

DINO TWIST

The title 'DINO TWIST' is written in a large, white, bubbly font with a thick blue outline. The letters are set against a dark blue, jagged background that resembles a dinosaur silhouette. Above the letters, there are smaller silhouettes of a dinosaur, a palm tree, and a volcano.

RULES

The background is a vibrant illustration of a prehistoric landscape. In the foreground, a red T-Rex with a white eye patch is on a small island in the water, looking towards a blue shark-like dinosaur. A green long-necked dinosaur is in the background, and a pterosaur is flying in the sky. A volcano is erupting in the distance, and a meteor is falling in the upper left corner. The sky is yellow and orange, and the water is blue with white waves.



Time's running out on Twist Island !

It's one catastrophe after another with meteors raining from the sky.

Only the best Dinos will make it to the neighbouring islands.



7+



2-6



15 min

Aim of the game

Get the strongest Dinos, collect the Big Claw Dino cards, or populate your island as quick as you can.

Make up your mind and choose your strategy before Twist Island gets destroyed !

Box Contents

- **108 'DINO' cards**
in 4 different species (Aqua, Carny, Herby, and Wingy). There are three of each Dino card in the game. The Dino card strengths go from 2 to 10.
- **25 'EVENT' cards**
- **32 'GAME SET UP' cards, to start the game, including :**
 - 1 Twist Island card
 - 12 player's Island cards
(6 'T' Rex and 6 Lil' Rex)
 - 6 Graveyard cards
 - 8 Baby Dino cards
(2 Aqua, 2 Carny, 2 Herby, 2 Wingy)
 - 3 Island Bonus cards
(+ 10, + 5, + 3 points)
 - 1 Big Claw Bonus card
(+ 7 points)
 - 1 Big Rock card



DINO cards



Aqua



Carny



Herby



Wingy



EVENT cards



GAME SET UP cards



Twist Island



T-Rex Island



Lil' Rex Island



Graveyard



Big Rock



Baby Dino



Island
Bonus



Big Claw
Bonus



GAME SET UP

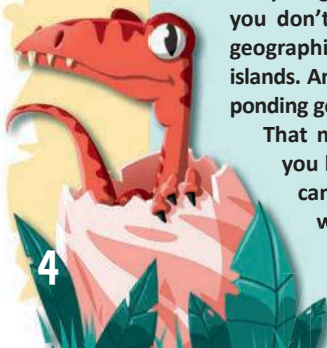
- 1 Take 10 of the 25 EVENT cards and make a pile. Underneath the pile, put the Big Rock card. On top of the pile, place the Twist Island card. All these cards should be face up. The 15 remaining EVENT cards go back in the box.
- 2 Around this pile, lay out the Baby Dino cards according to their species: as you can see in the corresponding diagram opposite (the two Wingy cards with the mountain and cliffs, the two Carny cards with the jungle and desert, the two Herby cards with the river and hills and the two Aqua cards at the sea and the seashore).
- 3 Each player gets a hand of 7 Dino cards plus 1 Island card and 1 Graveyard card which he places in front of him. If a player has 5 Dino cards of the same species he has to replace his hand as many times as required.
It's very important for all players to lay their Island cards pointing in the same direction as Twist Island, so it's easier for everyone to see. Place the remaining Island and Graveyard cards back in the box.
- 4 Make a pile of cards with the remaining Dino cards. Leave a space next to the pile for discarded cards.
- 5 The Bonus cards are placed on the table within easy reach.

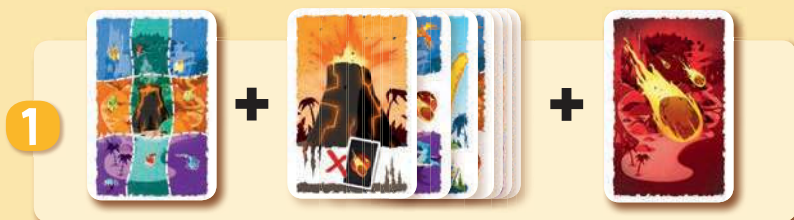
Lil' Rex Variation

For easier game-playing on Twist Island !

For younger players, it's better to use Lil' Rex cards. Also, you don't need to take into account the corresponding geographical zones between Twist Island and the players' islands. And the families no longer have to go on the corresponding geographical zones, as they would normally do.

That means you can place your Dino cards wherever you like on your island! Alternatively, if you like, you can play with both types of island: older players with the T-Rex Island and younger players with the Lil' Rex Island, both at the same time.





Twist Island 2

Player's island



Discarded
cards



HOW TO PLAY

ALL PLAYERS AT THE SAME TIME

1 EVENTS

Discard the top card of the Events pile (except for during the first round), thus revealing the next card down, which takes effect immediately.

2 PREPARATION

To populate his island with Dinos from Twist Island, each player places in front of him one or two Dinos from his hand, face down. The attacking Dino (or 'Duo') must have a strength higher than the Dino on Twist Island that the player is attacking.

3 BEGINNING THE COMBAT & RESOLVING DRAWS

The previously-placed face down Dino cards are now revealed and draws are resolved.

PLAYER'S TURN (by order of strength)

4 TWIST ISLAND ATTACK

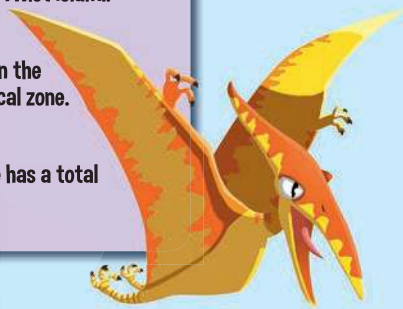
Taking it in turns, the Dino cards that are overturned, from weakest to strongest, attack the Dinos on Twist Island.

5 POPULATING YOUR ISLAND

The Dino which has been beaten is placed on the player's island according to the geographical zone.

6 FILL YOUR HAND

The player picks up one or two cards so he has a total of 7 cards in his hand again.



ALL PLAYERS AT THE SAME TIME

1 EVENTS

Each round, except the first one, the player with the longest nails (claws!) discards the card at the top of the Event pile, to reveal an Event card. This event applies to all players.

2 PREPARATION

Each player simultaneously gets a Dino card ready, or a Duo (two cards), placed face down in front of him. If a player decides to play a Duo, the Dinos have to belong to the same family. When a player plays a Duo, the strengths are combined.

For example, if Lisa places a Carny strength 4, and a Carny strength 8, she gets a Duo Carny strength worth 12.

NOTE

If a player CANNOT pick up a Dino stronger than he has already got on his island (and only in this case) can he (instead of preparing his cards) place two cards from his hand in the Graveyard. Each card placed aside gives the player 2 points at the end of the game.

3 BEGINNING THE COMBAT & RESOLVING DRAWS

Simultaneously, each player reveals their cards. The Dinos start to fight. If several players reveal Dinos (or Duos) of **the same species and strength**, they cancel each other out. The Dino cards are then placed face down in the Graveyard and each player gets 2 points per card at the end of the game.



An example of a duel: Chris plays a Duo Herby strength 4 and a Herby strength 2. But Mary plays a Herby strength 6. Both players consequently have equivalent attack strength, so the 3 Dino cards are placed aside and give 2 points each at the end of the game.

NOTE

Only Dino cards that result from cancelling out, or from when a player couldn't get a stronger Dino, may be placed in the Graveyard.

PLAYER'S TURN (by order of strength)

Players with Dino cards remaining now take it in turns, from weakest to strongest, first attacking, then populating their island and then filling their hand (to 7 cards).

If 2 players have equal attack strength and different species, they play simultaneously.

4 TWIST ISLAND ATTACK

The player with the weakest Dino (but the quickest!) attacks first. **He can only attack a Dino of the same species and with a lower strength than his.**

The attacking Dino takes the place of the Dino on Twist Island. If it's a Duo attack, the weakest Dino is placed on Twist Island; the strongest Dino is discarded immediately.

For example, if Emily plays a Duo Wingy with a total strength of 7, (the two Wingies have strength 5 and 2 respectively), and she attacks a Wingy strength 6 on Twist Island, she leaves her Wingy strength 2 on the Island and discards her Wingy strength 5.



5 POPULATE YOUR ISLAND

The Dino that's been beaten is collected by the player who places it on his island: the beaten dinosaur must be placed in the same geographical zone as the original.

For example, a Wingy captured in the mountains of Twist Island is placed in the mountains of the player's island.



NOTE

A player can ALWAYS replace a Dino on his island with a stronger or weaker Dino. The Dino which is replaced is then discarded.

PLAYING TIP: To make it easier to set up later games, put Baby Dinos directly back in the box when they are discarded.

6 FILLING YOUR HAND

Each player draws as many Dino cards as he needs to get back to a 7 card hand. If the pile is empty, shuffle the discard pile to make a new pile.



EVENT CARDS



FALLING METEORITE

During this round, you can't play on any geographical zones that have been destroyed. **So it's easier to see, we advise you to flip over any facedown Dino cards on the areas of Twist Island that have been destroyed.**



3 FOR 2

During this round, you can play up to 3 cards **from the same species.**



QUAKE

During this round, a Dino which has been captured can be placed on either of the two geographical zones of its species. The Quake card has no effect on the Lil' Rex islands.

For example, a captured Carny in the desert of Twist Island can be placed in the desert OR in the jungle of the player's island.



FURY

During this round, if you play a Dino (or Duo) of the corresponding species, add +3 to your attack total. This attack strength determines the order of attack.

For example: a Duo with strength 7 (3 + 4) becomes a Duo with strength 10. It therefore attacks AFTER a Dino with an attack strength of 9.



CARNAGE

During this round, when you play a Dino (or Duo) of any family, add +2 to your total attack strength.



VOLCANO

Discard the Volcano card and go straight on to the next Event card. If this card is revealed in the final round, the game is over.



ALL ALONE

During this round you can't play any Duos.



TWISTER

When this card is revealed, switch all the Dinosaurs of every family on Twist Island.

For example, the seashore Aqua is replaced by the sea Aqua, and the hills Herby is replaced by the river Herby.



NEW BORNs

When you reveal this card, each player can immediately discard up to 3 cards and draw the same number from the pile.



HELP

During this round, you can play a Duo, combining Dino's from two different Dino species. When you turn your cards over, choose which species attacks (the top card determines the species you're playing). Leave on Twist Island the Dino card of the same species as the defender.

For example, Lisa decides to attack a Carny strength 7. In front of her she lays a Carny strength 3 and an Aqua strength 5, which now makes a Duo Carny strength 8.

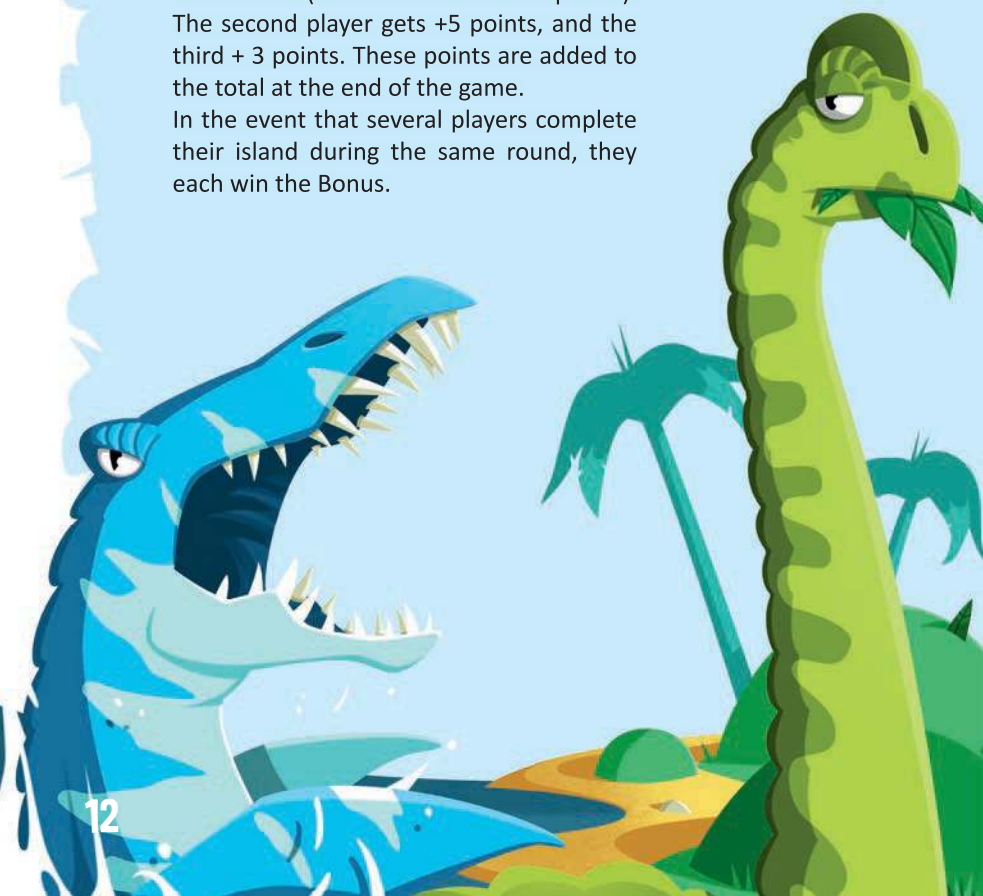
BONUS CARDS



COMPLETING YOUR ISLAND

The first player to have a Dino on each of their geographical zones wins the Bonus Island card (which is worth + 10 points). The second player gets +5 points, and the third + 3 points. These points are added to the total at the end of the game.

In the event that several players complete their island during the same round, they each win the Bonus.





BIG CLAWS

Certain Dino cards (depending on the Dino strength) have a Big Claws symbol. These are Dino Big Claws. The player with the most Dino Big Claws on his island at the end of the game wins the Big Claws card, giving him 7 extra points. In the event that several players have the same number of Dino Big Claws cards, they each gain 7 extra points.





END of the game

As soon as the Big Rock card is revealed, it's the end of the game. Each player gets rid of the cards they have in their hand, and adds up the following : the Dino strengths on their island, any bonuses, plus 2 points for each card in their Graveyard. The player with the highest score wins the game.

In the event that several players have the same score at the end of the game, they all win !

Credits

Game concept by **Bertrand Arpino**

Illustrations by **Stéphane Escapa**

Graphic Design **Lise Escapa**

Special thanks from Bertrand :

I dedicate this game to my children.
I would like to thank my wife for her
tireless support, my family and my friends.
Thank you to each of you who have
bought this game. I really hope you have
fun playing!

Special thanks from Stéphane :

I'd like to thank Bertrand for his trust,
Lise for her patience, my parents for their
support, my friends from 'La Cal' for their
advice, Marie and Faouzi for their help
beyond measure, all the team from
Archi-Chouette and the team at Ukronium,
the game testers too, as well as Nico,
Sylvain and every one of you holding this
game in your hands.



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DINO TWIST

AQUA



Strength 1
Ichtyostega



Strength 2-3-4
Mosasaurus



Strength 5-6-7
Ichthyosaurus



Strength 8-9
Elasmosaurus



Strength 10
Kronosaurus

CARNY



Strength 1
Compsognathus



Strength 2-3-4
Dilophosaurus



Strength 5-6-7
Velociraptor



Strength 8-9
Spinosaurus



Strength 10
Tyrannosaurus

HERBY



Strength 1
Pachycephalosaurus



Strength 2-3-4
Parasaurolophus



Strength 5-6-7
Stegosaurus



Strength 8-9
Triceratops



Strength 10
Brachiosaurus

WINGY



Strength 1
Nemicolopterus



Strength 2-3-4
Anurognathus



Strength 5-6-7
Microraptor



Strength 8-9
Quetzalcoatlus



Strength 10
Pteranodon