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RAPTOR

Present day, on an isolated island in the Pacific Ocean.

"The expedition is about to land on the shore. The scouts we've sent came back wounded, but have confirmed the information we had: not all dinosaurs have disappeared! On this island, a female velociraptor lives with her babies. So far we've seen five of them, but there might be more. Our mission: to capture the children, alive, or neutralize the mother, who is fast and powerful. It will be an epic face-to-face struggle, but every true scientist would love to take my seat. Let the hunt begin!"

Professor Lindenbrock, paleontologist

PRINCIPLE OF PLAY

A female velociraptor and her five babies are hunted by a team of scientists.

The player who controls the raptor family can win by killing the scientists that are after her, or by allowing three of her babies to take shelter deep into the jungle where nobody will ever find them.

The player who controls the scientists has to neutralize the mother or capture three of her babies.

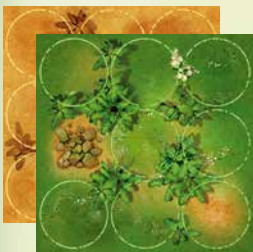
The Raptor player wins if:

- Three baby raptors have escaped from the board
- OR
- There are no more scientists on the board

The Scientist player wins if:

- The mother has 5 sleep tokens, which neutralizes her
- OR
- Three baby raptors have been put to sleep and captured

COMPONENTS



A game board made of:

- 6 large tiles with 9 spaces
- and 4 L-shaped tiles with 3 spaces and one exit (half-space).

The two sides of the board components offer a different atmosphere.



9 Action cards for the Raptor player



9 Action cards for the Scientist player



1 mother raptor figurine



5 baby raptor figurines



10 fire tokens



5 sleep tokens



9 Rocks (made of 2 parts)



2 player aids



10 scientist figurines

SETUP

Setting up the board:

- 1) Choose one of the two atmospheres for the game (jungle or savannah). This choice must be applied to all ten tiles of the board (tiles will therefore be either all jungle, or all savannah).
- 2) Place the 6 square tiles randomly, forming a 2-by-3 rectangle.
- 3) Place the 4 L-shaped tiles randomly along the shortest sides of the rectangle you created in step 2.
- 4) Place the 3D rocks on each of the spaces that do not show a circle or half-circle.
- 5) The Raptor player starts placing the raptor figurines on the board, followed by the Scientist player.

The Raptor player takes:

- The Raptor player aid **1**
- The 9 Raptor Action cards
- The mother figurine
- The 5 baby raptor figurines

The Raptor player places the mother and the babies on the board.

The mother raptor is placed on one of the two central tiles. **2**

The 5 baby raptor are distributed on the board, one on each of the remaining tiles. **3**

The Scientist player takes:

- The Scientist player aid **4**
- The 9 Scientist Action cards
- The 10 scientist figurines
- The 10 fire tokens **5**
- The 5 sleep tokens (placed ammunition-side up on the upper right space of the player aid) **6**

The Scientist player then places one scientist on a space of his choice on each of the 4 L-shaped tiles. **7**

The remaining 6 scientists are kept in reserve next to the player aid. **8**



Each player shuffles his deck of Action cards and places it in front of him. **9 9**

Then, each player draws the first three cards of his deck and takes them in his hand. **10 10**

The first round can now start.

Note: throughout this document male pronouns are used for the sake of simplicity and readability. It should be clearly understood that in each instance, we mean to include female players as well.

GENERAL RULES

- There can never be two figurines or tokens on the same space.
- Two spaces are considered to be neighbors if they are orthogonally adjacent. Diagonal adjacency is NEVER taken into account, neither for moving, nor for shooting.
- The half-spaces are the exit through which the babies have to escape. No other figurine or token (the mother, a scientist or a fire token) can be placed there. The ONLY way a baby can move on such a space is by using the "A baby raptor moves one space" action.

FLOW OF A ROUND

Each player chooses one of the three cards they had in their hand and places it face-down in front of themselves. Both cards are then revealed simultaneously.

If both cards have the same value, they are both discarded and have no effect.

In most cases however, both cards will have a different value. In that case, the player who played the card with the lowest value goes first and applies the effects of his card (effects must be applied, if possible). Then, his opponent will be able to spend a number of action points equal to the difference between the values of the two cards.

Important! The player who receives action points does not apply the effects of the card he played.



Example:

- The Scientist player played card 2: "Reinforcements"
- The Raptor player played card 6: "Disappearance and observation".



The Scientist player played the lowest value. He applies the effect of his card and adds two scientists on the board.

The Raptor player can now spend $6 - 2 = 4$ action points that he can use on either the mother or the babies that are awake.

END OF THE ROUND

Each player draws a new card so that they have three cards in their hand, and the game continues with a new round. Round after round, the played Action cards are placed visibly in front of each player, so that the values that have already been played can be seen by the opponent.

If a player empties his draw pile, he keeps the cards he has in his hand, shuffles the discard pile to create a new draw pile and then draws up to complete his hand with three cards.



END OF THE GAME

The Raptor player wins immediately if:

- Three baby raptors have escaped
OR
- There are no more scientists on the board

The Scientist player wins immediately if:

- The mother has 5 sleep tokens, which neutralizes her
OR
- Three baby raptors have been captured

ACTION POINTS OF THE RAPTOR PLAYER

The player can split his action points as he wishes between the mother and the babies that are awake.

A raptor can never move onto or move through a space where there is a fire token.

Only active raptors (represented by figurines that are standing up) can perform actions.

A player does not have to use all of their actions points. In fact, they could decide to use no action points at all.

Action points can be spent in 5 different ways:

1) A baby raptor moves one space

With one action point, a baby raptor can move onto an empty, orthogonally adjacent space. If by doing so a baby lands on one of the half-space of an L-shaped tile, it escapes. It is removed from the board and the Raptor player is one step closer to victory.



The player spends 3 action points to move a baby raptor and allow it to escape.

2) The mother moves in a straight line

With one action point, the Raptor player can move the mother as many spaces as he likes in a straight line as long as she doesn't run into an obstacle (rock, fire token, space occupied by a baby raptor or by a scientist).

IF THE MOTHER IS WOUNDED: Before performing her first move, the mother must lose as many action points as the number of sleep tokens she has already received. If the Raptor player does not have enough action points left to do so, the mother won't be able to move.



The Raptor player wants to move the mother. Since she has 2 sleep tokens, he must first lose 2 action points before the first move. The player then spends two more action points to move her twice in a straight line.

3) The mother kills a scientist

With one action point, the mother can kill a scientist located on a neighboring space. The figurine of the scientist is removed from the game and put back in the box. Only the mother can attack the scientists. She can perform several attacks in the same turn.



The Raptor player spends 1 action point and kills a scientist adjacent to the mother. That scientist is removed from the game.

4) The mother wakes up a baby raptor

With one action point, the mother can wake up a sleeping baby raptor located on a neighboring space. The figurine is set back to an upright position. The mother cannot wake up a baby that was put to sleep in the same turn. The woken up baby can immediately be moved by using action points.



A sleeping baby raptor is adjacent to the mother. With 1 action point, it is woken up.

5) The mother puts out an entire fire

With one action point, the mother can use her tail to put out a fire present on a neighboring space. The fire token and all other fire tokens orthogonally connected to it are removed.



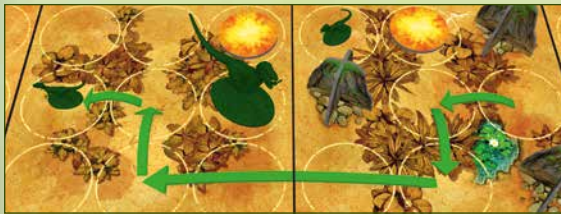
With 1 action point, the player can remove an adjacent fire token, as well as the two tokens that are orthogonally connected to it.

EFFECTS OF THE RAPTOR CARDS



1 - Mother's call and Shuffle

Move a baby that is awake onto a free space of your choice on the tile where the mother is located (a baby that is already on the same tile as the mother can move to another space). This move must be carried out without crossing spaces that are occupied or on which there is a fire token. Then, shuffle your draw pile and your discard pile (including this card) to form a new draw pile.



A baby raptor is moved to the same tile as the mother. The other baby could not have been moved, as there is no valid path to the mother's tile.



2 - Disappearance and Observation

Remove the mother from the board. Then, after the Scientist player has used up all of his action points, place her back on a free space of your choice.

The mother, hidden by the forest, observes the scientists. On the next turn, the Scientist player will have to show you which card has been selected before you choose yours.



3 - Fear

Frighten one scientist of your choice (lay down the figurine). This scientist becomes inactive (can neither shoot, nor move, nor make fire, nor use sleeping gas) until he is set back upright again. The Scientist player will have to spend one action point to set back upright, but cannot do it this turn.



4 - Mother's call (x2)

Move one or two babies that are awake onto one or two free spaces of your choice on the tile where the mother is located (a baby that is already on the same tile as the mother can move to another space). These moves must be carried out without

crossing spaces that are occupied or on which there is a fire token.



5 - Recovery (x2)

Remove two sleep tokens from the mother (give them back to the Scientist player who places them back ammunition-side up on the upper right space of his player aid), or wake up two baby raptors (or remove one sleep token and wake up one baby).



6 - Disappearance and Observation

Remove the mother from the board. Then, after the Scientist player has used up all of his action points, place her back on a free space of your choice.

The mother, hidden by the forest, observes the scientists. On the next turn, the Scientist player will have to show you which card has been selected before you choose yours.



7 - Recovery (x3)

Remove three sleep tokens from the mother (give them back to the Scientist player who places them back ammunition-side up on the upper right space of his player aid), or wake up three baby raptors (or do a combination of both).



8 - Fear (x2)

Frighten one or two scientists of your choice (lay down their figurine). These scientists become inactive (they can neither shoot, nor move, nor make fire, nor use sleeping gas) until they are set back upright again. The Scientist player will have to spend one action point to set each of them back upright, but cannot do it this turn.



9 - No effect

ACTION POINTS OF THE SCIENTIST PLAYER



The player can split his action points as he wishes between the scientists present on the board.

Scientists can move through fire and shoot across fire, but they cannot end their turn on a space occupied by a fire token.

Only active scientists (with a figurine in an upright position) can perform actions.

VERY IMPORTANT!! Each scientist can only perform ONE aggressive action (shoot or capture) per turn.

A player does not have to use all of their actions points. In fact, the player could decide to use no action points at all.

Action points can be spent in 5 different ways:

- **A scientist moves one space**

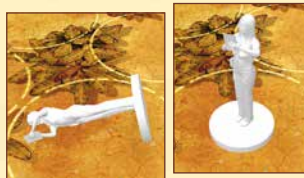
With one action point, a scientist can move onto a free orthogonally adjacent space where there is no other scientist and no raptor. If that space contains a fire token, the scientist can move through it but cannot end his move there.



The player spends 2 action points to move a scientist 2 spaces.

- **A frightened scientist is set back upright**

With one action point, a scientist can be set back to an upright position, but not on the same turn it was frightened. This scientist can immediately be used for other action points.



With 1 action point, the scientist who was frightened in a previous turn can be set back upright and can perform actions again.

- **A scientist puts a baby raptor to sleep**

With one action point, a scientist can shoot at a baby raptor located on a neighboring space and put it to sleep (its figurine is laid down).



With 1 action point, the scientist puts a baby raptor on an adjacent space to sleep.

- **A scientist captures a sleeping baby raptor**

With one action point, a scientist can capture a sleeping baby raptor located on a neighboring space. The baby raptor figurine is removed from the board and put on the upper left space of the Scientist player aid.



With 1 action point, the scientist captures a sleeping baby located on an adjacent space. The baby is removed from the board.

- **A scientist shoots at the mother raptor**

With one action point, a scientist can shoot at the mother raptor. The scientist can shoot orthogonally in a straight line as far as desired as long as no obstacle is in the line of sight. The only obstacles that can block the shot are rocks and other active scientists. A scientist can therefore shoot across a frightened scientist or across a small baby raptor. The Scientist player then gives one of his sleep tokens to the Raptor player who places it "Zzz"-side up on the upper right space of his player aid).



With 1 action point, the scientist shoots at the mother raptor who is in the line of sight. The Raptor player receives a sleep token.

EFFECTS OF THE SCIENTIST CARDS



1 - Sleeping gas and shuffle

Put one baby raptor to sleep. The baby raptor must be located on the same tile as a scientist or on an orthogonally adjacent tile. Lay down the baby raptor figurine. The Raptor player will have to spend 1 action point to put this baby back upright, but cannot do it in the same turn. Then, shuffle your draw pile and your discard pile (including this card) to form a new draw pile.



This scientist cannot put to sleep the baby raptor on the left, as it is neither on the same tile nor on an adjacent tile.



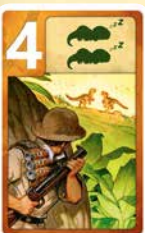
2 - Reinforcements

Place one or two scientists from your reserve on empty spaces located alongside the long edges the board. You can only place these scientists on the square tiles (not on the L-shaped tiles). If you do not have any scientists left in your reserve, you do nothing this turn.



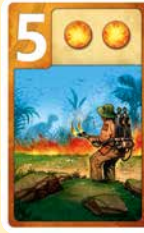
3 - Jeep (x2)

Perform one or two moves with a Jeep. When moving with a Jeep, a scientist can move as many spaces as you like in a straight line as long as he doesn't run into an obstacle (rock, space occupied by a raptor or by a scientist). If the scientist drives over a fire token, the fire is put down and the token is removed from the board. You may split these two moves between two different scientists.



4 - Sleeping gas (x2)

Put one or two baby raptors to sleep. The baby raptors must be located on the same tile as a scientist or on an orthogonally adjacent tile. Lay down the baby raptor figurines. The Raptor player will have to spend 1 action point to put each of these babies back upright, but cannot do it in the same turn.



5 - Fire (x2)

Place two fire tokens on free spaces of the board. A fire token can only be placed orthogonally adjacent to a scientist or to an existing fire token (including one that was placed this turn).



6 - Reinforcements

Place one or two scientists from your reserve on empty spaces located alongside the long edges the board. You can only place these scientists on the square tiles (not on the L-shaped tiles). If you do not have any scientists left in your reserve, you do nothing this turn.

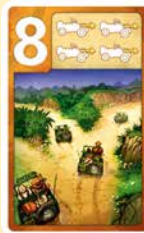


In this example, the Scientist player can place his reinforcements on 15 different spaces (empty spaces on the edges of the square tiles).



7 - Fire (x3)

Place three fire tokens on free spaces of the board. A fire token can only be placed orthogonally adjacent to a scientist or to an existing fire token (including one that was placed this turn).



8 - Jeep (x4)

Perform up to four moves with a Jeep. When moving with a Jeep, a scientist can move as many spaces as you like in a straight line as long as he doesn't run into an obstacle (rock, space occupied by a raptor or by a scientist). If the scientist drives over a fire token, the fire is put down and the token is removed from the board. You may split these moves between different scientists.



9 - No effect