

RULES

# ¡EXTINCIÓN!



Dinosaurs are alive! For Millions of Years they have survived hidden in the legendary Lost World. However, its end is near due to its intense volcanic activity.

Your rescue party has just arrived. Your mission is to save the largest number of dinosaurs in Safe Environment out of the Lost World so they can avoid their Extinction!

## OBJECT OF THE GAME

The object of the game is to be the player who, exploring the Lost World, rescues **the largest number of dinosaurs** from a new Extinction. To do so, you must relocate them in different **Safe Environments**, considering the **alimentary balance** needed in each of them. But watch out! Each rescue will entail consequences!

## CONTENT

- 73 Lost World cards (including **dinosaurs** and **baits**).
- 22 **Safe Environment** cards, each of them with a **Butterfly Effect** in its reverse.
- 3 **Extinction Counter** cards numbered from 0 to 5.
- 7 **Player Aid** cards to get used to the icons.
- 1 **blank card** so you can draw your favourite dinosaur and include it into the game. You can also come up with new abilities for it.



Lost World



Safe Environment /  
Butterfly Effect



Extinction  
Counter

## PREPARATION

1. Shuffle the **Lost World deck** and deal one card at random to each player. They place it face up in front of them to form their **'territory.'** If it's a **Bait** card, discard it and deal another one. *(For the first few games, we recommend leaving the Baits out until you get familiar with the rules).*
2. Shuffle the rest of the **Lost World deck** and deal each player 3 cards. The rest of the Lost World deck will be placed face down over the table, reachable to all, as part of the draw deck. Next to it, place the discard pile, or the **'Cemetery.'**
3. Then, pick up the **Safe Environment** cards. Shuffle them and place them at the center of the table, with the **feeding icons** (type of Dinosaur) that are needed to complete an Environment facing up. Place the two first cards next to the deck, so 3 Environment cards are on display.
4. Place the **Extinction Counter** cards on a deck for all to see, with the 0 card facing up and the rest, in order, below it.



## HOW TO PLAY

The dinosaur of the group (meaning the oldest one) will play the first turn and then the turns pass clockwise.

Each turn has 2 phases:

**PHASE 1. (Mandatory)** Perform 1 of this 3 actions:

- **Play** 1 of the Lost World cards in hand in your territory and perform its action and/or skill (*see Dinosaurs Feeding Actions, Dinosaurs Skills and Baits*).
- **Discard** into the Cemetery as many cards in your hand as you want and draw the same number of cards from the Lost World deck.
- **Draw** as many cards from the Lost World deck as you need until you have 3 cards in hand.

*If the Lost World deck ends, shuffle and flip the discard pile leaving the last card on the Cemetery.*

- **PHASE 2. (Optional) Rescue** de Dinosaurs that complete a Safe Environment and save them: set them aside, outside your territory (*see Rescuing Dinosaurs*). You can only complete an environment per turn (even if you can complete more than one Environment with different Dinosaurs).

### 🌿 DID YOU KNOW...?

*The Lost World is a 1912 novel written by Sir Arthur Conan Doyle (author of Sherlock Holmes). It tells the adventures of an expedition to a place where prehistoric animals survive.*

## DINOSAURS FEEDING ACTIONS (Mandatory)

Each time a Dinosaur enters your territory from your hand you must perform an action, depending on its diet:



**Carnivore** - since it feeds on meat, it can **eliminate any Dinosaur** from any player's territory to the Cemetery (discard pile).



**Herbivore** - feeding on **plants**, it opens the path to explore by drawing the first card from the Lost World **deck** to the hand.



**Scavenger** - it feeds on leftovers, so it can draw the first card from the **Cemetery** (discard pile) to the hand.



**Piscivore** - it also eats meat, but just the one it fishes, so it steals a card randomly from another player's **hand** to yours.



**Egg Thief** - it does not turn its nose up at anything: it either feeds on meat, plants, or even other species' eggs, so it can **steal a dinosaur from another player's territory** to your hand. It also works as a **wild card**: you can use it to **complete a Safe Environment** instead of another Dinosaur that you need (but you can only use one per environment).

You cannot play dinosaurs that cannot perform their feeding actions, unless another skill allows you to do it.



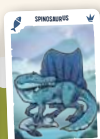
Carnivore



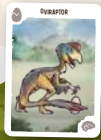
Herbivore



Scavenger



Piscivore



Egg Thief

## RESCUING DINOSAURS

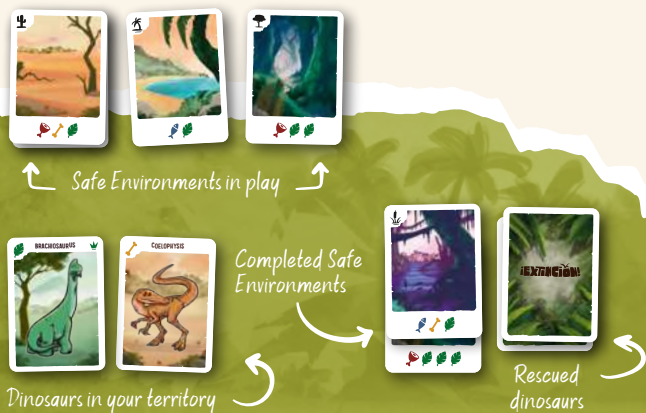
To **save Dinosaurs** from Extinction, you must rescue them in a **Safe Environment**, outside the Lost World, where they can survive following an alimentary balance.

Once you have in your territory a **Dinosaurs combination** that matches any of those shown in the **3 Safe Environment cards** on the table, you can perform the rescue. Take from your territory the Dinosaurs with the **required icon** on that Environment and put them aside, face down. Then, collect the Safe Environment card you have completed.

But watch out! **Every rescue carries a risk**. Flip the completed Safe Environment card. Its **Butterfly Effect**, indicated on the back of the card, will be triggered (*see Butterfly Effects*).

After performing this effect, place the Safe Environment card next to the rescued Dinosaurs, outside your territory. Leave the feeding icons of the Safe Environment card visible. That way, the rest of players can see how many Dinosaurs you have saved.

Then, if necessary, flip another Safe Environment card so there are again 3 visible cards on the middle of the table.



## BUTTERFLY EFFECT

Each time a Butterfly Effect is exposed, it can affect all or just one player, making harder their rescue efforts or even accelerating the Extinction:



**Earthquake** - everyone passes their hand to their right.



**Famine** - everyone must sacrifice a Dinosaur in their territory for each carnivore in that same territory. A carnivore can be sacrificed to feed another one. Basic skills (such as Titan and Armoured) work as usual. The sacrificed Dinosaur goes to the Cemetery.



**Epidemic** - the first card of the Lost World deck is discarded. Those who can, must eliminate from their territory a Dinosaur of the same kind as the one discarded. If this is a Bait, a Dinosaur as the one indicated in it will be eliminated. If a wild card (Egg Thief) is discarded, a dinosaur of any type must be removed. Also an Egg Thief can be eliminated regardless of the type of card discarded.



**Stampede** - everyone must pass a Dinosaur from their hand to the territory of the player on their right.



**Extinction!** - the player who triggers this Butterfly Effect loses their hand and the Dinosaurs in their territory. The saved Dinosaurs and their corresponding Environment card are kept. The Extinction Counter moves up (*see End of the Game*).

*The Extinction Counter moves up when an Extinction! Butterfly Effect appears.*



## DINOSAURS SKILLS

Some Dinosaurs have different skills that help them to survive in the Lost World and to have more opportunities to get to Safe Environments.

### PERMANENT SKILLS



**Titan** - they are the biggest Dinosaurs and they can only be **eliminated by other titans**.



**Armoured** - these Dinosaurs, whose bodies are covered in plates, spikes or horns, are very territorial and will **protect** other Dinosaurs in their territory, even at the risk of their own life. When you play this, place it **at the front of your territory** to protect the rest of Dinosaurs from being eliminated by another carnivore, since this will be the eliminated one.

*If this is your first game, we recommend skipping ahead to the Endgame section and playing **WITHOUT** special abilities or Baits until you're familiar with the game's mechanics.*

### SPECIAL SKILLS



**Gregarious** - they are very social Dinosaurs and they can even share their food and habitat with other herbivores. Once you place a gregarious on your territory and after performing the feeding action (stealing a card from the Lost World deck), you can place **another herbivore Dinosaur** in your territory. This one will not perform any special skill or feeding action. As long as this is an herbivore, the second Dinosaur may come from the deck you have just drawn from or from your hand.



**Swift Running Lizard** - they are the fastest Dinosaurs so, once they get to your territory from your hand, instead of performing a feeding action, you can, if you want, draw as many cards from the Lost World deck as you need until you have 3 cards in hand again.



**Clever Girl** - they are so intelligent they can help other Dinosaurs to **escape from the offensive actions** of other people. The moment someone is going to perform an action against you, if you have a **Clever Girl in your hand**, you can show it to avoid that action. After that, discard it on the **Cemetery**. If, because of the use of a **Clever Girl**, a Dinosaur cannot perform its feeding action, it will still stay on the territory of the player who played it. **Clever Girl** skill cannot protect you from a **Butterfly Effect**.

## BAITS

Dinosaurs in the Lost World live among other animals that act as their food many times. You can use these animals as baits to attract dinosaurs to your territory.

When you play a Bait on your territory, perform the **feeding action** as an **herbivore** (drawing a card from the Lost World deck). Then, you will have to steal a Dinosaur (of the type indicated on the bait) from other player's territory to your own. Finally, discard the Bait on the Cemetery.

Baits only last a turn: if a skill (such as **Clever Girl**) stops you from stealing a Dinosaur from other territory, the Bait will be discarded all the same.

**Egg Thieves** can be attracted by any kind of Baits. A Bait cannot be played if there is no Dinosaur in another territory to attract.



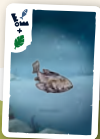
*Bait for carnivores*



*Bait for piscivores*



*Bait for scavengers*



## END OF GAME

Each time an Extinction Butterfly Effect is exposed, the Extinction Counter must move up. Starting from 0, it will come to the end of the game when it shows:

- The **5<sup>th</sup> Extinction**, if you are **4 to 6 players**.
- The **4<sup>th</sup> Extinction**, if you are **3 players**.
- The **3<sup>rd</sup> Extinction**, if you are **2 players**.

Then, each player counts the number of Dinosaurs they rescued in Safe Environments. The player who got to save more Dinosaurs, will be the player from the rescue party who better did the job and wins the game.

In case of a **tie**, the one with more variety of Environments (represented by the icon on the upper left corner of the card). If still there is a tie, the player with less extinctions will win. If the tie remains, the victory will be shared.



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