]



#### ALPHA CARDS:

Juvenile, Adult, & Veteran  
[Each species has one Alpha set]



# GAME OVERVIEW

## CARD MECHANICS

### CARD STRUCTURES

#### ALPHA/APEX/EVOLVE CARDS

**EVOLVE COST**

**CARD EFFECTS OR ABILITIES**

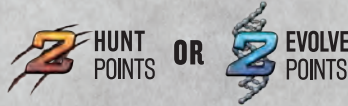
**SPENDABLE HUNT POINTS**

**HUNT POINTS ICON** denotes extra HUNT POINTS when accompanying text conditions are met.

**SPENDABLE HUNT POINTS**

**SPENDABLE HUNT POINTS** pay for HUNT COSTS on HUNT cards.

#### 2 TYPES OF CARD CURRENCY



**SPENDABLE EVOLVE POINTS** pay for EVOLVE COSTS on Apex/Alpha cards.

#### HUNT CARDS

#### HUNT COST

**CARD REACTIONS AND EFFECTS**



**CARNAGE POINTS** are how a player scores points in the game and are accumulated from successfully hunted animals piled in a player's DEN.

#### CARD REACTIONS AND EFFECTS

### MINION & BOSS CARDS

**MINION** and **BOSS** cards share the same Card Title.

Examples shown:  
**SPINOSAURUS MAROCCANUS**

#### MINION



#### BOSS

**CARNAGE POINTS**

**HEALTH POINTS**

**BOSS BATTLE CONDITIONS**

0-7: Eliminate a card in your Hoard with the most amount of Evolve Points, battle ends.  
8-15: Reveal the top 3 cards of the Affliction Deck. This card gains all revealed Flesh Wounds and the others are added to your Discard Pile. Battle continues.  
16+: This card gains 2 Affliction cards. Battle continues.

**HEALTH POINTS** are the number of AFFLICTIONS a boss must suffer to be defeated in SOLO PLAY.

**BOSS BATTLE CONDITIONS** show the results from the number of HUNT POINTS used in a player's attack against the BOSS card.

For detailed Boss Rules:

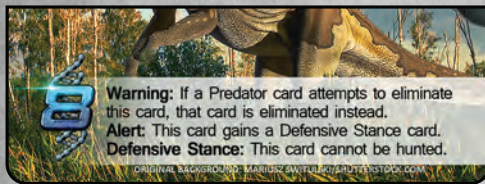
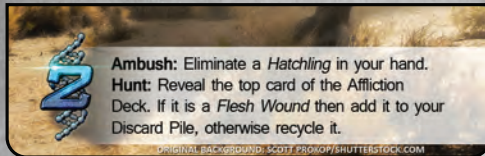
*Solo player - See page 19*  
*Multiplayer - See page 28*

# GAME OVERVIEW

## CARD MECHANICS

### GAME TRAIL CARD REACTIONS

Cards in the GAME TRAIL can have 5 possible reactions with stated effects. Reactions are only activated under the following conditions and only affect the current player performing their turn, unless otherwise stated.



REACTION	ACTIVATING CONDITION
ALERT	Triggers when an ALERT card is played and the ALERT card effect is activated.*
AMBUSH	Triggers <i>instantly</i> when the card is placed in the GAME TRAIL. Targets the current player.
DEFENSIVE STANCE	Activates once a DEFENSIVE STANCE card has been gained. Certain ALERT Reactions cause the HUNT card to gain the DEFENSIVE STANCE card [as shown in the left example]. DEFENSIVE STANCE cards are placed behind the HUNT card with top wording visible.
HUNT	Triggers when a player hunts the card.
WARNING	Activating condition varies by card and can limit the card from being hunted or eliminated.

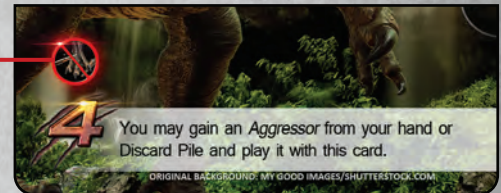
\*ALERT card effect states: "If you have any cards in your AMBUSH POINT then discard all of them and the Alert [Reaction] effect is activated on all cards in the Game Trail from left to right."

### NO ALERT CARD ICON

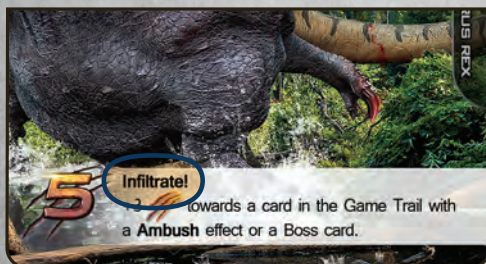
Some Apex and Alpha cards have the **NO ALERT CARD ICON**.

For the ICON to be effective: ALL cards being added to the AMBUSH POINT must have the **NO ALERT CARD ICON**. Cards without the ICON will nullify the effect and the player must add *one* ALERT CARD to their DISCARD PILE.

Cards in the AMBUSH POINT from previous turns do not affect new cards being added.



### RARE APEX CARD SPECIAL ABILITIES



\*Any text below 'Infiltrate!' is a separate ability.

#### INFILTRATE!

**SOLO PLAY:** When played, the player may eliminate a *Minion* card in the GAME TRAIL.

- If played during a *BOSS BATTLE*, the *Boss* card gains an *AFFLICTION* card.

**MULTIPLAYER:** When played, all other players gain an *AFFLICTION* card in play order, adding it to their own DISCARD PILE.

- If played during the *BOSS STRIKE*, the player gains an extra *Hunt Point* against the *Boss*.

### STOMPING GROUNDS!

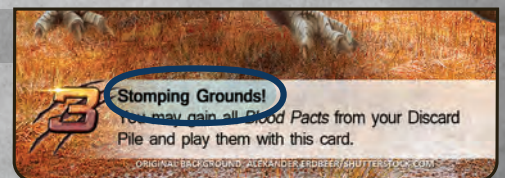
**SOLO PLAY:** When played, a player may use the *Hunt Points* to take a *Carcass*, *Prey*, or *Big Game* card from the *Elimination Pile* and place it in their *Hoard*.

**MULTIPLAYER:** When played, a player may attempt to *steal* a card from another player's *HOARD*.

The *CHALLENGER* must reveal their *Hunt Point Total* using the *Stomping Grounds* Apex card AND any additional Apex/Alpha cards from hand to play with it. The *DEFENDER* must match or beat the *Challenger's* total by selecting any number of Apex/Alpha cards from their hand and/or *Ambush point*. Once selected, reveal their *Hunt Point Total*.

- If the *Defender* is unable to beat or match the points, the *Challenger's* attempt is a success and they may select a card from the *Defender's* *HOARD* and place it in their own.
- If the *Defender* is able to beat or match the points, then the *Challenger* must draw an *AFFLICTION* card to place on their *DISCARD PILE*. BOTH players place any Apex/Alpha cards used in the fight on their *DISCARD PILE*.

AFTER THE CHALLENGE, *DEFENDER* REPLENISHES THEIR HAND AS NORMAL. *Challenger* continues their turn.



\*Any text below 'Stomping Grounds!' is a separate ability.

# GAME OVERVIEW

## HUNTING GROUNDS

The HUNTING GROUNDS game board sits in the center of the playing surface.



- ① ENVIRONMENT cards are revealed at the beginning of each round, and immediately effect all players. These cards also act as the game timer. 1 Card = 1 Round.
- ② The ELIMINATION PILE holds *eliminated* cards *face-up* when they are taken out of the game.
- ③ The GAME TRAIL contains creatures for predators [players] to hunt. It is populated by the HUNT DECK.
- ④ The EVOLVE POOL is where players purchase special ability cards. It is populated by the EVOLVE DECK.
- ⑤ DEFENSIVE STANCE cards are attached to HUNT cards when their DEFENSIVE STANCE effect has been triggered by an ALERT card.
- ⑥ DISASTER AREA cards mark GAME TRAIL footprints as unavailable after a disaster event.
- ⑦ Some actions will add ALERT cards to your deck, acting as the noise your species makes while hunting. These cards can trigger negative effects like scaring away prey or causing attacks.
- ⑧ AFFLICTION cards may be gained when attacked by a predator or when your species is stricken with an illness.

# GAME OVERVIEW

## NESTING GROUNDS

12

Each player starts with a NESTING GROUNDS player mat.



- 9** On each of their turns, a player may choose to place up to 3 cards from their hand *face-down* in the **AMBUSH POINT** to be played during any later turn. Some cards are stronger when played from the **AMBUSH POINT**.
- 10** Each player draws their hand from their **DRAW PILE**. Throughout the game, players will purchase stronger cards while trying to get rid of less desirable cards.  
The **PLAYING FIELD** is where cards are placed when played during a turn.  
At the end of a player's turn, all cards in the **PLAYING FIELD** are moved to the **DISCARD PILE**. These cards will eventually be reshuffled to form a new **DRAW PILE**.
- 11** The **APEX DECK** contains stronger **APEX** cards that must first be *hatched* with an **EGG** card from a player's hand and then placed in the **HATCHERY**.  
Once in the **HATCHERY**, the *hatched* **APEX** cards can be purchased during a player's turn with **EVOLVE POINTS**. At the end of each round, all unpurchased **APEX** cards are recycled *face-down* to the bottom of the **APEX DECK**.
- 12** The **HOARD** stores successfully hunted animals from the **GAME TRAIL** until their **EVOLVE POINTS** have been spent to purchase cards from the **EVOLVE POOL** or a player's **HATCHERY**.  
The **DEN** stores spent animals from the **HOARD**, and saves their remains to track **CARNAGE POINTS**.

# SOLO SETUP

## HUNTING GROUNDS BOARD

In Solo play, a Boss card acts as an artificial player you must defeat to become the Apex Predator. You will have multiple opportunities for a Boss Battle which are fought in a series of Bouts. You must prepare your species for these inevitable confrontations to show your strength and dominate.

### PREPARE ALERT, DEFENSIVE STANCE, DISASTER AREA, & EVOLVE DECKS

1. PLACE the following cards *face-up* at their corresponding locations on the Hunting Grounds Game Board:

ALL ALERT, DEFENSIVE STANCE, DISASTER AREA cards  
- NO SHUFFLING REQUIRED.

2. SHUFFLE ALL EVOLVE cards and PLACE them *face-down* as the EVOLVE Deck on the Hunting Grounds Game Board.



### PREPARE THE AFFLICTION DECK

1. GATHER the following AFFLICTION cards:

CARD TYPE	FLESH WOUND	VIRUS	SEVERE TRAUMA	FATAL PATHOGEN	BROKEN BONES
# of CARDS	15	3	6	1	3

\*All unused AFFLICTION cards remain in the box.



2. SHUFFLE the gathered cards and PLACE them *face-down* as the AFFLICTION Deck on the Hunting Grounds Game Board.

### PREPARE THE ENVIRONMENT DECK

1. SET ASIDE the following cards from the ENVIRONMENT deck:

- 3 Emergence cards
- 1 Asteroid Impact card
- 1 Extinction card

NOTE: REMOVE the BOSS THREAT card as this card is for multiplayer only.



2. SHUFFLE the remaining cards and DRAW 7 random cards. Place all unused Environment cards back in the box.

3. FORM the ENVIRONMENT deck in the following order:

- 1 Extinction card [*face-down* BOTTOM of the deck]
- 1 Asteroid Impact card [*face-down* on Extinction card]
- 7 drawn Environment cards from STEP 2 [*face-down* on Asteroid Impact card]
- 0-3 Emergence card[s] based on chosen DIFFICULTY LEVEL [*face-down* on TOP of the deck]

DIFFICULTY LEVEL	EASY	MODERATE	HARD	BRUTAL
# of EMERGENCE CARDS	3	2	1	0

4. PLACE them *face-down* as the ENVIRONMENT DECK on the Hunting Grounds Game Board.

# SOLO SETUP

## HUNTING GROUNDS BOARD

### PREPARE THE HUNT DECK

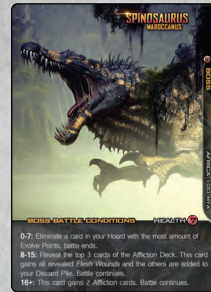
1. GATHER the corresponding number of cards at random from the following HUNT decks:

DECK TYPE	BIG GAME	PREY	MENAGE	TITAN	PREDATOR
# of CARDS	5	5	2	2	1



2. DRAW 1 BOSS card & all corresponding MINION cards:

BOSS	# of MINIONS	BOSS	# of MINIONS
ALLOSAURUS	5	TITANOCERATOPS	4
CARCHARODONTOSAURUS	2	TARBOSAURUS	4
DEINONYCHUS	6	TITANOBOA	5
HATZEGOPTERYX	2	TYRANNOSAURUS	2
LIVYATAN	3	TYRANNOTITAN	3
MAPUSAURUS	3	UTAHRAPTOR	6
REXENATOR	2	VELOCIRAPTOR	7
SPINOSAURUS	3		



EXAMPLE: SPINOSAURUS BOSS & 3 CORRESPONDING MINIONS

3. SHUFFLE all gathered HUNT cards and PLACE them *face-down* as the HUNT DECK on the Hunting Grounds Game Board.

# SOLO SET UP

## NESTING GROUNDS MAT

### PREPARE YOUR NESTING GROUNDS

1. **GRAB** a Nesting Grounds Mat.
2. **CHOOSE** a Species deck.
  - **REMOVE ALL 3 ALPHA cards** [JUVENILE, ADULT, & VETERAN] from the game by placing them back in the box. These cards are used for Multiplayer only.



\*EXAMPLE FROM SPINOSAURUS DECK.

### PREPARE YOUR DRAW PILE

1. **GATHER** the following 6 cards from your selected Species Deck:
  - 1 Apex Juvenile card
  - 5 Apex Hatchling cards
2. **GATHER** the following 6 cards from the Carcass & Egg Starting Deck:
  - 1 Egg card [with no blue Evolve cost in the top right corner]
  - 1 Titan Carcass cards
  - 4 Prey Carcass cards
3. **COMBINE & SHUFFLE** all 12 gathered cards.
4. **PLACE** this deck *face-down* as the **DRAW PILE** on your Nesting Grounds Player Mat.



### PREPARE YOUR APEX DECK

1. **GATHER 3 HATCHLING cards** from your selected Species Deck and set aside.
2. **SHUFFLE ALL** remaining cards and **DRAW 20** cards. Place unused cards back in the box.
  - Alternatively, you may design your deck by choosing 20 cards.
3. **SHUFFLE** the 20 cards with the 3 HATCHLING cards and **PLACE** this deck *face-down* as your **APEX DECK** on your Nesting Grounds Mat.



NESTING GROUNDS SET UP



## - KEY TERMINOLOGY -

- DRAW:** Take the top card from the DRAW PILE and place in your hand. **HATCH:** Draw a card from your APEX Deck and place face-up in your HATCHERY.
- ELIMINATE:** The affected card is placed in the ELIMINATION PILE. **POPULATE:** To pull cards from the deck and place face-up.
- GAIN:** The received card is placed face-down on your DISCARD PILE. **RECYCLE:** Place a card face-down at the bottom of its deck of origin.

**TIME TO BEGIN ... DRAW 6 cards from your DRAW PILE as your beginning hand.**

## START THE ROUND

1. REVEAL the top ENVIRONMENT card and play its effect *immediately*.



**EMERGENCE CARD EXAMPLE:** Player must HATCH a card from the APEX Deck and DRAW a card from their DRAW PILE.

2. POPULATE the GAME TRAIL from the HUNT deck. Start with the right-most unoccupied Footprint and fill all available Footprints right-to-left triggering applicable card effects.

Cards may have effects that are triggered as soon as the card is placed and only affect the player who drew the card. For example, AMBUSH triggers instantly upon placement [except during Emergence].

3. POPULATE the EVOLVE POOL from the EVOLVE deck. Starting with the right-most unoccupied Evolution slot. Fill all available slots right-to-left.

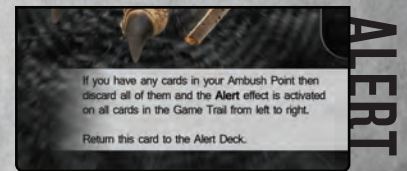


## PLAYER ACTIONS

1. PLAY ALL ALERT cards in your hand and place them on your PLAYING FIELD. Any Apex cards in the AMBUSH POINT are moved to your DISCARD PILE.

- When you play the ALERT effect and have more than one ALERT card, GAME TRAIL effects will only trigger once.
- All ALERT cards will return to the ALERT deck at end of the round.

ALERT cards drawn later in your turn are played immediately, except when ALERT cards are drawn for your next hand at the end of the round.



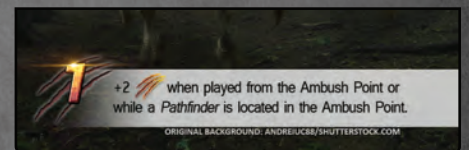
**ACTIONS BEYOND THIS POINT ARE OPTIONAL. HUNT POINTS MUST BE SPENT BEFORE EVOLVE POINTS.**

2. SET UP AN AMBUSH by placing up to 3 APEX cards from your hand *face-down* on your AMBUSH POINT per turn.

### AMBUSH POINT CONDITIONS:

- If an ALERT Card was played in the previous action, the player *cannot* set an Ambush.
- The player will automatically GAIN *one* ALERT card placed in their DISCARD PILE, unless ALL Ambush cards being placed have the **NO ALERT CARD ICON**. [Icon info: see pg. 10]
- AMBUSH cards *cannot* be used the same turn they were placed.
- Cards placed in the AMBUSH POINT must remain there until played or an ALERT card causes them to be placed in the DISCARD PILE.

SOME CARDS ARE STRONGER WHEN PLAYED FROM THE AMBUSH POINT.



EXAMPLE: VELOCIRAPTOR PROWLER

**TIP: ADD CARDS TO YOUR AMBUSH POINT WHEN THERE ARE PLENTY OF CARDS IN YOUR DRAW DECK.**

# SOLO RULES

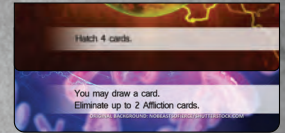
## PLAYER ACTIONS - CONTINUED

### 2. EVOLVE cards from your hand.

Play EGGS and/or other EVOLVE Cards in your PLAYING FIELD to trigger their usually beneficial effects such as DRAW a card, HATCH a card, or ELIMINATE unwanted cards. [NOTE: In the first round only the Starting Deck EGG is possible.]

When you HATCH a card that has *no* EVOLVE COST, the card can be immediately added to your hand instead of the HATCHERY. EXAMPLE: Hatchlings or the Velociraptor Hellions have no EVOLVE COST.

EVOLVE CARD EXAMPLES:  
Rapid Incubation & Dynamic Vitality



### 3. HUNT in the GAME TRAIL.

Play APEX Cards from your hand and/or AMBUSH POINT one at a time in your PLAYING FIELD, optionally activating abilities before placing the next card. Add Spendable Hunt Points [SHP] up to match or exceed the Hunt Cost [HC] on a targeted card.

- Successfully hunted cards are placed in your Nesting Grounds HOARD *face-up* until their Evolve Points have been spent.
- The GAME TRAIL is not immediately repopulated after a hunt.
- Some GAME TRAIL cards have Hunt effects that activate when hunted.  
[See GAME TRAIL example below - Triceratops Defensive Stance activated on Footprint 4.]
- SHP on a card cannot be split between multiple hunted cards. Unused SHP are lost.

### AMBUSH POINT RULE:

When playing from the AMBUSH POINT, you must play ALL cards from the AMBUSH POINT together, activating effects one at a time. If needed, you may also play additional cards from your hand.



### 4. PURCHASE cards from your Nesting Grounds HATCHERY and the Hunting Grounds EVOLVE POOL using your available EVOLVE POINTS from Carcass cards in your hand and hunted creatures in your HOARD.

- Place spent Carcass cards *face-down* on your DISCARD PILE
- Place spent HOARD cards *face-down* on your DEN.
- Place purchased cards *face-down* on your DISCARD PILE.
- EVOLVE POOL does not repopulate after purchase.

### PLAY EXAMPLE:

Spinosaurus Emperor [7 SHP] & Hatchling [1 SHP] placed in the PLAYING FIELD to successfully hunt the Titan Sauroposeidon [8 HC] formerly in GAME TRAIL Footprint 1 and moved to the HOARD.

NOTE: Unused points in a purchase are forfeited. [See example on the right: 2 points are lost when purchasing the HATCHERY card. Leftover points cannot be used to purchase other cards]



## END OF ROUND - PLAYER ACTIONS

- PLAY** all remaining cards in your hand in any order, one at a time. Any unused HUNT or EVOLVE points will be lost.
  - Activate card effects as they are played.
  - Affliction cards are usually played last.
- MOVE** all cards in the PLAYING FIELD to the DISCARD PILE.
- DRAW 6** new cards from the DRAW PILE into your hand.

If the DRAW PILE runs out, SHUFFLE the DISCARD PILE to form a new DRAW PILE. Finish drawing back up to 6 cards.

- RECYCLE** all APEX cards in your HATCHERY.
- RECYCLE** the last card [right-most] in the GAME TRAIL and EVOLVE POOL.
  - Remaining cards shift to the right-most unoccupied Footprint/Evolution.
  - If there is a DEFENSIVE STANCE card attached to a recycled card, place it back on its corresponding deck location.



RECYCLE THE ENVIRONMENT CARD & START A NEW ROUND [PAGE 16]

# SOLO RULES

## BOSS BATTLE

### - OVERVIEW -

To become the **APEX PREDATOR**, you must eliminate the **BOSS** card that resides in the **HUNT** deck. Each **BOSS** ranges in difficulty and utilizes different tactics. A **BOSS BATTLE** occurs when the player is confronted by the **BOSS** card in the **GAME TRAIL** and chooses to stand their ground and fight it. The player will have multiple opportunities to battle the **BOSS** card. After the first confrontation, the presence of the **BOSS** card can be anticipated, allowing the player to **AMBUSH** it.

### CONFRONTATION

1. **STOP** repopulating cards from the **HUNT** deck as soon as the **BOSS** card enters into the **GAME TRAIL**.
2. **RECYCLE** all other cards on the **GAME TRAIL** back into the **HUNT** deck in the order in which they were drawn. Only the **BOSS** remains.

### CHOOSE FIGHT OR FLIGHT

1. **FLIGHT**: The **BOSS** card is recycled *face-down* on the bottom of the **HUNT** deck.
  - Your turn is then over and the round ends.
  - Player keeps the same hand for the next turn.
  - Recycle any cards in your **HATCHERY**.
2. **FIGHT**: **BOSS** Bouts are similar to normal turns with added rules and restrictions.

### BOSS BOUT - PLAYER ACTIONS

#### RESTRICTIONS - You cannot:

- Set up an **Ambush** during a **BOSS BOUT** *unless a card you are playing says otherwise*.
- Purchase cards with **EVOLVE POINTS** until the **BOSS BOUT** ends or **BOSS** card is defeated.

1. **ANY ALERT CARDS** in your hand must be played first. If an **ALERT** card is played and you have cards in your **AMBUSH POINT**, choose *one* **APEX** card from your **AMBUSH POINT** to eliminate. All other cards are placed in your **DISCARD PILE**.
2. **EVOLVE CARDS** may only be played to draw cards into or eliminate cards from your hand.
3. **PLAY APEX** cards from your hand and/or **AMBUSH POINT**, adding up your **HUNT POINT TOTAL**.
  - You must play all **APEX** cards from your hand.
  - Unlike a normal hunt, you may pick and choose which cards to use from your **AMBUSH POINT** to supplement the **APEX** cards in your hand.
  - Play selected **APEX** cards one at a time in your **PLAYING FIELD**, optionally activating abilities before placing the next card.
4. **ACTIVATE** the **BATTLE CONDITION** associated with your **HUNT POINT TOTAL**.
  - If you gain an **AFFLICTION** card, place it on your **DISCARD PILE**.
  - If the **BOSS** gains an **AFFLICTION** card, place it next to the **BOSS** card.



[BATTLE CONDITIONS & HEALTH POINTS VARY BY BOSS]

Some **BOSS** cards cannot gain certain types of **AFFLICTION** cards, noted on the first line of text in the **BOSS BATTLE CONDITIONS**.

# SOLO RULES

## BOSS BATTLE



**- DEFEATING THE BOSS -**  
 AFFLICTION cards have HEALTH DAMAGE as shown in the example to the right. To defeat a BOSS, you must accumulate enough AFFLICTION HEALTH DAMAGE to reduce BOSS health points to zero.

**THREE POSSIBLE BOUT OUTCOMES:**

- 1. BATTLE CONTINUES:** Certain ranges allow you to continue the battle and have additional BOUTS.
- 2. BATTLE ENDS:** Lowest HUNT POINT range gives the player a negative consequence and the battle ends.
- 3. BOSS IS DEFEATED:** Player has accumulated enough AFFLICTION HEALTH DAMAGE to defeat the BOSS.

### BATTLE CONTINUES

1. All remaining cards in your hand are discarded along with all cards in your PLAYING FIELD. Abilities and effects are not activated. This ends the current BOUT.
2. Draw 6 new cards from the DRAW PILE.
3. Begin the next BOUT starting with 'CHOOSE FIGHT OR FLIGHT' [see page 19].

### BATTLE ENDS

1. After the battle ends, the BOSS card is recycled facedown on the bottom of the HUNT deck. The GAME TRAIL does not repopulate.
2. REPOPULATE the EVOLVE POOL starting from the right-most unoccupied Evolution slot. Fill all available slots right-to-left.
3. Move all cards from the PLAYING FIELD to the DISCARD PILE.
4. Continue your turn by playing the remaining cards in your hand as usual. EVOLVE POINTS can be used to purchase cards.
5. At the end of your turn, follow normal END OF ROUND steps [see page 18].

### BOSS DEFEAT & EXTINCTION

You must defeat the BOSS card to win. During the final EXTINCTION round, you are given one last chance to defeat the BOSS.  
 • If you are successful, the BOSS card is placed in your DEN. Congratulations! The game is won and you have become the APEX PREDATOR!

### END OF GAME - TRACK YOUR CARNAGE POINTS

CARNAGE POINT [CP] TOTAL:

- Add up all Carnage Points piled in your HOARD and DEN.
- Add any earned BONUS Points shown below:

**BONUS** DIFFICULTY LEVEL: +5 CP Moderate, +10 CP Hard, +15 CP Brutal  
 DEFEATING THE BOSS IN THE FIRST 7 ROUNDS: +7 CP  
 SHUFFLING HUNT DECK BETWEEN ROUNDS: +5 CP

CARNAGE RANKING	
EXTINCT AT BIRTH	< 15
LUCKY SURVIVOR	15-19
CONSIDERABLE THREAT	20-29
DEADLY PREY	30-39
BEAST FOOTED	40-46
ELITE HUNTER	47-53
SAVAGE KILLER	54-59
ULTIMATE PREDATOR	60 +

# MULTIPLAYER SET UP

## HUNTING GROUNDS BOARD

In Multiplayer, players strive to collect the most Carnage Points while preparing their species to defeat their own Boss card.

### PREPARE ALERT, DEFENSIVE STANCE, DISASTER AREA, & EVOLVE DECKS

1. PLACE the following cards *face-up* in their corresponding locations on the Hunting Grounds Game Board:  
**ALL ALERT, DEFENSIVE STANCE, DISASTER AREA cards**  
**• NO SHUFFLING REQUIRED.**

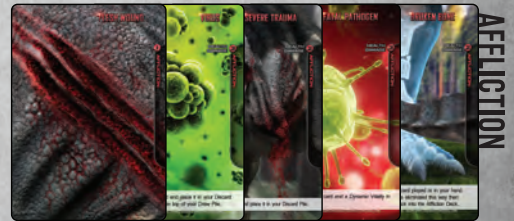


- 2a. From the **EVOLVE** cards, **GATHER 1 EGG** card per player and **PLACE** *face-up* in each player's **HATCHERY**. This egg will remain until purchased.
- 2b. **SHUFFLE & PLACE** remaining **EVOLVE** cards *face-down* as the **EVOLVE Deck** on the Hunting Grounds Game Board.

### PREPARE THE AFFLICTION DECK

1. **GATHER & SHUFFLE** the following **AFFLICTION** cards for the appropriate number of players:

CARD TYPE	FLESH WOUND	SEVERE TRAUMA	VIRUS		BROKEN BONES	FATAL PATHOGEN
2 PLAYERS	15	6	1		3	1
3 to 6 PLAYERS	ALL	ALL	3 to 4	5 to 6	ALL	ALL
			2	3		



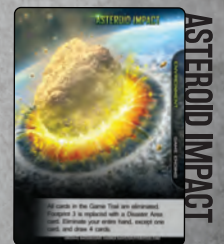
\*All unused **AFFLICTION** cards remain in the box.

2. **PLACE** the shuffled **AFFLICTION** deck *face-down* in its corresponding location on the Hunting Grounds Game Board.

### PREPARE THE ENVIRONMENT DECK

1. **SET ASIDE** the following cards from the **ENVIRONMENT** deck:
  - 0-3 Emergence cards based on chosen **DIFFICULTY LEVEL**
  - 1 Asteroid Impact card
  - 1 Boss Threat card
  - 1 Extinction card
2. **SHUFFLE** the remaining cards and **DRAW 5 to 7\*** random cards.
  - Place all unused Environment cards back in the box.
3. **FORM** the **ENVIRONMENT** deck in the following order:
  - 1 Extinction card [*face-down* **BOTTOM** of the deck]
  - 1 Boss Threat card [*face-down* on the Extinction card]
  - 1 Asteroid Impact card [*face-down* on the Boss Threat card]
  - 5 to 7 Environment cards from STEP 2 [*face-down* on Asteroid Impact card]
  - 0-3 Emergence card(s) [*face-down* on **TOP** of the deck]
4. **PLACE** this deck *face-down* as the **ENVIRONMENT** deck on the Hunting Grounds Game Board.

DIFFICULTY LEVEL	EMERGENCE CARDS
EASY	3
MODERATE	2
HARD	1
BRUTAL	0



\*Number of cards impact the game length. Each card equals one round. Each Round will run approximately 10-15 minutes.

# MULTIPLAYER SET UP

## HUNTING GROUNDS BOARD

### PREPARE THE HUNT DECK

1. **GATHER** the corresponding number of cards at random from the following **HUNT** decks *per player*:

DECK TYPE	BIG GAME	PREY	MENACE	TITAN	PREDATOR
# of CARDS	5	5	2	2	1



2. **DRAW 1 BOSS** card per player.

3. **GATHER** the following number of corresponding **MINION** cards for each BOSS:

BOSS	# of MINIONS
ALLOSAURUS	5
CARCHARODONTOSAURUS	2
DEINONYCHUS	6
HATZEGOPTERYX	2
LIVYATAN	3
MAPUSAURUS	3
REXENATOR	2
SPINOSAURUS	3

BOSS	# of MINIONS
TITANOCERATOPS	4
TARBOSAURUS	4
TITANOBOA	5
TYRANNOSAURUS	2
TYRANNOTITAN	3
UTAHRAPTOR	6
VELOCIRAPTOR	7



EXAMPLE: SPINOSAURUS BOSS & SELECT 2 CORRESPONDING MINIONS

4. **SHUFFLE ALL** gathered HUNT and MINION cards and place them *face-down* as your HUNT deck on the Hunting Grounds Game Board.

### PREPARE THE BOSS DECK

**SHUFFLE ALL** drawn BOSS cards and place them *face-down* to the left of the HUNT DECK.

BOSS DECK



The diagram shows the Hunting Grounds game board setup. On the left, there are three ApeX decks: ENVIRONMENT DECK, HUNT DECK, and EVOLVE DECK. In the center is the GAME TRAIL, which consists of four FOOTPRINT cards (FOOTPRINT 1 to 4) and an EVOLVE POOL with four EVOLUTION cards (EVOLUTION 1 to 4). On the right, there are several DISASTER AREA CARDS: DEFENSIVE STANCE, DISASTER AREA, ALERT DECK, and AFFLICTION DECK. The background features a lush prehistoric landscape with dinosaurs and a pterosaur. The text 'HUNTING GROUNDS' is prominently displayed at the top center. At the bottom right, the ApeX logo and 'HUNT. EVOLVE. DOMINATE.' are visible, along with 'THEROPD DECK-BUILDING GAME COLLECTED EDITION' and the OUTLAND logo.

HUNTING GROUNDS SET UP

# MULTIPLAYER SET UP

## NESTING GROUNDS MAT

### PREPARE YOUR NESTING GROUNDS

1. **GRAB** a Nesting Grounds Mat.
2. **EACH PLAYER CHOOSES A SPECIES DECK.**
  - **REMOVE** the APEX Juvenile card from the game by placing it back in the box. This card is used in Solo play only.

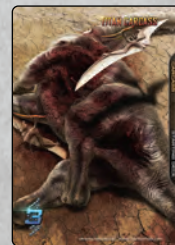
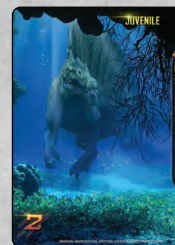


\*Example from Spinosaurus deck.

### PREPARE YOUR DRAW PILE

1. **GATHER** the following 6 cards from your selected Species Deck:
  - 1 Alpha Juvenile card
  - 5 Apex Hatchling cards
2. **GATHER** the following 6 cards from the Carcass & Egg Starting Deck:
  - 1 Egg card [with no blue Evolve cost in the top right corner]
  - 1 Titan Carcass cards
  - 4 Prey Carcass cards
3. **COMBINE & SHUFFLE** all 12 gathered cards.
4. **PLACE** this deck *face-down* as your **DRAW PILE** on your Nesting Grounds Mat.

• Beginner players instead may choose to start with the ALPHA ADULT and place the unused ALPHA JUVENILE in the box.



### PREPARE YOUR APEX DECK

1. **GATHER** the following cards from your selected Species deck and set aside:
  - 3 Hatchlings
  - Alpha Adult
  - Alpha Veteran
2. **SHUFFLE ALL** remaining cards and **DRAW 20** cards. Place unused cards back in the box.
  - Alternatively, you may design your deck by choosing 20 cards.
3. **SHUFFLE** the 20 cards with the 3 HATCHLING cards and **PLACE** this deck *face-down* as your **APEX DECK** on your Nesting Grounds Mat.
4. From **STEP 1** - **PLACE** the set aside ALPHA card[s] *face-up* in your **HATCHERY** on your Nesting Grounds Mat.

• Beginner players using the ALPHA ADULT in their DRAW PILE deck will only have the ALPHA VETERAN in this step.





# MULTIPLAYER RULES

## START & ACTION PHASES

### - KEY TERMINOLOGY -

- DRAW:** Take the top card from the DRAW PILE and place in your hand. **HATCH:** Draw a card from your APEX Deck and place face-up in your HATCHERY.
- ELIMINATE:** The affected card is placed in the ELIMINATION PILE. **POPULATE:** To pull cards from the deck and place face-up.
- GAIN:** The received card is placed face-down on your DISCARD PILE. **RECYCLE:** Place a card face-down at the bottom of its deck of origin.

Much like the solo path, you strive to overcome the harsh environment, predators, and injuries but must also be ready to face ambushes from rival players attempting to steal from your hoard and derail your developing species. You will have only one opportunity to land a devastating strike on the Boss during the Extinction event.

**PREPARE YOUR SPECIES TO DEFEAT THE BOSS AND PILE THE CARNAGE HIGH.**

### TIME TO BEGIN . . . DRAW 6 cards from your DRAW PILE as your beginning hand.

Decide which player will go first and give them the FIRST PLAYER TOKEN. Each player takes a turn in clockwise order.

### START THE ROUND

1. **REVEAL** the top ENVIRONMENT card. EACH ROUND, the ENVIRONMENT card is revealed and its effect is played on all players *immediately*.



**EMERGENCE CARD EXAMPLE:** Player must **HATCH** a card from the APEX Deck and **DRAW** a card from their DRAW PILE.

2. **POPULATE** the GAME TRAIL from the HUNT deck one player at a time with the current first player starting with the right-most unoccupied Footprint. Fill all unoccupied Footprints from right to left triggering applicable card effects.

Cards may have effects that are triggered as soon as the card is placed and only affect the player who drew the card. For example, **AMBUSH** triggers instantly upon placement [except during Emergence].

3. **Current first player - POPULATES** the EVOLVE POOL with the EVOLVE deck starting with the right-most unoccupied Footprint. Fill all unoccupied Evolution slots from right to left.



Each ACTION PHASE denotes if it is played simultaneously by ALL players or in player order.

### ALERT PHASE

IN PLAYER ORDER



**ALERT**

**PLAY ALL ALERT** cards in your hand by placing them *face-up* on your PLAYING FIELD.

- Any Apex cards in the **AMBUSH POINT** are moved to your **DISCARD PILE**.
- When you play the **ALERT** effect and have more than one **ALERT** card, **GAME TRAIL** effects will only trigger once. Activate effects starting with Footprint #1 and moving to the right.
- After playing the **ALERT** cards/effects, return the **ALERT** cards to the Hunting Grounds Game Board.

**GAME TRAIL** card effects that cause other **GAME TRAIL** cards to be **RECYCLED** or **ELIMINATED** are instead turned *face-down* on their Footprint for the remainder of the **ROUND**. [EXAMPLE: PG 26 FOOTPRINT]

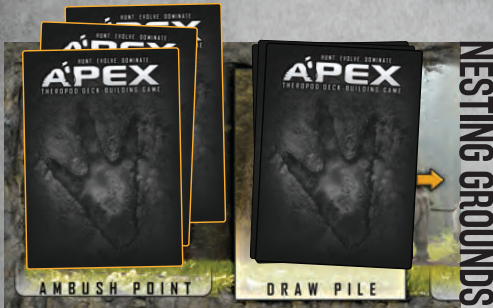
**ALERT** cards drawn later in your turn are played *immediately*, except when **ALERT** cards are drawn for your next hand at the end of the round.

# MULTIPLAYER RULES

## ACTION PHASES


### SET AMBUSH PHASE

SIMULTANEOUS PLAY



SET UP AN AMBUSH by placing up to 3 APEX cards from your hand *face-down* on your AMBUSH POINT.

#### AMBUSH POINT CONDITIONS:

- If you played any ALERT Card in this round's ALERT PHASE, you *cannot* set an Ambush.
- If you set an Ambush, you will automatically GAIN *one* ALERT card and place it on your DISCARD PILE, unless ALL Ambush cards being placed have the **NO ALERT CARD ICON**.  [Icon info: see pg. 10]
- AMBUSH POINT cards cannot be used the same turn they were placed.
- When playing from your AMBUSH POINT, ALL cards must be played at once on a single HUNT in the Game Trail or in a RAIDER AMBUSH [stealing from another player's HOARD - See below]
- Cards placed in the AMBUSH POINT must remain there until played or an ALERT card causes them to be placed in the DISCARD PILE.

### HAND EVOLVE PHASE

SIMULTANEOUS PLAY



FROM YOUR HAND - PLAY EVOLVE CARDS by placing EVOLVE cards, like Eggs, in your PLAYING FIELD to trigger their beneficial effects.

- In the first round, only the Starting Deck EGG will be possible.

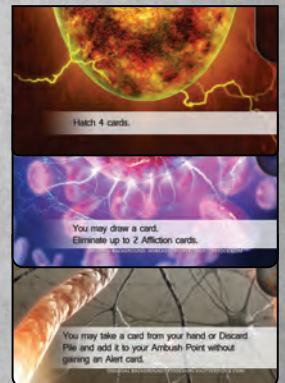
Evolve cards have abilities that allow players to boost their hand:

- Add additional cards to your hand.
- Hatch Apex Cards into your HATCHERY.
- Eliminate unwanted cards from your hand or DISCARD PILE.
- Ability to avoid an ALERT card when adding to your AMBUSH POINT.

EVOLVE cards drawn into your hand during this phase may be played anytime.

When you HATCH a card that has *no* EVOLVE COST, the card can be immediately added to your hand instead of the HATCHERY. EXAMPLE: Hatchlings or the Velociraptor Hellions have no EVOLVE COST.

EVOLVE CARD EXAMPLES:  
Rapid Incubation, Dynamic Vitality, & Acute Alertness



### HUNT PHASE

IN PLAYER ORDER



 HUNT POINTS ICON

HUNT POINTS

DURING the HUNT PHASE, you may use ALL AMBUSH POINT cards to RAID another player's HOARD with a RAIDER AMBUSH or to Hunt in the Game Trail.

#### RAIDER AMBUSH CONDITIONS:

RAIDER announces who they will RAID using ONLY AMBUSH POINT Apex/Alpha cards.

DEFENDER chooses FIGHT or FLIGHT:

**IF FIGHT** - Defender selects any combination of Apex/Alpha cards from their hand and/or AMBUSH POINT.

Once selected, BOTH players reveal their Hunt Point Totals. Raider must match or beat Defender's Total Hunt Points.

- *Successful* player chooses a card from their opponent's HOARD.
- *Defeated* player draws an AFFLICTION card, if it is a SEVERE TRAUMA they place it on their DISCARD PILE. Any other other AFFLICTION is RECYCLED.

**IF FLIGHT** - RAIDER is automatically successful and chooses a card from the Defender's HOARD and places it in their own HOARD. Defender does not reveal any cards.

**AFTER THE RAID:** Players place any Apex/Alpha cards used in the RAID on their DISCARD PILE. Defender draws their hand back up to 6, if necessary. Raider continues their turn as normal.

\*NOTE: If the HOARD is empty, the successful player may instead take the TOP card in their OPPONENT'S DEN and place it in their own DEN.

## ACTION PHASES

### HUNT PHASE - cont'd

IN PLAYER ORDER

#### HUNT COST



**HUNT** in the GAME TRAIL.

Play APEX Cards from your hand and/or AMBUSH POINT one at a time in your PLAYING FIELD, optionally activating abilities before placing the next card. Add Spendable Hunt Points [SHP] up to match or exceed the Hunt Cost [HC] on a targeted card.

- Successfully hunted cards are placed in your Nesting Grounds HOARD *face-up* until their Evolve Points have been spent.
- Some GAME TRAIL cards have Hunt effects that activate when hunted. [See GAME TRAIL example below - Triceratops Defensive Stance activated on Footprint 4.]
- Hunt Points on a card cannot be split between multiple hunted cards. Unused Hunt Points are lost.

AT THE END OF EACH PLAYER'S TURN in the HUNT PHASE, the player must:

- Shift each remaining GAME TRAIL cards to the right-most unoccupied Footprint to include *face-down* cards from GAME TRAIL ALERT PHASE.
- REPOPULATE the GAME TRAIL triggering card effects as normal. All Footprints should be occupied with the oldest cards in the right-most slots.

#### AMBUSH POINT RULE:

When playing from the AMBUSH POINT, you must play ALL cards together. Activate any effects one at a time. If needed, you may also play additional cards from your hand.



### PURCHASE PHASE

IN PLAYER ORDER

#### ALPHA CARD GROWTH

ALPHA cards are upgraded by purchasing the next stage in their Alpha's development [Juvenile to Adult to Veteran] using EVOLVE POINTS.

- Current Alphas can be upgraded when they are in the PLAYING FIELD or DISCARD PILE.
- Once upgraded the previous Alpha stage is ELIMINATED.

**PURCHASE** cards from your Nesting Grounds HATCHERY and the Hunting Grounds EVOLVE POOL using your available EVOLVE POINTS from Carcass cards in your hand and hunted creatures in your HOARD.

- Place spent Carcass cards *face-down* on your DISCARD PILE and spent HOARD cards *face-down* on your DEN.
- NOTE: Unused points in a purchase are forfeited. [See page 17 example]
- Place purchased cards *face-down* on your DISCARD PILE.

#### PLAY EXAMPLE:

Spinosaurus Lurker [7 SHP] & Hatchling [1 SHP] placed in the PLAYING FIELD to successfully hunt the Titan Sauroposeidon [8 HC] formerly in GAME TRAIL Footprint 1 and moved to the HOARD.

The EVOLVE POOL is REPOPULATED at the end of each player's PURCHASE phase.

# MULTIPLAYER RULES

## END OF ROUND

### END OF ROUND

SIMULTANEOUS PLAY

- 1. PLAY** all remaining cards in your hand in any order, one at a time. Any unused HUNT or EVOLVE points will be lost.
  - Activate card effects as they are played.
  - Affliction cards are usually played last.
- 2. MOVE** all cards in the PLAYING FIELD to the DISCARD PILE.
- 3. DRAW 6** new cards from the DRAW PILE into your hand.

If the DRAW PILE runs out, SHUFFLE the DISCARD PILE to form a new DRAW PILE. Finish drawing back up to 6 cards.

- 4. RECYCLE** all APEX cards in your HATCHERY. [Any ALPHA or EGG cards will remain.]
- 5. HATCH 1** APEX card and place it in your HATCHERY.

### END OF ROUND

CURRENT FIRST PLAYER

- 1. RECYCLE** the right-most card in the GAME TRAIL and EVOLVE POOL and any *face-down* HUNT cards on the GAME TRAIL.
  - Example: Big Game Triceratops in Footprint 4 [Defensive Stance is returned to its pile] and *face-down* card in Footprint 1 are BOTH RECYCLED.
  - [See page 24 - Alert Phase orange box notation regarding *face-down* HUNT cards.]
- 2. SHIFT** the remaining cards to the right-most unoccupied Footprint/Evolution.
  - Example below: Prey Ouranosaurus in Footprint 3 and Big Game Parasauropodus in Footprint 2 SHIFT to the right.
- 3. PASS** the First Player Token to the left [clockwise].



RECYCLE THE ENVIRONMENT CARD & START A NEW ROUND [PAGE 24]

PLAY EACH ROUND AS NORMAL UNTIL THE BOSS THREAT CARD IS REVEALED.  
WHEN THE CARD IS REVEALED, SKIP TO ENDING THE GAME - PAGE 28.

## ENDING THE GAME

### - OVERVIEW -

To become the **APEX PREDATOR**, you must successfully strike or fully eliminate a **BOSS** card that resides in the **FINAL BOSS** deck AND have amassed the greatest amount of **CARNAGE POINTS**. Each **BOSS** ranges in difficulty and utilizes different tactics. The **BOSS** Deck is triggered when the **ENVIRONMENT** card “**BOSS THREAT**” is revealed. Players will draw their **BOSS** card and prepare for the **BOSS STRIKE** in the final **EXTINCTION** round.

### BOSS THREAT REVEALED - FINAL PREPARATIONS

1. In player order, **DRAW 1 BOSS** card from the **BOSS DECK**. This is the **BOSS** each player will to encounter in the **Extinction Round**. Review and set next to your **Nesting Grounds Mat**.
2. Finish the **BOSS THREAT** Round as follows:

#### ALERT PHASE

**PLAY ALL ALERT CARDS**. If you play an **ALERT** card and you have cards in your **AMBUSH POINT**, *one* **APEX** card from your **Ambush** is **ELIMINATED** and the other cards are placed in the **DISCARD PILE**.

#### SET AMBUSH PHASE

**SET UP AN AMBUSH** as normal.

#### HAND EVOLVE PHASE

**FROM YOUR HAND - PLAY EVOLVE CARDS** as normal.

#### HUNT PHASE

**HUNT GAME TRAIL** as normal, except **NO RAIDER AMBUSHES**.

#### PURCHASE PHASE

**PURCHASE** cards from your **HATCHERY** and **EVOLVE POOL** as normal.

#### END OF ROUND PHASE

**PLAY** as normal.

3. **RECYCLE** the **ENVIRONMENT** card. **REVEAL** the next card and its effect is played on all players *immediately*.

**SOLO VERSION BOSS BATTLE:** Players may alternatively choose to play the **Final EXTINCTION** Round using the **SOLO BOSS BATTLE** Rules. See page 19.

**NOTE:** This will extend game time.

### EXTINCTION ROUND - FINAL ROUND

#### BOSS STRIKE

##### CARNAGE POINTS



##### HUNT POINT RANGES

1. **ADD** your **HUNT POINT TOTAL** using cards from your hand and **AMBUSH POINT**.
2. **REVIEW** your **BOSS** Card and **HUNT POINT RANGES** only. Disregard attack results.
3. **DETERMINE** your **Strike** effect AND **Carnage Points**:
  - **1st HUNT POINT RANGE**  
Your strike has failed, thus you have failed to become an **APEX Predator** and are ineligible to win.
  - **2nd HUNT POINT RANGE**  
Your strike is strong enough to frighten the **BOSS**. Gain **HALF** of your **BOSS CARNAGE POINTS**. [Rounded down]  
*Some cards have four HUNT POINT RANGES instead of three.*
  - **3rd [but not LAST] HUNT POINT RANGE**  
Your strike shows your strength and has frightened the **BOSS** completely out of your territory. Gain **HALF [Rounded down] + 2** of your **BOSS CARNAGE POINTS**.
  - **LAST HUNT POINT RANGE**  
Your strike has annihilated your **BOSS**. Gain **ALL** of your **BOSS** card's **CARNAGE POINTS**.

#### DETERMINING THE APEX PREDATOR

**TOTAL**

- **ADD HOARD & DEN CARNAGE POINTS**
- **ADD CURRENT ALPHA CARNAGE POINTS**
- **SUBTRACT AFFLICTION CARD HEALTH DAMAGE**

**WINNER: PLAYER WITH A SUCCESSFUL BOSS STRIKE AND THE HIGHEST CARNAGE POINTS.**

# THE STOMPING DEAD SETUP

## PREPARE THE HUNT DECK

1. **GATHER** the corresponding number of cards at random from the following **HUNT** decks *per player*:

DECK TYPE	BIG GAME	PREY	MENAGE	TITAN	PREDATOR
# of CARDS	5	5	2	2	1



PATRIARCH



CORRUPTOR

2. **DRAW** the BOSS PATRIARCH card and the 5 CORRUPTOR MINION cards.

3. **SHUFFLE ALL** gathered HUNT, BOSS\*, and MINION cards and place them *face-down* as your HUNT deck on the Hunting Grounds Game Board.

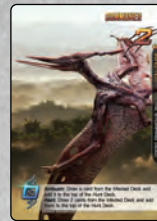
\**Multiplayer Only*: Do not shuffle the BOSS card into the HUNT deck, instead place the BOSS card on the playing surface near the HUNT deck.

## PREPARE THE INFECTED DECK

1. **GATHER** and **SHUFFLE** all the **INFECTED** cards.

2. **PLACE** them *face-down* as your **INFECTED** Deck on the playing surface next the Hunting Grounds Game Board HUNT deck.

• **SPECIAL MULTIPLAYER RULE**: **INFECTED** cards cannot be **ELIMINATED**. Instead, the **INFECTED** cards are **RECYCLED** back to the **INFECTED** deck.



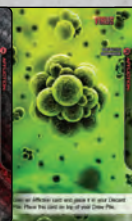
INFECTED

## PREPARE THE AFFLICTION DECK

1. **GATHER & SHUFFLE** the following **AFFLICTION** cards for the appropriate number of players:

CARD TYPE	FLESH WOUND	SEVERE TRAUMA	VIRUS	INFESTOR PARASITE
1 to 2 PLAYERS	15	6	3	7
3 to 6 PLAYERS	ALL	ALL	ALL	ALL

\*All unused **AFFLICTION** cards remain in the box.



AFFLICTION

2. **PLACE** them *face-down* as your **AFFLICTION** deck on the Hunting Grounds Game Board.

## PREPARE THE ENVIRONMENT DECK

1. **SET ASIDE** the following cards from the **ENVIRONMENT** deck:

- 0-3 Emergence cards based on chosen **DIFFICULTY LEVEL**
- 3 Rising of the Dead cards
- 1 Dawn of the Stomping Dead card
- *Multiplayer Only*: 1 Boss Threat card

2. **DRAW 5** random cards and **SHUFFLE** them with the 3 Rising of the Dead cards.

- Place all unused Environment cards back in the box.

3. **FORM** the **ENVIRONMENT** deck in the following order:

- 1 Dawn of the Stomping Dead cards [*face-down* BOTTOM of the deck]
- *Multiplayer Only*: 1 Boss Threat card
- 8 Shuffled Environment cards [*face-down* on the Rising of the Dead cards]
- 0-3 Emergence card(s) [*face-down* on TOP of the deck]

4. **PLACE** this deck *face-down* as the **ENVIRONMENT** deck on the Hunting Grounds Game Board.

• **SPECIAL MULTIPLAYER BOSS RULE**: All players will face the **PATRIARCH** BOSS card as their BOSS card.

DIFFICULTY LEVEL	EMERGENCE CARDS
EASY	3
MODERATE	2
HARD	1
BRUTAL	0



EMERGENCE



DAWN OF THE STOMPING DEAD

**ALPHA CARDS** are used in Multiplayer only. They are essentially one dinosaur at different stages of growth. You start with the Alpha Juvenile and, as you progress through the game, are able to eliminate your Juvenile and upgrade [grow] to the Adult and then further on eliminate the Adult to upgrade to the Veteran. **Pages: 8, 9, 23, 26, 28**  
As a Solo Play Variant, you may choose to play with Alpha cards instead of the Apex Juvenile as done in Multiplayer. **See Multiplayer Setup on Page 23.**

**AMBUSH POINT** is located at the top left of the Nesting Grounds player mat. Cards that are set aside cannot be used in the same turn they were placed. In addition, placing cards in the Ambush Point will normally cause a player to gain an Alert card [some card abilities counteract this]. Some species, like Spinosaurus or Utahraptor, are stronger when played from the Ambush Point. Be wary of Alert cards that can ruin your Ambush. **Pages: 10, 12, 16, 17, 25, 26**

**APEX CARDS** comprise your Species deck [along with Alpha cards in Multiplayer]. You will start with the youngest of your Species and through successful hunting creatures and scavenging carcasses be able to grow your Species in population and strength. **Pages: 8, 9, 10, 12, 15, 23**

**AFFLICTION CARDS** represent various injuries and illnesses that can negatively impact your species. For example, viruses can devastate your species. They stay in your hand causing you to gain a new Affliction each round until you play an affliction removing/healing Evolve card [Metabolic Transformation and Dynamic Vitality]. **Pages: 6, 11, 13, 21**

**ALERT CARDS** represent “noise” in the game. If you have an ambush set, playing an Alert card means your ambush group has made too much noise to be successful thus they give up their ambush attempt and move to your discard pile. When this happens, some creatures in the Game Trail will react to being “alerted” by triggering their Alert and Defensive Stance effects. **Pages: 6, 10, 11, 16, 24**

**CARD COST** is always located in the top right corner of a card and can be either blue EVOLVE COST or orange HUNT COST. EVOLVE COST must be paid with Spendable Evolve Points. HUNT COST paid with Spendable Hunt Points. [Also see Spendable Points below.] **Pages: 7, 9, 12, 17, 26**

- Alpha, Apex, and Evolve cards have Evolve Costs.
- Hunt Cards [Big Game, Boss, Menace, Minion, Predator, Prey, & Titan] have Hunt Costs.

**CARNAGE POINTS** are located in a small yellow-orange circle just above the “Card Type” on the right side of Hunt and Alpha cards. Carnage Points are used to help determine the game winner and how well you played the game. **Pages: 9, 20, 28**

**DISCARD** is moving one or more cards to your Discard Pile.

**DRAW** is taking the top card from your Draw Pile and placing it in your hand.

**ELIMINATE** is the action of placing a targeted card in the Elimination Pile. When a card states “Eliminate a \_\_\_\_\_ card” without providing a specific location, then you choose one in your hand, Playing Field, or Discard Pile.

**EVOLVE CARDS** allow players to build and cull their species deck throughout the game. They give you the ability to draw & hatch extra cards, remove or eliminate cards, reveal cards, add cards to your Ambush Point without gaining an Alert card, or gain cards back from the Elimination Pile. **Pages: 5, 7, 11, 13, 21**

**HAND** will normally refer to only your drawn cards that have not yet been played, however, when a card is to be Eliminated “from your hand”, the Playing Field is included in that instance.

**HATCH** is when the top card of your Apex deck is placed face-up in your Hatchery.

**HUNT CARDS** are huntable creatures that populate the Game Trail. When successfully hunted, provide you with Spendable Points that are used to purchase Apex and Evolve cards or upgrade your Alpha card. Hunt card types include Big Game, Boss, Menace, Minion, Predator, Prey, and Titan. **Pages: 5, 9, 10, 11, 14, 22**

**HUNT POINT ICON**  on a card signify a number of additional HUNT POINTS available when a player can meet the card’s conditions. **Page: 9**

**INFILTRATE!** is a rare card ability that allows you to attack other players or bosses. **Page: 10**

**PLAYED CARDS** are cards that have been used from your hand and placed in the Playing Field but have not been moved to the Discard Pile yet.

**RAIDER AMBUSH** allows you to use an Ambush to raid another player similar to the Stomping Grounds multiplayer ability. See Difference chart below. **Page: 25**

**RECYCLE** is the action of placing a card face-down at the bottom of its deck of origin. For example, many card effects call on an Affliction card to be revealed and possibly Recycled. If the Affliction card is recycled, it is moved to the bottom of the Affliction deck face-down. The last card in the Game Trail and the Evolve Pool are also recycled back to their respective decks at the end of each round. **Pages: 18, 27**

**SACRIFICE** is an ability some Apex cards have that requires you to Sacrifice the Hunt Points on the card to activate the ability. The player doesn’t have to use the ability, but if they do they cannot use the Hunt Points on the card when it is played. **Page: 10**

**SPENDABLE POINTS** [located in the bottom left corner] can be either blue Evolve Points or orange Hunt Points. Spendable Points may be used to “purchase” cards.  
• Alpha and Apex cards have Spendable Hunt Points used to pay a Hunt card’s HUNT COST located in the top right corner.  
• Carcass and Hunt cards have Spendable Evolve Points used to pay an Alpha, Apex, or Evolve card’s EVOLVE COST located in the top right corner. [Also see Card Cost above] **Pages 7, 9, 12, 17, 26**

**STOMPING GROUNDS ABILITY** is a rare card ability that allows you to steal from other players or gain a card from the Elimination Pile. **Page: 10**  
Stomping Grounds is similar to Multiplayer’s Raider Ambush. The following chart highlights key differences:

	STOMPING GROUNDS [SG] ABILITY	RAIDER AMBUSH
CHALLENGER/RAIDER USES:	Card with SG ability and Apex/Alpha cards from their hand.	ALL cards from their AMBUSH POINT.
DEFENDER CARDS USES:	Any cards from their hand and/or AMBUSH POINT.	
CHALLENGER/RAIDER RISK:	Failure: Gain an Affliction card of any type.	Failure: Risk gaining a Severe Trauma Affliction card and lose a card from HOARD [or DEN].
REWARD:	Challenger selects a card from the Defender’s HOARD.	Successful player selects a card from the HOARD [or DEN].

# APPENDIX

## SPECIES

### ACROCANTHOSAURIS

	TITLE	TYPE	QTY
	JUVENILE	ALPHA	1
	ADULT	ALPHA	1
	VETERAN	ALPHA	1
	DISCIPLE	APEX	7
	HARBINGER	APEX	1
	HATCHLING	APEX	8
TH	HUNTRESS	APEX	1
	JUVENILE	APEX	1
	NOCTURNAL HUNTER	APEX	4
MG	OMEN	APEX	1
	PROPHET	APEX	1
SU	RECKONER	APEX	1
	REDEEMER	APEX	3
SA	TACTICIAN	APEX	1
SG	TEMPLARS	APEX	4
	ZEALOT	APEX	4

### CARNOTAURUS

	TITLE	TYPE	QTY
	JUVENILE	ALPHA	1
	ADULT	ALPHA	1
	VETERAN	ALPHA	1
	BERSERKER	APEX	1
SG	BLOOD PACT	APEX	4
MG	CHALLENGER	APEX	1
SU	CONDEMNOR	APEX	1
	FLESH BULL	APEX	4
	HATCHLING	APEX	8
	JUVENILE	APEX	1
	MARAUDER	APEX	7
	MAULER	APEX	3
	SKULLCRUSHER	APEX	4
	SNAKE EATER	APEX	1
SA	SULLEN	APEX	1
TH	YOUNG BLOOD	APEX	1

### GIGANTOSAURUS

	TITLE	TYPE	QTY
	JUVENILE	ALPHA	1
	ADULT	ALPHA	1
	VETERAN	ALPHA	1
MG	BROOD MASTER	APEX	1
	DOMINION	APEX	1
	HARVESTER	APEX	7
	HATCHLING	APEX	8
	HUNTER KILLER	APEX	3
	JUVENILE	APEX	1
TH	OPPORTUNIST	APEX	1
	PACK HUNTER	APEX	4
	RAMPAGE	APEX	1
SU	SAVAGE FEROCITY	APEX	1
SG	SCOURGE	APEX	4
	TITAN SLAYER	APEX	4
SA	WARCRY	APEX	1

### SPINOSAURUS

	TITLE	TYPE	QTY
	JUVENILE	ALPHA	1
	ADULT	ALPHA	1
	VETERAN	ALPHA	1
	BRUTE	APEX	3
	EMPEROR	APEX	1
	EMPRESS	APEX	1
TH	FISH EATER	APEX	1
	HATCHLING	APEX	8
SU	INSIDIOUS BEAST	APEX	1
SG	INTERCEPTOR	APEX	4
	JUVENILE	APEX	1
	LURKER	APEX	7
	REVIVER	APEX	4
MG	RIVER MONSTER	APEX	1
SA	SHAMBLER	APEX	1
	TEMPEST	APEX	4

### TYRANNOSAURUS

	TITLE	TYPE	QTY
	JUVENILE	ALPHA	1
	ADULT	ALPHA	1
	VETERAN	ALPHA	1
	EXECUTIONER	APEX	1
TH	GUARDIAN	APEX	1
	HATCHLING	APEX	8
SA	HUNTING PARTY	APEX	1
	JUVENILE	APEX	1
MG	KING OF LIZARDS	APEX	1
	MATRIARCH	APEX	1
	MONARCH	APEX	4
SU	PUNISHER	APEX	1
	SCAVENGER	APEX	3
	TRACKER	APEX	7
SG	TRESPASSER	APEX	4
	TYRANT	APEX	4

### UTAHRAPTOR

	TITLE	TYPE	QTY
	JUVENILE	ALPHA	1
	ADULT	ALPHA	1
	VETERAN	ALPHA	1
	AMBUSH	APEX	3
MG	BIRD OF PREY	APEX	1
	CHIEFTAIN	APEX	1
SA	DEATH STALKER	APEX	1
	HATCHLING	APEX	8
	JUVENILE	APEX	1
SU	MALEVOLENCE	APEX	1
TH	NIGHTFALL KILLER	APEX	1
	OMEGA	APEX	4
	SCOUT	APEX	4
	SENTINEL	APEX	7
SG	SENTINEL BLITZ	APEX	4
	STRATEGIST	APEX	1

### VELOCIRAPTOR

	TITLE	TYPE	QTY		TITLE	TYPE	QTY		TITLE	TYPE	QTY
	JUVENILE	ALPHA	1	MG	BIRTH OF THE SWARM	APEX	1		JUVENILE	APEX	1
	ADULT	ALPHA	1	SG	FOR THE SWARM	APEX	4		PATHFINDER	APEX	4
	VETERAN	ALPHA	1	SU	HASTELINGS	APEX	1		PROWLER	APEX	4
	BETA FEMALE	APEX	1		HATCHLING	APEX	8		VANGUARD	APEX	3
	BETA MALE	APEX	1		HELLION	APEX	7	SA	VENGEANCE	APEX	1
								TH	WRATH OF NUMBERS	APEX	1

#### EXPANSION ORIGIN

MG - MEGALODON  
 SA - SAUROPHAGANAX  
 SG - STOMPING GROUNDS  
 SU - SUCHOMIMUS  
 TH - THERIZINOSAURUS



# APPENDIX

## SPECIES

### MEGALODON

TITLE	TYPE	QTY
JUVENILE	ALPHA	1
ADULT	ALPHA	1
VETERAN	ALPHA	1
BANEFISH	APEX	7
CARRIER	APEX	4
EVILDOER	APEX	1
HATCHLING	APEX	8
IMMORTAL	APEX	3
JUVENILE	APEX	1
LEGEND	APEX	1
POSEIDON	APEX	4
SEEKERS	APEX	4
UNEXPECTED COMPANY	APEX	4

### QUETZALCOATLUS

TITLE	TYPE	QTY
JUVENILE	ALPHA	1
ADULT	ALPHA	1
VETERAN	ALPHA	1
BANSHEE	APEX	3
CLIFF HANGER	APEX	1
COMMANDER	APEX	1
COMMISSIONER	APEX	4
DRONE	APEX	7
HATCHLING	APEX	8
JUVENILE	APEX	1
LOOKOUT	APEX	1
PHANTOM	APEX	4
RAIDER	APEX	1
RECON	APEX	1
SKY PIRATES	APEX	4
SNATCHER	APEX	1

### SARCOSUCHUS

TITLE	TYPE	QTY
JUVENILE	ALPHA	1
ADULT	ALPHA	1
VETERAN	ALPHA	1
BEHEMOTH	APEX	1
BLACK DEATH	APEX	1
DEATH ROLL	APEX	1
DECEIVER	APEX	7
FEEDING FRENZY	APEX	4
GUILLOTINE	APEX	1
HATCHLING	APEX	8
JUVENILE	APEX	1
LEVIATHAN	APEX	4
MANGLER	APEX	4
ROGUE	APEX	3
SAVAGE	APEX	1
VINDICATOR	APEX	1

### SAUROPHAGANAX

TITLE	TYPE	QTY
JUVENILE	ALPHA	1
ADULT	ALPHA	1
VETERAN	ALPHA	1
BLOODLUST	APEX	1
BUTCHER CLAN	APEX	4
HATCHLING	APEX	8
HOWLER	APEX	4
JURASSIC KING	APEX	3
JUVENILE	APEX	1
LIZARD EATER	APEX	2
NIGHTWALKER	APEX	7
STALKER	APEX	4
TRAIL HUNTER	APEX	2
WIDOWMAKER	APEX	1

### SUCHOMIMUS

TITLE	TYPE	QTY
JUVENILE	ALPHA	1
ADULT	ALPHA	1
VETERAN	ALPHA	1
ABOMINATION	APEX	2
AGGRESSOR	APEX	4
COZENER	APEX	2
CREEPERS	APEX	4
DECIMATOR	APEX	1
HATCHLING	APEX	8
JUVENILE	APEX	1
REAVER	APEX	1
TROLLER	APEX	7
WATER DRAGON	APEX	3
WRAITH	APEX	4

### THERIZINOSAURUS

TITLE	TYPE	QTY
JUVENILE	ALPHA	1
ADULT	ALPHA	1
VETERAN	ALPHA	1
DEFENDER	APEX	4
ERADICATORS	APEX	4
GLUTTON	APEX	4
HATCHLING	APEX	8
HOARDER	APEX	7
JUVENILE	APEX	1
NEMESIS	APEX	1
PALADIN	APEX	3
REAPER	APEX	1
SPECTER	APEX	4

### PROMETHEAN WARS EXPANSION

TITLE	TYPE	QTY	TITLE	TYPE	QTY	TITLE	TYPE	QTY
JUVENILE	ALPHA	1	HATCHLING	APEX	8	ZERO HOUR	ENVIRONMENT	1
ADULT	ALPHA	1	HEAD HUNTER	APEX	4			
VETERAN	ALPHA	1	JUVENILE	APEX	1			
BATTLE REX	APEX	3	RAPID DEPLOYMENT	APEX	1			
BLACK OPS	APEX	4	REAPER	APEX	7			
DREADNOUGHT	APEX	1	SENTINEL	APEX	4			

# APPENDIX

## HUNT

### BIG GAME

	TITLE	QTY
ST	AGUSTINIA LIGABUEI	1
	ANKYLOSAURUS MAGNIVENTRIS	4
SU	ASTRODON JOHNSTONI	5
TH	DEINOCHEIRUS MIRIFICUS	2
	IGUANACOLOSSUS FORTIS	4
	IGUANODON BERNISSARTENSIS	4
ST	MAMMUTHUS PRIMIGENIUS	1
	PARASAUROLOPHUS TUBICEN	5
MG	PARAPUZOSIA SEPPENRADENSIS	5
	SALTASAURUS LORICATUS	5
1E	SINOCERATOPS ZHUCHENGENSIS	5
	STEGOSAURUS ARMATUS	3
	THERIZINOSAURUS CHELONIFORMIS	3
	TRICERATOPS HORRIDUS	5

### BOSS

	TITLE	QTY
SA	ALLOSAURUS FRAGILIS	1
	CARCHARODONTOSAURUS SAHARICUS	1
	DEINONYCHUS ANTIRRHOPUS	1
1E	HATZEGOPTERYX THAMBEMA	1
MG	LIVYATAN MELVILLEI	1
	MAPUSAURUS ROSEAE	1
1E	REXENATOR	1
SU	SPINOSAURUS MAROCCANUS	1
	TARBOSAURUS BATAAR	1
	TITANOBOA CERREJONENSIS	1
ST	TITANOCERATOPS OURANOS	1
	TYRANNOSAURUS REX	1
	TYRANNOTITAN CHUBUTENSIS	1
	UTAHRAPTOR OSTROMMAYSORUM	1
TH	VELOCIRAPTOR OSMOLSKAE	1

### MINION

	TITLE	QTY
SA	ALLOSAURUS FRAGILIS	5
	CARCHARODONTOSAURUS SAHARICUS	2
	DEINONYCHUS ANTIRRHOPUS	6
1E	HATZEGOPTERYX THAMBEMA	2
MG	LIVYATAN MELVILLEI	3
	MAPUSAURUS ROSEAE	3
1E	REXENATOR	2
SU	SPINOSAURUS MAROCCANUS	3
	TARBOSAURUS BATAAR	4
	TITANOBOA CERREJONENSIS	5
ST	TITANOCERATOPS OURANOS	4
	TYRANNOSAURUS REX	2
	TYRANNOTITAN CHUBUTENSIS	3
	UTAHRAPTOR OSTROMMAYSORUM	6
TH	VELOCIRAPTOR OSMOLSKAE	7

### MENACE

	TITLE	QTY		TITLE	QTY
	ALECTROSAURUS OLSENI	3		DOLICHORHYNCHOPS HERSCHELENSIS	2
	ANHANGUERA BLITTERSDORFFI	3			
SA	ARCHAEOPTERYX LITHOGRAPHICA	2	SA	KAPROSUCHUS SAHARICUS	2
SG	AUSTRALOVENATOR WINTONENSIS	2	SG	MADTSOIA CAMPOSI	3
SG	CONCAVENATOR CORCOVATUS	2	SG	OVIRAPTOR PHILOCERATOPS	2
ST	DIMETRODON LIMBATUS	1	ST	TROODON FORMOSUS	3

1E - 1st EDITION  
 MG - MEGALODON  
 SA - SAUROPHAGANAX  
 SG - STOMPING GROUNDS  
 ST - STRETCH 2ND ED.  
 SU - SUCHOMIMUS  
 TH - THERIZINOSAURUS

### PREDATOR

	TITLE	QTY
SU	BAHARIASAURUS INGENS	1
MG	BASILOSAURUS CETOIDES	1
SA	CRYOLOPHOSAURUS ELLIOTI	1
	DEINOSUCHUS RIOGRANENSIS	1
	DEINOSUCHUS RUGOSUS	1
ST	DILOPHOSAURUS WETHERILLI	1
	ELASMOSAURUS PLATYURUS	1
TH	GIGANTORAPTOR ERLIANENSIS	1
	IRRITATOR CHALLENGRI	1
	KRONOSAURUS QUEENSLANDICUS	1
SG	MEGARAPTOR NAMUNHAUAIQUII	1
1E	OXALAIA QUILOMBENSIS	1
TH	QIANZHOSAURUS SINENSIS	1
	SARCOSUCHUS IMPERATOR	1
	SUCHOMIMUS TENERENSIS	1
SA	VETERUPRISTINAURUS MILNERI	1
TH	ZHUCHENGTYRANNUS MAGNUS	1

### PREY

	TITLE	QTY
MG	ARCHELON ISCHYROS	5
SA	CAMPTOSAURUS DISPAR	3
	GALLIMIMUS BULLATUS	4
	HYBODUS HOUTIENENSIS	3
SU	KANGNASAUROUS COETZEEI	5
	ONCHOPRISTIS NUMIDUS	4
	OURANOSAURUS NIGERIENSIS	4
TH	PROTOCERATOPS ANDREWSI	2
	PTERANODON LONICEPS	4
ST	SAUROPELTA EDWARDSORUM	1
	SECERNOSAURUS KOERNERI	3
	STRUTHIOMIMUS ALTUS	4
	TENONTOSAURUS TILLETI	4

### TITAN

	TITLE	QTY
	ABYDOSAUROUS MCINTOSHI	2
	ALAMOSAUROUS SANJUANENSIS	1
	ARGENTINOSAURUS HUINCULENSIS	2
SG	BRONTOMERUS MCINTOSHI	2
SA	BRONTOSAURUS EXCELSUS	1
1E	BRUHATHKAYOSAURUS MATLEYI	2
	DIAMANTINASAURUS MATILDAE	2
SA	DIPLODOCUS LONGUS	2
ST	DREADNOUGHTUS SCHRANI	1
MG	LEEDSICHTHYS PROBLEMATICUS	2
SU	NIGERSAUROUS TAQUETI	2
	PARALITITAN STROMERI	2
	PUERTASAURUS REVILLI	1
	SAUROPOSEIDON PROTELES	2
TH	SHANTUNGOSAURUS GIGANTEUS	2

## OTHER

### EVOLVE

	TITLE	QTY
	ACUTE ALERTNESS	5
SG	ADEPT TACTICS	3
SG	ADRENAL FRENZY	3
SG	CONVERGENT EVOLUTION	3
	DYNAMIC VITALITY	8
	EGG [EVOLVE COST 2]	15
	METABOLIC GROWTH	5
	METABOLIC TRANSFORMATION	5
SG	RAPID INCUBATION	3
SG	SELECTIVE GENETICS	3

### ENVIRONMENT

	TITLE	QTY
SG	ARTIC BLAST	1
	ASTEROID IMPACT	1
	BLINDING AGENT	1
CE	BOSS THREAT	1
	BOTULISM INFESTATION	1
	CERATOPSIAN ONSLAUGHT	1
MG	COASTAL FLOODING	1
SG	DEINONYCHUS DEN	1
SG	DESPERATE TIMES	1
	EMERGENCE	3
	EXTINCTION	1
1E	FIGHT FOR DOMINANCE	1
TH	FOREST FIRE	1
SA	HOT SPRINGS	1
MG	JUDGEMENT DAY	1
SU	LOCUST PLAGUE	1
	METEOR STRIKE	1
SU	MONSOON	1
	PREDATION	1
TH	SANDSTORM	1
	SEVERE DROUGHT	2
	SKY PHANTOMS	1
SG	STRUGGLE FOR DOMINANCE	1
SG	SULPHURIC VENTS	1
ST	SUPER VOLCANO ERUPTION	1
SA	THE GREAT VALLEY	1
	TROPICAL STORM	3

1E - 1st EDITION  
 CE - COLLECTED EDITION  
 MG - MEGALODON  
 SA - SAUROPHAGANAX  
 SG - STOMPING GROUNDS  
 ST - STRETCH 2ND ED.  
 SU - SUCHOMIMUS  
 TH - THERIZINOSAURUS

### AFFLICTION

	TITLE	QTY
SG	BROKEN BONE	10
SG	FATAL PATHOGEN	3
	FLESH WOUND	40
	SEVERE TRAUMA	16
	VIRUS	8

### OTHER

	TITLE	QTY
	ALERT	12
	DEFENSIVE STANCE	3
	DISASTER AREA	2

### STARTING DECK

	TITLE	QTY
	EGG [NO EVOLVE COST]	6
	PREY CARCASS	24
	TITAN CARCASS	6

## QUARANTINE THE STOMPING DEAD EXPANSION

### AFFLICTION

	TITLE	QTY
	INFESTOR PARASITE	7

### ENVIRONMENT

	TITLE	QTY
	DAWN OF THE STOMPING DEAD	1
	RISING OF THE DEAD	3

### BOSS

	TITLE	QTY
	PATRIARCH	1

### MINION

	TITLE	QTY
	CORRUPTOR	5

### INFECTED

	TITLE	QTY
	DEVOURER	4
	GHOUL	4
	RAVAGER	4
	SUMMONER	4

## PREVIOUS EDITION NOTES [ On a few changes in APEX: CE ]

- **New Multiplayer-Only Environment card, BOSS THREAT.** Previous edition players may substitute any BOSS card in lieu of the new Environment card and will serve as to trigger the BOSS card reveal. [See page 28]

For reference, the BOSS THREAT EFFECT reads as follows:

In player order, gain an Affliction card.

If it has Health Damage of 2 or less, the card is added to your Discard Pile. Any other card is recycled. During this round, add to your AMBUSH POINT without gaining an Alert card.

- **Revised EXTINCTION card.** For reference, the revised text reads as follows:

All cards in the Game Trail and in the Hunt Deck are eliminated [Except for Boss cards].

SOLO PLAY: Discard your entire hand and draw 4 cards.

MULTIPLAYER: Discard you entire hand and draw 5 cards.

- **Victory Points are now referred to as Carnage Points.**

# QUICK SETUP GUIDE

[ALL DECKS HAVE A DESIGNATED SPOT LABELED ON THE GAME BOARD OR MAT - unless otherwise noted.]

## HUNTING GROUNDS GAME BOARD

1. ALL ALERT, DEFENSIVE STANCE, & DISASTER AREA cards : No shuffling. Place *face-up* on the game board.

2. EVOLVE DECK :

### SOLO PLAY

Shuffle all EVOLVE cards.  
Place *face-down* on the game board.

### MULTIPLAYER

Set aside 1 EGG card per player. Shuffle remaining EVOLVE cards.  
Place *face-down* on the game board.

3. AFFLICTION DECK - Draw the appropriate number of cards:

CARD TYPE	FLESH WOUND	SEVERE TRAUMA	VIRUS	BROKEN BONES	FATAL PATHOGEN
1 to 2 PLAYERS	15	6	1	3	1
3 to 6 PLAYERS	ALL	ALL	2-3	ALL	ALL

4. ENVIRONMENT DECK - Form *face-down* in the following order:

DIFFICULTY	EMERGENCE
EASY	3
MODERATE	2
HARD	1
BRUTAL	0

### SOLO PLAY

- 1 Extinction card [BOTTOM of the deck]
- 1 Asteroid Impact card
- 7 randomly drawn Environment cards
- 0-3 Emergence cards [TOP of the deck]

### MULTIPLAYER

- 1 Extinction card [BOTTOM of the deck]
- 1 Boss Threat card
- 1 Asteroid Impact card
- 5-7 randomly drawn Environment cards
- 0-3 Emergence cards [TOP of the deck]

5. HUNT DECK: Randomly draw the required number of cards *per player*:

DECK TYPE	BIG GAME	PREY	MENACE	TITAN	PREDATOR	BOSS
# of CARDS	5	5	2	2	1	1+ MINIONS

### SOLO PLAY

Shuffle all HUNT cards and place them *face-down* on the game board.

### MULTIPLAYER

- Shuffle all HUNT cards except the BOSS cards. Place them *face-down* on the game board.
- Shuffle BOSS cards. Place *face-down* on the table to the left of the HUNT deck.

## NESTING GROUNDS PLAYER MAT

1. Select your SPECIES deck.

### SOLO PLAY

REMOVE the Alpha Juvenile, Adult, and Veteran cards.

### MULTIPLAYER

REMOVE the Apex Juvenile card.

2. DRAW PILE - Shuffle the following cards. Place *face-down* on your player mat.

### FROM CARCASS & EGG STARTING DECK:

- 1 Egg card with no Evolve cost
- 1 Titan Carcass card
- 4 Prey Carcass cards

### FROM SPECIES DECK:

- 5 Apex Hatchling cards
- SOLO PLAY - 1 Apex Juvenile
- MULTIPLAYER - 1 Alpha Juvenile

3. APEX DECK - Shuffle the following cards. Place *face-down* on your player mat.

- 3 Apex Hatchling cards
- 20 randomly drawn [or carefully chosen] Apex cards

4. HATCHERY - MULTIPLAYER ONLY : Place the following cards *face-up* on your player mat.

### FROM STEP 2 HUNTING GROUNDS SET-UP:

- 1 Egg card

### FROM SPECIES DECK:

- 1 Alpha Adult
- 1 Alpha Veteran

## FOR A QUICK GAME PLAY REMINDER: SOLO OR MULTIPLAYER REFERENCE CARDS

SOLO PLAY	MULTIPLAYER
<b>BEGIN ROUND: REVEAL ENVIRONMENT CARD</b> POPULATE GAME TRAIL & EVOLVE POOL	<b>BEGIN ROUND: REVEAL ENVIRONMENT CARD</b> POPULATE GAME TRAIL & EVOLVE POOL
<b>ALERT</b> These cards must be played.	<b>ALERT</b> These cards must be played.
<b>SET AMBUSH</b> Up to 3 Species cards.	<b>SET AMBUSH</b> Up to 3 Species cards.
<b>HAND EVOLVE</b> Play Evolve cards from hand.	<b>HAND EVOLVE</b> Play Evolve cards from hand.
<b>HUNT</b> In the Game Trail.	<b>HUNT</b> In the Game Trail and/or Raid another player.
<b>PURCHASE</b> Buy Evolve cards from the Hatchery or Evolve Pool.	<b>PURCHASE</b> Buy Evolve cards from the Hatchery or Evolve Pool.
<b>PLAY CARDS</b> All remaining cards in hand.	<b>END OF ROUND</b> Play cards, Draw & Recycle Hatchery, & Hatch a card.
<b>END OF ROUND</b> Draw & Recycle Hatchery, and Recycle/Shift Game Trail & Evolve Pool cards.	<b>FIRST PLAYER</b> Recycle and shift Game Trail & Evolve Pool. Pass Token.
<b>RECYCLE ENVIRONMENT CARD</b>	<b>RECYCLE ENVIRONMENT CARD</b>
	*** IN PLAYER ORDER    C SIMULTANEOUS