

# The T-Rex Game 2012

## New cards

There are now 112 cards, as follows:

- 63 cards from the Finely Balanced, Jurassic and Free periods
- 9 cards from the Prehistoric period
- 32 places
- 6 *How-de-do* cards
- 1 *Rexonomics* card
- 1 *First Move* card

Cards now come in two colours. Cards with purple backgrounds originally appeared in the 2011 set. Cards with red backgrounds are new to the 2012 set.

Among the new cards are two new icon sets, 🐾 ('animal') and 🛏 ('bed'). These icons work exactly like the icons in the original game. There are also plenty of additions to the existing six icon sets.

## New points target

Since there are lots more cards, it's recommended that the game now ends when a player reaches 8 points, rather than 5 as in the original rules. This should take about 45 minutes. You can still vary the points target if you want a longer or shorter game.

## New rules for Prehistoric cards

In the 2012 game, the rules for the Prehistoric period have changed. Prehistoric cards are no longer 'playable'. Instead, the Prehistoric period now happens automatically, right at the start of a round, but only when one or more Prehistoric cards are *dealt as spot cards* for that round. When this happens, resolve the spot effects of each of the dealt Prehistoric cards in turn — the player with the *First Move* card chooses the order, if it matters. This completes the Prehistoric period, so as soon as the effects have been resolved, move on to the Finely Balanced period as normal.

Prehistoric spot cards remain in place for the rest of the round. Importantly, neither player can play cards to a Prehistoric spot card during any period. Prehistoric cards aren't winnable, and at the end of the round they simply get discarded along with other uncontested cards.

Because Prehistoric cards can no longer be held in a player's hand, they should be removed from the deck at the start of the game when starting hands are dealt (along with places), then re-added afterwards.

## Cards with no footprints

If a card has no footprints, it contributes zero to your total at that spot when resolving a round — exactly as you'd expect.

So what use are cards with no footprints? Well, firstly, a card with one or more icons can still contribute bonus footprints if it's grouped with matching icons. And secondly, most cards with no

footprints have card text that makes them useful in other ways.

## Cards with no icons

A card with no icons can't be grouped for bonus footprints. It always stands alone.

## Spot effects

In the original set, cards with spot effects had text starting 'Spot Effect:'. On the new cards, this text has been replaced with a spot symbol (●). This is just shorthand. Its meaning is exactly the same.

By the way, some period cards now have spot effects. (In the original set, it was just places.) There's nothing weird about this, so just follow the normal rules: spot effects only apply when the card is a spot card, and are ignored when they're played from your hand.

## Reveal effects

In the original set, many cards had text that started 'If you reveal this card when you play it:'. On the new cards, this text has been replaced with an eye symbol (👁). This is just shorthand. Its meaning is exactly the same. Remember that reveal effects are always optional: if you choose not to reveal the card when you play it, you forgo the effect.

## Minimum hand size

There are now some cards that allow or require you to discard, give away or exchange cards, so it's necessary to introduce this additional rule: you can never be left with a hand size of zero. If you're ever told to discard your last card (or give it away, or whatever), ignore the instruction.

## 'Disregard'

If card text tells you to 'disregard' a card, the disregarded card is completely ignored when resolving the round, just as if it wasn't there. A disregarded card can have no effect whatsoever on resolving the round: it contributes no footprints, can't join groups, and can't influence the outcome of the round with its card text. Nor can it be affected by other cards' text, including being moved, discarded or otherwise manipulated. However, any effects the card had before it was disregarded still apply.

## 'Find'

If card text tells you to 'find' a particular card, this means you must immediately look through the deck to locate the card in question. (The card text will tell you what to do with the card you've found.) If the card you've been told to find isn't there, perhaps because it's in someone's hand or on the table, just disregard the whole instruction. Importantly, once you've found a card in this way, you must always reshuffle the deck — because otherwise you've just had a sneak preview of all the upcoming cards!