

DODOS RIDING DINOS



1-5



8+



20





**Dodino island needs a new ruler.
The ancient succession ritual has begun.**

Choose your favorite Dodino miniature!
Advance with blue or red cards and solve their whacky effects. Some will test your dexterity against your rivals by throwing bananas, flicking dodo eggs or making meteors fall.

Red cards are extra powerful but if too many players pick them during the same round, their effects will be ignored.

Green cards allow the Dodo to react at any time.

Damage your rivals, so they discard cards, with no cards in hand their Dodos will retrocede as a penalty and draw some cards.

At the end of each round, the Dodo in the lead advances an extra space while the rest gets to draw a card.

The fastest Dodo and Dino will claim the Dodosaurus eggthrone!

COMPONENTS

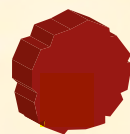
- 1 Game Board
- 48 Movement cards
- 1 First player card
- 5 Racer Miniatures
- 1 Meteorite Token
- 1 Egg Token
- 1 Banana Token
- 2 Dice
- Rulebook



Movement Cards

First player card

Dice



Meteorite Token



Egg Token



Banana Token



Game Board



Racer Miniatures

CARDS

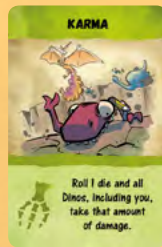
There are three types of cards:



NORMAL



AGRESSIVE



FAST

Normal and Aggressive cards can only be played during the Scheming phase.

Fast cards can only be played during the Running phase, these cards can be used even if it isn't your turn.

The cards have the following parts ►

Name of the card

EARLY BIRD

Speed value:
Number of hexes
the Racer moves.

Play any card
from your hand.

Card
Effect

SETUP

1 Put the Game Board in the center of the play area.

2 Each player take the Racer Miniature representing their Dodo and Dino.

The remaining miniatures can be returned to the box.

3 Place the dice and additional tokens on the table, easily accessible to all players.

4 Shuffle the Movement Cards and give each player six cards. Place the remaining cards on the table to form the Movement deck.

5 Put the First Player card in the middle of the board and make a countdown three... two... one... run! All players at the same time, and fast as lightning, try to grab the First Player token.

The player who grabbed it first will be the First Player. That player must put the token in front of themselves.

6 Choose a running track, starting with the First Player, and continuing in clockwise order, players place their Racers Miniatures in the hexes behind the finish line as follows:

1st and 2nd players place their dinos on the first hex behind the finish line,

3rd and 4th players place their dinos on the second hex behind the finish line,

5th and 6th players place their dinos on the third hex behind the finish line.



HOW TO PLAY

Compete to win the race. Each round is divided in two phases, first the Scheming phase and then the Running phase.

In Scheming phase secretly prepare the card that you will play that round. Then during the Running phase players in turn order move and play the effect of their card.

The game continues until at the end of the round, if there is at least one Racer past the finish line, the Racer that is in the furthest hex past the finish line wins!



SCHEMING PHASE

1 At the same time, all players choose a card (normal or aggressive) from their hand to play, and put it face down on the table.

Fast Cards can't be played in this phase.

2 When all cards are on the table, reveal all of them at the same time.

3 If two or more aggressive cards are revealed, the owners are considered enraged for the rest of the round.

Cards played by enraged players lose their effects. They still advance the movement in their turn.

6 Player variant.

Three or more aggressive cards are needed in order to consider the owners as enraged.

RUNNING PHASE

1 Starting with the player who has the First Player Token, move your Racer as many spaces as shown in the card,

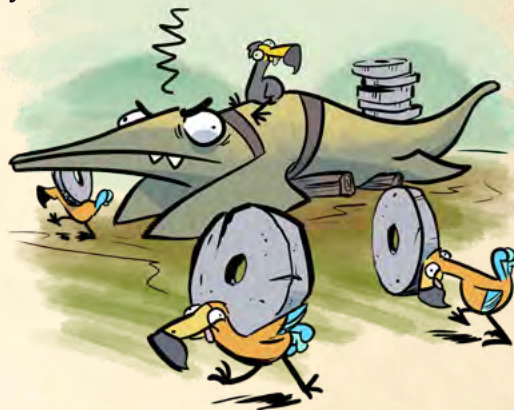
2 Anyone can play a fast card at this time if they wish.

3 Then the player who moves resolve its effect, if any.

4 Discard any used cards.

5 If any player runs out of cards in hand, that player goes back three spaces and draws a new hand of five cards.

6 Proceed in clockwise order until everyone has taken a turn.



ROUND ENDS

1 Move the Leading Racer one extra space.

2 Every player, except the Leading Racer, draw one card.

3 Pass the First Player Token to the left.

END OF THE GAME

It is important to note that just because your Racer completed the circuit first, you are not necessarily the winner.

The game ends when, at the end of any round, there is at least one Racer past the finish line.

The player with the Racer furthest past the finish line is declared the winner!

If there is a tie, the player with the most cards left in their hand wins.

EFFECTS

Several cards have effects that affect the course of the game in a variety of ways. If the effect of these cards can't be fully completed, the effect is canceled.

During the game, your card hand is your Runner's energy, if it runs out from use or damage, at the end of the current turn, you must go back three spaces to recover and take a new five card hand.

If you want on the back of the Runner cards you can play with asymmetric powers.

DAMAGE

You must select and discard a card from your hand for every damage received.

You cannot make an effect that asks you to pay more damage than the cards you have on hand.

If you cause more damage to another runner than he can pay, he loses all his cards and waits for the end of the turn.

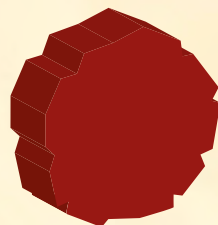
BLOCK AND MEGABLOCK

These cards cancel the effect of any card, including another Block or Megablock.

You can't block a Meteorite, Egg, Banana, or dice that have already been thrown.

METEORITE

Take the Meteorite Token inside your fist, aim to the dodos you want to hit, your fist must be 1 ft away from the board. Then open your fist letting the Meteorite Token fall. Any miniature touched by it is considered a direct hit, including the player who throws it.



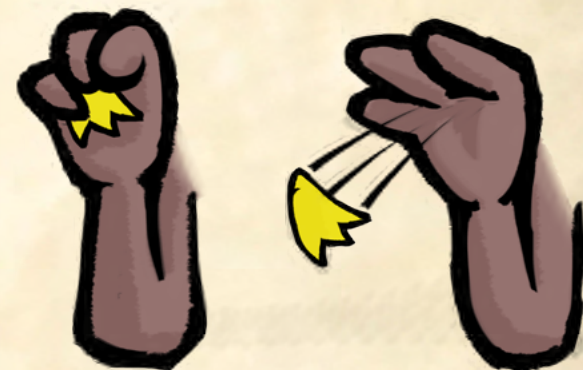
EGG

Set aside all miniatures on the same hex as your Racer. Put the Egg Token beside it. Now, with one finger but without the resistance of your thumb flick the Egg. Any miniature touched by it is considered hit.



BANANA

Take the Banana Token with your hand, rest your elbow on the table while your arm is upright. Then, throw the token. Any miniature touched by it is considered hit. Including the player who throws it.



CHALLENGER RACERS

Race against the Challengers controlled by the game with adjustable difficulty.

This mode it is required for one or two players.

For one player add two Challengers.
For two players add one Challenger.

Anyway you can add them to any number of players.

SETUP

1 For each Challenger to race against, select a Racer card and put on the table.

2 Add their miniature on the track.

3 Create a run deck for each Challenger dealing each one six random movement cards.

HOW TO PLAY

Each round after you reveal your card in scheming phase, open the top card of each Challenger's movement deck. The color of the card revealed determines how the Challenger will move:

- Blue Normal card:
Move the Challenger a number of hexes equal to the number on the movement card plus the movement number on the Racer card.

- Red Aggressive card:
Move the Challenger a number of hexes equal to the number on the card multiplied by the movement number on the Racer card. If no other Racer plays an aggressive card, steal a random card for each racer overpass by the movement, player or Challenger. Add that card to the bottom of the movement deck of the Challenger in turn.

- Green Fast card:
Roll the dice shown in their Racer card, and advance the Challenger that amount of hexes.

TO CONSIDER

Challengers have no effects or powers.

Aggressive cards revealed by Challengers are considered to enrage players.

When a challenger receives damage, discard cards from their deck until the damage is covered. When runs out of cards, at the end of the current turn roll it back three hexes and draw 6 new cards to their run deck.

Switch between levels of difficulty to adjust your experience.

Example: Challenger Spike plays one of the following cards:



Advance three spaces for the number on the card, then two from the Challenger card. A total of five spaces.

Multiply the card number (two) by the aggressive value of the challenger (two), advance a total of four.

Roll a die, get a five, and advance that amount of spaces.





Dodos Riding Dinos has been possible thanks to:

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FAQ

What happens if the player who crossed the finish line is moved back?
The game is not finished yet! Play another round until a Racer gets the victory.

Can I use the Block or Megablock to negate the movement of a card?
No. This card only cancels the effects of the cards, not their base movement.

What happens if I only have Fast cards during the Scheming phase?
Reveal your hand, discard it, draw five new cards and go back three hexes. Repeat this until you have at least one Normal or Aggressive card.

What happens if the player who crossed the finish line is moved back?
The game is not finished yet! Play another round until a Racer gets the victory.

The footprint of my card has zero movement.
These cards had no movement, their use is just for the effect that provides.

GLOSSARY

Banana: Yellow token thrown with the elbow on the table.

Cancel: Negate the ability of a card.

Damage: Amount of cards you must discard when hit with an effect.

Dice: Six sided die used for resolving some card effects.

Dino: Dinosaur and Dodo racing team or “Dino” for short.

Dodo: The happy and wacky part of the racing team.

Draw: Taking a card from the Movement deck.

Egg: White token thrown by flicking it with your finger without using the thumb.

Enraged: Players who revealed two or more aggressive cards in the scheming phase, their cards lose all effects.

Leading Dino: The Dino that is the furthest from the starting line.

Meteorite Red token thrown from a feet of distance of the table.

Movement card: Cards you place on the table during the Scheming phase, and resolved in the Running phase.

Movement deck: Stack of the movement cards.

Racer Card: Card representing the racing team.

Round: When all player have taken their turn.

Steal: Taking a card from a another player caused by the effect of a card.

Turn: When you resolve the card played in the scheming phase.

LEARN TO RUN NOW!

On Dodino Island the first to reach the eggthrone will become ruler. Compete in this crazy race to be the best Dodino.

Set up the game following the rules. (pg. 3)

Each round is divided in two phases, first the Scheming phase and then the Running phase.

SCHEMING PHASE

Everyone places facedown on the table one of their cards. It must be either blue or red.

Flip them faceup at the same time.

If there are two or more red cards, this round, those won't have any effect.

RUNNING PHASE

Advance the first racer the number on their speed value, anyone can play fast cards at this moment, the player in turn resolve the effect on their card and put the used cards on the discard.

Continue clockwise, advance, resolve effect and discard. Repeat until everyone has had a turn.

ROUND ENDS

Award to the Leading Racer, you move one extra hex. The rest of the players draw a card from the movement deck. Pass the First Player Token to the left. This was a full round.

Continue round by round, until a player completes the track. The racer that is furthest pass the finish line at the end of the round is the winner.

WHAT IS DAMAGE?

During the game, your card hand is your Runner's energy. Whenever you are hit, discard cards from your hand to the discard pile equal to the damage you took.

If you run out of cards, it's not the end of the world! Go back three hexes and draw five cards.

DEXTERITY EFFECTS

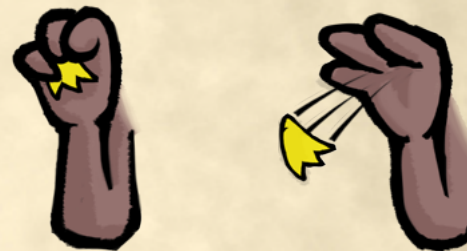
Meteorite: Open your fist letting the Token fall. Your fist must be 1 ft away from the board.



Egg: With one finger flick the Egg.



Banana: Rest your elbow on the table while your arm is upright. Then, throw the token.



if it's a resume (excellent idea in the 8th page) need to be more condensed for have little info on page 7 on the 8th i think.

