

**SURVIVAL! MYSTERY!
PREHISTORIC BEASTS!**

Escape from Dino Island is a thrilling adventure game about intrepid heroes trapped on an island overrun with creatures from a lost age—**dinosaurs!**

Players take on the role of everyday people who are brave and competent, but also in over their head. The game is designed to help you create the kind of stories that are full of action and suspense, but in which fighting is rarely a good option.

Will you escape with your life? And what kind of person will you become in your quest to survive? There's only one way to find out...

ESCAPE FROM DINO ISLAND

By Sam Tung & Sam Roberts

3-6 Players
1-2 Sessions
3-4 Hours



To play *Escape from Dino Island*, you'll **need**:

- 3-6 people, including you
- A few pens or pencils
- At least 2 six-sided dice (d6s), but more is better
- The *Escape from Dino Island* playsheets
(available at www.escapefromdinoisland.com)

You'll also probably **want**:

- Some adventurous & mysterious music to set the mood
 - Toy dinosaurs, because they're fun
-

ESCAPE FROM DINO ISLAND

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SOMEWHERE far from prying eyes or accidental discovery lies an island where dinosaurs still walk the Earth. Whether these dinosaurs are the result of human experimentation, have lived hidden for millennia, or are something else remains to be discovered. The important thing is they're here, and so are humans, whose high-tech stations litter the island, their purpose unknown.

You're here, too. Just in time for things to really go south. Will you escape the island with your lives? And what kind of person must you become to survive?

"Dinosaurs and man, two species separated by sixty-five million years of evolution have just been suddenly thrown back into the mix together. How can we possibly have the slightest idea what to expect?"

— **Dr. Alan Grant**, *Jurassic Park*

"You have only three choices: run, hide, or die."

— **Danielle Rousseau**, *LOST*

Escape from Dino Island is an action-adventure game based on *Apocalypse World* by D. Vincent Baker & Meguey Baker. This game stands alone, but if you don't know *Apocalypse World* (or a similar Powered by the Apocalypse game), it might be a bit confusing.

Escape From Dino Island is designed for **3-6 players** to tell a single, thrilling story over the course of **1-2 sessions** lasting 3-4 hours each. Most of you will take on the role of **Heroes**, the protagonists of the adventure story you're going to create together. One of you will be the **Dino Master (DM)**, who controls the dinosaurs threatening the Heroes, the short-lived secondary characters they meet (**Non-player characters** or **NPCs**), and the island itself, in all its perilous, mysterious glory.

To start, decide who will be the DM. They should take a few moments to get familiar with the DM rules (Pg. 16), then follow the instructions on the next page or the Setup playsheet.

Escape from Dino Island

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HERE'S THE SITUATION

Use this questionnaire to get up to speed. Discuss the answers as you go, developing the setting, relationships, and scenario.

I. MAINLAND

You've come to the island together. Why?

Players: Choose one together or roll.

1. We were invited as guests, under mysterious circumstances.
2. We were hired to work here, under mysterious circumstances.
3. We're here to explore or research.
4. We're criminals or smugglers, here for a score.
5. We're on a rescue/retrieval mission. *Who or what are we after?*
6. We're on a covert mission, to infiltrate or sabotage.

Who are you?

Players: Choose a **playbook**. (No two players should pick the same playbook.)

Follow the instructions on the playbook to create your Hero. Then, go around the table and introduce yourselves. Feel free to ask a question or two about other characters, but don't get too caught up in it—you'll learn more about each other during the game.

What did you hear about the island before you arrived?

DM: Give each Hero a **rumor** (Pg. 17).

Ask questions to clarify the plan—make sure everyone agrees on how they're getting to the island and what they're going to do when they get there. Add to the map as needed.

II. THE ARRIVAL

On the island, you quickly encountered your first dinosaur.

DM: For each question, choose one player to answer.

- Describe the situation—where were you and what kind of dinosaur was it?
- How did you feel when you saw a *real, living* dinosaur?
- What was one uncanny thing about the dinosaur?
- What was one oddly familiar thing about the dinosaur?

Soon afterwards, something went wrong.

DM: For each question, choose one player to answer.

- What was your first hint that something was off?
- Who did you instinctively look to, and why?
- What is your personal worst case scenario?
- What made you realize you were in serious trouble?

WHAT YOU DON'T KNOW:

- How are there living dinosaurs on the island?
- There's a man-made **COMPLEX** on the island. Who built it and what is its purpose?
- The complex has fallen, maybe just now or maybe some time ago. What went wrong?

III. RIGHT NOW

Where are you?

Players: Choose one together or roll. **Mark it on the map.**

1. The hatchery.
2. The Triceratops pens.
3. Hastily abandoned dormitories.
4. A monorail high above the jungle.
5. A debris-strewn beach.
6. A cave, waiting out the rain.

You know one way off this island (though there might be more). What is it?

Players: Choose one together or roll. **Mark it on the map.**

1. Call for rescue at the radio station.
2. A smuggler's hidden prop plane.
3. The helicopter you came in on.
4. A military submarine.
5. A sailboat / pleasure yacht anchored offshore.
6. A cruise ship that passes by once a week

Why can't we just leave? *These two answers are called the **OBSTACLES***

There's a problem...

DM: Choose one.

1. The only route is through the Deinonychus pens/territory.
2. The monorail is the only way to where we're going, and it's offline.
3. We've gotta wait out this damn storm.
4. We can't leave without completing our mission.
5. We need to get into the complex, but it's locked down.
6. Our way off the island is damaged, unreachable, or hasn't arrived yet.

There's a mystery that needs solving...

Players: Choose one together or roll.

1. Why have you lost contact with the outside world?
2. Who sabotaged your mission? (and why?)
3. Why didn't your contact meet you, and where are they?
4. What's the source of the strange broadcast overpowering your signals?
5. Why are your compasses malfunctioning... and which way is North?
6. Who are the shadowy figures watching you from the bushes and what do they want?

DM...

By now, you should have a pretty meaty starting situation, but just to kick it up a notch, consult your move list and make a move. Something that puts the players in peril. Then, ask one of the players... **What do you do?**



THE HEROES

CREATING A CHARACTER

Creating your Hero in *Escape from Dino Island* is simple, so you can get right to the action.

1. Choose a Hero playsheet. Download playsheets at www.escapefromdinoisland.com
2. Assign the following to your three stats (**FIT**, **CLEVER**, and **STEADY**) in any order you choose: **+2**, **+1**, **-1**. For a more challenging adventure, try using **+2**, **0**, **-1**.
3. Give your Hero a name, pronouns, a personality, and a look.
4. Follow any additional steps on your playsheet.

As you continue to define the starting situation (see *Here's the Situation*, Pg. 2), imagine who your character might be, but don't overthink it. Just come up with enough to get you started. The details of your character's backstory, personality, and inner life will emerge during the quiet moments of your adventure.

TAKING ACTION

When you play *Escape from Dino Island*, you'll spend most of the time in a conversation, describing what your character says and does or listening to the other players describe their own characters' actions, then reacting to what the DM says.

Sometimes, your character will say or do something that triggers a **Move**. Your character can't do it without triggering the Move, and you can't trigger the Move without doing it.

Heroes have two kinds of Moves: **Basic Moves** and **Special Moves**. All of the Heroes share the Basic Moves, but Special Moves are unique to each playbook and cannot be used by anyone else. Basic Moves are further divided in **Peril Moves** and **Safety Moves**. See Pgs. 6-7 for more on Basic Moves.

Most Moves require a die roll—roll 2 six-sided dice (2d6) and add the appropriate stat or other modifier. Any result above a 7 is a **hit**. A 6 or lower is a **miss**. If you roll a **10+**, you'll have an even better result, while a 7-9 will usually mean success with a drawback or difficult choice.

Regardless of what you roll, consult the Move and do what it says. If the Move doesn't tell you what to do, ask the DM to tell you what happens.

When you take an action that isn't covered by a Move, the DM tells you what happens.

DINO DAMAGE

The Heroes are in a terrifying situation full of dangers—you're likely to get **injured**. When you take an **INJURY** (usually because of a missed roll), mark the injury on your playsheet. Most injuries don't have specific game effects, but that doesn't mean the injury isn't serious. The DM will tell you how and when the injury causes you trouble.

Injuries can be treated by a someone with medical training. If nobody chose to play the Doctor, you'll have to find an NPC to help you.

If your character ever gets injured while they already have an injury, don't mark a second injury. Instead, use the **CASUALTY** move (see Pg. 7).

A Hero who's OUT OF COMMISSION can only be treated by a Doctor who's taken BACK FROM THE BRINK; it's beyond the capabilities of even the most skilled NPC.

THE BASIC MOVES

PERIL MOVES

These Moves come into play when you're in trouble. **When some or all of you act together** (for example, everyone runs for it), the Hero in the **worst** position, or with the lowest relevant stat, rolls. The rest of the Heroes are assumed to succeed (perhaps with cuts and bruises) unless the Move says otherwise, or a Hero chooses not to.

Run!

When you run for it, roll+FIT.

On a 10+, you escape to a safe location. The DM will describe it. You know roughly where you are. **On a 7-9**, choose 1:

- You get to a new location, but you're still being pursued.
- You escape the threat... into a new perilous situation.

On a miss, you get **injured**, and the threat is still around.

Hide!

When you hide from a predator, say where you are hiding and roll+CLEVER.

On a hit, it either can't find or get to you. You're safe. **On a 7-9**, someone else is exposed. If you stay hidden, you'll be fine, but they won't. *If you're alone, the DM will offer you a different hard choice.*

On a miss, surprise! It's right on top of you.

Just Do It!

When you do something you can usually do easily (for example, unlock a door, quietly cross a room, or drive a car) under pressure, say what will happen if you mess up, then roll+STEADY.

On a hit, you pull it off. **On a 7-9**, you slipped, hesitated, or cut corners. The DM will offer you a hard choice.

On a miss, well, you know what happens.

Hold On to Your Butt!

When you rely on sheer physicality to power through difficulty or ignore a debilitating injury, roll+FIT.

On a hit, you tough it out. **On a 7-9**, you succeed, but you're exhausted—take -1 to your next roll with FIT.

On a miss, you're seriously injured.

Look Over There!

When you create a distraction to protect a friend, say what it is and roll+CLEVER.

On a 10+, you draw the dinosaur's attention where you intend. Your friend is safe. **On a 7-9**, the dinosaur notices you.

On a miss, the best you can do is take the hit for your friend. Will you?

If you choose to draw the dinosaur's attention to yourself, you always succeed.

Take My Hand!

When you stop what you're doing to help someone else in trouble, roll+whatever makes the most sense.

On a hit, they succeed, with your help.

On a 7-9, choose 1:

- You two are separated from the group.
- You solve their problem, but create one for yourself.

On a miss, you made it worse for both of you.

Fight!

When you fight for your life, roll without a bonus, or +1 if you have a weapon.

On a hit, you buy a precious moment for someone to help you. **On a 7-9**, also choose 1.

On a 10+, both.

- You aren't injured.
- You injure the enemy. *The DM decides how.*

On a 6-, make the **CASUALTY** Move. Sorry.

*The DM can **always** decide you can't fight a dinosaur.*



SAFETY MOVES

These Moves come into play when you've got time to breathe. **When some or all of you act together** (for example, everyone scours the room for clues), the Hero in the **best** position to succeed, or with the highest relevant stat, rolls. The other Heroes are assumed to be less successful.

Lay of the Land

When you and a companion take a quiet moment to get to a good vantage point and orient yourself, **tell a story**, then roll+CLEVER.

On a hit, The DM will tell you about two landmarks—one natural, one man-made—that you can see. **On a 10+**, they will also show you where you are on the map.

On a miss, you discover an imminent peril.

Instruct

When you guide another Hero through a risky task that you know how to do, but they must do (perhaps because you are communicating with walkies, are on opposite sides of a fence, or you're injured), **tell them a story** and roll+STEADY.

On a hit, you're an able teacher. They succeed.

On a 7-9, they don't do it quite as well as you would have. Choose 1:

- It takes longer than expected.
- It opens them up to danger.
- It opens you up to danger.

On a miss, you confuse, anger, or distract them. (Their choice.) The task is botched beyond salvaging and you've made matters worse.

Scavenge

When you and another Hero take a quiet moment to search for useful objects or information, **tell them a story** and roll+CLEVER.

On a 10+, you find something useful. Maybe even that one thing you were hoping for. **On a 7-9**, you find something handy, but you make a lot of noise. You can pretend no dinosaurs heard you, if you want.

On a miss, you find something bad.

The Best-Laid Plans

When you take too long to discuss your course of action, the DM makes a move.



Casualty

When you are grievously hurt (or take an injury while already injured), you're in *bad* shape. **Tell someone your darkest secret or unfulfilled hope**, then choose 1:

- You get one final heroic act—subject to the DM's discretion—before you die.
- You're **OUT OF COMMISSION**. You're unable to do anything, but your character will survive if the others can get you off the island in time.

Either way, you may choose an unused playbook and create a new character. The DM will tell you when your new character appears.

THE DOCTOR

You save lives. It's your blessing when you succeed and your curse when you fail.

SPECIAL RULES

As the Doctor, you can generally do the kinds of things doctors do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, **you start with the following Special Move:**

Treat Wounds

When you take a quiet moment to tend to *someone else's* injury and have the right equipment, **tell them a story** (yes, even if they're unconscious... a particularly good moment for honesty!). Then, cross off the injury.

When the conditions aren't ideal, still tell a story, then...

- In a perilous situation, roll+STEADY.
- Without the proper equipment, roll+CLEVER.

(If it's both, roll without any bonus.)

On a 10+, you treat their wound. If it's a Hero, cross the injury off their playsheet. **On a 7–9**, you could do it... if conditions were right. The DM will tell you what you need. When you get it, cross off the injury.

On a miss, the DM will tell you how you've made things worse.

When you ADVANCE, **choose one of the following Special Moves:**

Back from the Brink

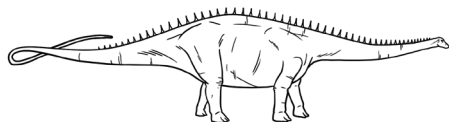
You can treat a character who is Out Of Commission to revive them. They retain their previous injury.

Heal Thyself

You can use the **TREAT WOUNDS** Move on yourself.

Veterinarian

You can treat dinosaurs' and animals' wounds.



STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- Why you became a doctor
- A time you were terrified
- A nearly fatal mistake
- When someone miraculously pulled through
- How you blow off steam

STARTING GEAR

- First aid kit
- Penlight
- Container of pain pills

THE ENGINEER

There's no problem humans can't solve with ingenuity and a bit of elbow grease. Even this one.

SPECIAL RULES

As the Engineer, you can generally do the kinds of things engineers do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, **you start with the following Special Move:**

Jury-rig

Whenever you whip up a makeshift solution to a problem, roll+CLEVER.

On a 10+, it'll do the trick. **On a 7–9**, it'll work, but choose 1:

- You'll have to take apart something else
- It won't last long
- It'll take a while

On a miss, your messing around damages something or someone.

When you ADVANCE, **choose one of the following Special Moves:**

Construct

When you lead a team to construct something substantial (a raft, bridge, shelter, etc.), **assign one person to take point on construction**. You make the design. Roll+CLEVER.

On a 10+, it's excellent engineering. **On a 7–9**, choose 1:

- You need something you don't have. The DM will tell you what, and where you might find it.
- It's a good plan, but it has one unavoidable flaw. The DM will tell you what it is.

On a miss, there's a flaw you didn't notice. When it comes up, the DM will tell you.

Whoever leads construction: Roll+the number of people helping you (max 3).

On a 10+, you build it quickly and expertly. **On a 7–9**, it's hard work. All the builders have -1 to their next FIT roll. **On a miss**, someone is injured on the job.

The Nuclear Option

You know how to craft a powerful bomb. When you build one, tell the group just how powerful it is and how it's triggered. The DM will tell you how long it will take to build, and what you need. When the bomb is triggered, roll+CLEVER.

On a 10+, it goes off without a hitch. BOOM. **On a 7–9**, choose 1:

- The bomb must be triggered manually by someone next to it.
- The bomb is more or less powerful than planned, DM's choice.

On a miss, the bomb goes off at the wrong time—the worst possible time.

STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- Something inefficient that infuriates you
- Something that's perfectly designed
- The thing you dream of building
- A moment of simple pleasure
- A time you were forced to cut corners

STARTING GEAR

- Toolkit (Screwdriver, duct tape, etc.)
- Tablet w/durable case
- Headlamp

THE HUNTER

You've hunted most things that can hunt you, but the way these things move...

SPECIAL RULES

*As the Hunter, you can generally do the kinds of things hunters do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, you start with the following Special Move:*

Tracker

When you study your immediate environment for spoor, roll +CLEVER. **On a hit**, you know what animals have been here recently (though you may not know exact dinosaurs species), and the size of their group(s).

In addition, **on a 10+**, ask 3; **on a 7-9**, ask 1.

- Where did the animal(s) come from?
- Where are the animal(s) headed?
- How can I catch them unaware?
- What else nearby should I know about that might not be obvious?

The answers should be substantial. For example, "Where did the animal(s) come from?" should not merely be "That way!" but instead "A body of water to the east."

On a miss, you notice a predator preparing to strike.

When you ADVANCE, choose one of the following Special Moves:

Trapper

With the right equipment, you can lay a trap for a dinosaur or other animal and capture it. Describe your plan. When you put it into action, roll +CLEVER. **On a 10+**, you capture the dinosaur safely and securely.

On a 7-9, choose 1:

- The dinosaur is captured uninjured.
- The dinosaur is captured securely, and won't break free.
- No one was injured while capturing the dinosaur.

On a miss, you weren't able to capture the dinosaur, you've exposed yourself or a friend to danger, and the dinosaur's mad, too.

It's Too Quiet

You always know when you're being hunted and you cannot be ambushed. To warn the others without tipping your enemy off, you must **JUST DO IT!**

STORIES YOU TELL

Whenever a move requires you to tell a story, choose one from this list and cross it off.

- Your most impressive catch
- A time you were lost in the wilderness
- One way animals outclass people
- The strangest food you've eaten
- Something an idiot did that got them killed

THE KID

You're just a kid!

Instead of the standard spread, the Kid starts with the following stats: +1, +1, -1.

SPECIAL RULES

*As the Kid, you can generally do the kinds of things kids do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition you start with the following Special Moves:*

I Know This!

When nobody else has a crucial skill, you may reveal that you, in fact, have that skill because you're a precocious kid. Using the skill **always** requires you to **JUST DO IT!**

Ahhhhhh!

Whenever you cry out to another Hero for help, they must answer your call.

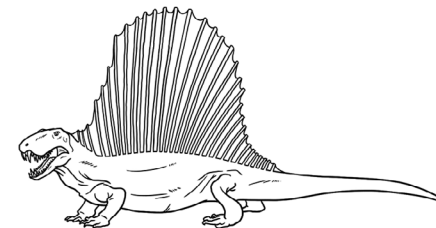
When you ADVANCE, choose one of the following Special Moves:

Inspire Heroism

When another Hero puts your needs above their own safety (including in response to **AHHHHH!**), any rolls they make are improved by one level. A miss becomes a 7-9, a 7-9 becomes a 10+.

Good Listener

When you volunteer for a difficult job and someone else **INSTRUCTS** you, they treat a miss as if they rolled a 7-9.



STORIES YOU TELL

Whenever a move requires you to tell a story, choose one from this list and cross it off.

- A time you were really brave
- The most annoying thing your parent does
- An explanation of something baffling to adults
- Something cool a friend taught you
- What you're secretly scared of

STARTING GEAR

- Toy dinosaur
- Swiss army knife
- A candy bar + can of soda

THE PALEONTOLOGIST

You've studied dinosaurs by their fossil traces—will that knowledge keep you safe from the real thing?

SPECIAL RULES

As the Paleontologist, you can generally do the kinds of things field researchers and academics do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, **you start with the following Special Move:**

Dinosaur Expert

When you draw on your knowledge to deal with a real-life dinosaur, roll+CLEVER.

On a hit, you're able to identify its species, sex, and whether it's a herbivore or carnivore. In addition, **on a 10+**, you may ask 3 questions from the list below. **On a 7–9**, you may ask 1.

- What is its drive?
- What are its moves?
- What size pack does it travel in?
- What is its weakness?

On a miss, it turns out living dinosaurs are different than you thought, for the worse.

You can only use this move once per species, unless you have the opportunity to study a living specimen more closely.

When you ADVANCE, **choose one of the following Special Moves:**

Lizard Brain

When you roll a hit with **DINOSAUR EXPERT**, instead of asking one of your questions, you may instill a simple emotion (fear, apathy, anger, etc.) in a dinosaur using body language and sound.

Curiosity Killed the Quetzalcoatlus

When you put yourself in danger in pursuit of knowledge or to investigate a mystery, take +1 to your roll.

Polymath

Your deductive and inductive abilities extend beyond fossils and prehistoric life. When you spend time examining something solidly mysterious, **tell a story** then roll+CLEVER.

On a 10+, the DM will tell you something interesting and useful you're able to deduce about the subject. **On a 7–9**, the DM will tell you what you need—a tool, specific knowledge, etc.—to figure it out, and a guess as to where you might find it.

On a miss, you discover something horrible.

STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- How you fell in love with dinosaurs
- Why your arch-rival is a hack
- A thing you've never understood about people
- A life lesson your mentor taught you
- The story behind the fossil you carry

THE SOLDIER

You are a warrior by profession, but is your training enough to best a foe honed by 179 million years of evolution?

SPECIAL RULES

As the Soldier, you can generally do the kinds of things soldiers do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, **you start with the following Special Move:**

Kill or Be Killed

When you open fire on a dinosaur or group of dinosaurs, roll+STEADY.

On a hit, you gun them down. **On a 7–9**, you use too much ammo—you're empty.

On a miss, you get mauled and immediately make the **CASUALTY** move. (*Don't miss.*)

When you ADVANCE, **choose one of the following Special Moves:**

Leave No One Behind

When a nearby ally is about to be hurt, killed, or separated from the group, you may take +1 to rolls to help them.

Gun to Your Head

When you threaten a human with physical violence, they must do what you say or take an injury of your choice.

Close Quarters Expert

When you **FIGHT!**, your roll is improved by one level. A miss becomes a 7–9, a 7–9 becomes a 10+.



STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- The time you cheated death
- Why you enlisted
- An inside joke you shared with your squad
- Something that haunts you
- A superstition that keeps you alive

STARTING GEAR

- Assault Rifle
- Handgun
- Flashlight
- Combat knife
- One extra clip

THE SURVIVOR

You are not from here, but you've survived alone on the island for a long time.

SPECIAL RULES

As the Survivor, you can generally do the kinds of things people who've lived in the wilderness do without a roll (unless you must JUST DO IT!), though what happens next is up to the DM. In addition, **you start with the following Special Moves:**

Been Around the Block

When someone mentions a specific location on the island for the first time, roll+CLEVER if you've been there.

On a 10+, you know exactly where it is. Mark it on the map and gain +1 to all rolls while traveling there. **On a 7-9**, you remember where it is, and the reason it's challenging to get there. Say what it is.

On a miss, the DM will tell you the reason you swore you'd never go back. Regardless of your roll, **tell them about the last time you were there.**

Homeward Bound

You have a hovel on the island. **Mark it on the map when you create your Survivor.** When you trek to your hovel, roll+CLEVER.

On a 10+, you arrive after a safe journey. **On a 7-9**, you still make it there, but choose 1:

- You're forced to take an indirect route and arrive hours later than planned.
- There is a threat waiting for you.

On a miss, you can't get there. The DM will tell you why, and offer you a choice of where to go instead.

When you ADVANCE, **choose one of the following Special Moves:**

Hoarder

You've scavenged many useful things on the island—key cards, mechanical parts, bottles of tyrannosaurus urine, etc. When you might have just the right thing, roll+CLEVER.

On a 10+, you do, or something similar enough. **On a 7-9**, choose 1:

- You've got something similar, though not as good.
- You have the thing, but it's in your hovel.

On a miss, your search comes up short and costs you valuable time.

Fade Away

As long as you are in the wilderness, whenever you **HIDE!**, treat your roll as a 10+, even if your enemy has eyes on you. *Your friends are on their own.*

STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- A useful survival skill you learned here
- The person you hope to be reunited with
- The mundane comfort you miss most
- What you'll do differently if you get off the island
- The thing about the island you actually like

STARTING GEAR

- Spear
- Camouflaged rags
- Terrible stench
- Edible plants
- Old backpack



THE DINO MASTER

Your Agenda *These are your goals.*

- Make Dino Island mysterious, dangerous, and full of dinosaurs.
- Challenge the Heroes to become their true selves.
- Play to find out if they'll make it off the island, and who they'll be if they do.

Your Principles *When in doubt, these guidelines will keep you on the right track.*

- Be a fan of the characters.
- Always target a specific character.
- Ask questions and build on the answers.
- Give every location unique and memorable details.
- The environment is just as dangerous as the dinosaurs.
- Give every dinosaur species a gimmick.
- Juxtapose the natural and the artificial.
- Force the Heroes to choose between saving themselves and helping others.
- The dinosaurs are animals, not monsters—make them real: awesome, frightening, strange, familiar, unstoppable, or gentle as appropriate.

Your Moves *These are the (only) things you can do.*

Make a move when:

- A player rolls a miss (6-)
- The players take too long planning
- The players look to you to see what happens next

When things are relatively safe, choose moves that set up dangerous or challenging situations.

When the players ignore problems or make a mistake, that is when you hit them hard.

- Show signs of a nearby dinosaur
Footprints, evidence of grazing, a fresh kill, a roar, small dinosaurs fleeing, etc.
- A dinosaur shows up! Give it a gimmick!
- Injure them as established
- Their injuries cause problems
- Introduce a useful NPC Give them a goal!
- Kill a useful NPC
- Disorient them
- Offer them what they need, with danger in the way
Tell them the danger.
- Tell them what they need and let them figure it out
When they get it, they succeed. Other solutions might work.
- Split them up
- Reveal something mysterious
- Time passes
Night falls, they have to rest, an opportunity expires, etc.
- Use a DINOSAUR MOVE
- Use a LOCATION MOVE

THE STRUCTURE OF THE GAME

The next few sections will help you DM a game with adventure, mystery, and a satisfying arc. Here's how:

While the others make their characters, take a look at the **MYSTERIES OF THE ISLAND** (Pg. 18).

When the Heroes deal with one of the two Obstacles, it's time to unleash the **EXTINCTION EVENT** (Pg. 20). **This is also when the Heroes ADVANCE.**

When they deal with the second Obstacle, it's time for the **DARING ESCAPE** (Pg. 22)!

To track everything, use the DM playsheet available at www.escapefromdinoisland.com

Rumors

While the players are creating their characters: give each player a rumor, and don't forget to ask how they learned it. The rumor may or may not be true—the choice is yours.

- 1 Ocean currents and underwater rocks make it nearly impossible to get to the island by boat.
- 2 Someone is engineering new species of plants and animals on the island.
- 3 No human had set foot on the island before last year.
- 4 The Chinese government has a hand in whatever's going on.
- 5 There are natives who worship dinosaurs as gods.
- 6 Sometimes there are strange purple storm clouds above the island.
- 7 A drunken friend told you what they saw on the island. Mostly nonsense, but they died soon afterwards under mysterious circumstances.
- 8 You have a friend or family member who went to this island and never came back.
- 9 People go for two-year tours and even the janitors get paid seven figures.
- 10 Compasses don't work quite right.
- 11 There are spiders as big as a coconut.
- 12 The Natural History Museum has a new exhibit opening soon that is so secret even most of the curators don't know what it is

6 Nicknames for Dinosaurs

- 1 MMDs (Man-Made Dinosaurs)
- 2 APAs (Artificial Prehistoric Animals)
- 3 Crichtons
- 4 Paleys
- 5 Waybacks
- 6 FIDOS

What can the NPC offer?

- 1 Access to an area *keycards, passwords, etc.*
- 2 Guidance to a location or person
- 3 A weapon and/or the skill to use one
- 4 Knowledge about a dinosaur
- 5 Knowledge of a cache *weapons, fuel, artifacts, etc.*
- 6 Ability with a vehicle
- 7 Ability with a technical system *power, time portals, cloning vats, security, etc.*
- 8 Medical care

What is the NPC's goal?

If the Heroes try to persuade or coerce an NPC, that's a perfect time to tell them what they need and let them figure it out. Some ideas:

- 1 Get to a loved one elsewhere on the island
- 2 Stay put until it all blows over
- 3 Avoid dinosaurs at all costs
- 4 Get revenge on the person they think is responsible for the whole mess
- 5 Get paid, in cash
- 6 Nobody can leave
- 7 Recover backups of all the data
- 8 Complete their research
- 9 Get everything back on track
- 10 Protect a personal secret at all costs

6 Mysterious Organizations

- 1 The Hallet Institute
- 2 恐龙 (Kǒnglóng)
- 3 Mantell Industries
- 4 Hilltop
- 5 SynGen
- 6 D.R.I (Dinosaur Research Institute)

— MYSTERIES OF THE ISLAND —

This island has many mysteries, and as DM you're in charge of bringing them to life. There are three PRIMARY MYSTERIES, established in the starting situation:

- How are there living dinosaurs on the island?
- There's a man-made COMPLEX on the island. Who built it and what is its purpose?
- The complex has fallen, maybe just now or maybe some time ago. What went wrong?

For every Primary mystery, we've provided 6 possible answers, each with a FIRST CLUE.

HOW ARE THERE DINOSAURS?

1. They were genetically engineered by humans

First Clue: A dinosaur has some sort of "tag"—a literal tag, a tattoo, etc.

2. They never died out here—the island is a lost world

First Clue: An ancient ruin depicting humans and dinosaurs together

3. It's a space-time anomaly

First Clue: Something from another time—for example: a dead Roman soldier, a futuristic machine, or a Model T

4. They're sophisticated robot fakes

First Clue: A dinosaur briefly behaves erratically, almost like it's glitching

5. It's reverse-evolution spurred by climate change

First Clue: The weather on the island is uncanny

6. They were woken up by climate change/ice melting

First Clue: They find glaciers or ice caves with empty, melted cavities

OKAY, BUT HOW DO I USE THIS?

There's no wrong way to use this material, but here's what we suggest:

1. One of the Obstacles, chosen by the other players at the beginning of the game, is a mystery. Early on, choose one of the answers on this page to be the solution—or connected to the solution—to that mystery. Choose an answer that excites you, ideally one that's different from what the players are leaning toward.
2. Look for an ideal moment to introduce the corresponding FIRST CLUE. When you do, **make it crystal clear what they're seeing**. This should get the Heroes on the right track.
3. If the solution to the Primary Mystery is not the same as the solution to the Obstacle mystery, look out for exciting answers to the Obstacle mystery. *It may come from the players!*
4. Let the solution come into focus quickly. This is a fast-paced game, and what seems obvious to you may not be obvious to the players. *Feel free to introduce clues or provide answers to other mysteries too, as long as you're not contradicting yourself.*

These answers are all just suggestions to aid and inspire you. Make up your own answers! Make up your own clues! Hell, make up your own mysteries, as long as everyone knows they are mysteries, and not just things you haven't decided on yet.

WHAT IS THE PURPOSE OF THE COMPLEX?

1. To genetically engineer dinosaurs for...

- Scientific knowledge **First Clue:** A dilapidated notebook filled with ruined notes
- Military applications **First Clue:** The corpse of a soldier with a flag patch on its shoulder
- Pharma research **First Clue:** The name of a prominent pharma company on a sign
- A tourist attraction **First Clue:** A box of moldering brochures for "Dino Island"

2. An unrelated research station studying climate change, the volcano, electromagnetic anomalies, etc.

First Clue: Scientific equipment that has nothing to do with dinosaurs

3. VR system for people to remote-control dinosaurs and hunt humans

First Clue: A bunker filled with recliners and defunct high-tech VR headsets

4. A utopian colony

First Clue: Abandoned family dormitories and small farm/garden plots

5. Creating dinosaur-human hybrid soldiers

First Clue: A dead human with scaly skin

6. A Theme Park

First Clue: A visitor's center, complete with garish sign for "Dino Island"

WHAT WENT WRONG?

1. Dinosaurs were intentionally introduced to an unsuspecting—and unrelated—research station as an experiment

First Clue: An empty dinosaur "shipping crate," but the dinosaur didn't escape—it was clearly *let out*

2. Sabotage by a rival corporation, eco-activists, a disgruntled worker, or angry natives

First Clue: An NPC (dead or alive) who doesn't seem to belong

3. The dinosaurs developed unpredicted, disastrous traits

First Clue: A dinosaur with a shocking trait

4. The workers revolted

First Clue: A mysterious hand-painted sign on a wall, tree, or rock

5. A power outage set the dinosaurs free

First Clue: A tear in the electric fence

6. An outbreak of dino-flu

First Clue: An NPC dies/died coughing up blood (or a Hero!)

THE EXTINCTION EVENT

When the Heroes are getting close to escape, it's time to up the stakes. **The Extinction Event triggers when the Heroes overcome one of the two OBSTACLES.**

First, **all the Heroes ADVANCE.** Tell the players to each choose one of their Hero's advancement Moves.

Choose one Extinction Event from the options below, based on two criteria: what seems cool and what makes sense (or just roll, if you're into that).

Each Extinction Event adds additional moves to your arsenal. Use one of its WARNING MOVES to introduce the Event into the story.

THE VOLCANO IS ERUPTING!

Warning Moves: The ground shakes, portending the eruption

New Moves: The volcano erupts • A cloud of choking soot blankets the area • Rocks fall from the sky • A lava flow bars their way • A lava flow is coming right towards them • Stampede of fleeing herbivores

IT'S A MONSOON!

Warning Moves: Dark clouds on the horizon, moving fast • Thunder and lightning, too close for comfort

New Moves: The downpour begins • Lightning strikes, damaging something important • The ground is dangerously slick • Flooding makes an area impassable • All aircrafts are grounded • An aircraft crashes • The generators fail, and the power goes out • The Xenosaur is loose

THE DINOSAURS HAVE EVOLVED!

Warning Moves: Strange footprints in the mud • A dinosaur call nobody recognizes

New Moves: A seemingly normal dinosaur exhibits a powerful and impossible new trait (see DINO GIMMICKS) • A dinosaur exhibits human or near-human intelligence • A dinosaur is impossibly large • The old tricks don't work • They encounter the Xenosaur

TICK TOCK...

To capture the mounting danger of Extinction Events like the Volcano or the Time Anomaly, use a **COUNTDOWN**.

On the map of Dino Island or a notecard, **draw 3 checkboxes and label them clearly** (as, say, "Volcano Erupts" or "The kill team's nuke")—for the countdown to work, everyone should know where the countdown stands and what will happen when the final box is crossed off.

When a Hero rolls a Miss or takes too long to make a decision, you may cross off a box, then make a move based on how many boxes remain.

THEY'VE SENT A KILL TEAM!

Warning Moves: The heroes find dead bodies—dinosaur *and* human—gunned down with precision • Unexpected, unfriendly voices on the walkie • The sound of machine gun fire nearby

New Moves: A bullet whizzes by someone's head • A shot rings out, and an NPC dies • A grenade (flashbang, tear gas, explosive) clatters into the area • A kill team squad appears • The kill team deploys a nuke

New Enemy: Kill Team Squad

Drive: Nothing gets out alive.

Moves:

- Shoot someone *This kills an NPC, wounds a Hero*
- Toss a grenade into an area
This might mean flashbang, tear gas, or explosive.
- Use sophisticated tactics

THE DINOSAURS WILL REACH THE MAINLAND... YOU HAVE TO STOP THEM!

Warning Moves: Reveal a way for the dinosaurs to get off the island • Mercenaries arrive with tools for capturing and removing the dinosaur

New Moves: Reveal a weapon of mass destruction: a nuclear device, a way to trigger a volcanic eruption, a way to unleash a dinosaur-targeted genetic virus • The first shipment is about to leave • The dinosaurs don't like boats/planes/cars

THE TIME ANOMALY IS COLLAPSING!

Warning Moves: Strange purple clouds in the sky • Someone gets a nosebleed

New Moves: The Heroes are suddenly transported to a different era • A giant portal is sucking everything • A bizarre creatures/object from the distant past or far future appears • An NPC's understanding of time gets muddled • Time moves erratically or backwards

As with the Mysteries, these are just suggestions. Feel free to invent your own Extinction Event—just make it intense!

You also don't need to introduce the Extinction Event immediately—feel free to wait for your moment. However, right after a major success is often a great opportunity to hit the Heroes hard.

If you've selected your Extinction Event in advance, you can also use one or more Warning Moves before the Extinction Event as foreshadowing; that way, you can raise the stakes as soon as they overcome the obstacle.

A DARING ESCAPE!

Once the Extinction Event has been triggered, the stakes are raised, and while the heroes have new problems to deal with, their goal remains unchanged: Escape the island!

When the Heroes have successfully dealt with both Obstacles, start moving the game toward its climactic Finale. There will likely still be unresolved conflict, havoc caused by the Extinction Event, or mysteries to solve—not only is that fine, it will make the Finale even more exciting.

Get the Heroes to their method of escape as quickly as you can—it may be the one they selected during Setup or one they've discovered along the way. If they don't have the way off the island, offer them a new one.

Pick an island site for the Finale that makes sense and, more importantly, excites you. Consider a place that's been heavily discussed that they've yet to visit or returning to a key location from earlier in the game. Make it extreme—not just the mountain, but the volcanic crater at its peak!

This is not a time for ambiguity; dangle their escape in front of them and make it clear where they need to go.

Once escape is in sight, it's time for the thrilling Finale! Throw everything you've got left at them. Any enemies or threats they've evaded are fair play to return, twice as dangerous. Whichever Extinction Event you've chosen, bring it to bear in its fullest form, whether that means a pyroclastic storm, the kill team's commander, a pack of hyper-intelligent Xenosaurs, or a deranged dino-cult from the future.

Your goal in the Finale is to create an epic climax. You're not trying to kill or stop the Heroes from escaping, just push them to their limits. Make them use their moves and their knowledge. Force them to make hard choices, but play fair: Give them the opportunity to escape, even if it means one or two of them must pay the ultimate price or get left behind so the others can survive.

It's also okay to throw the Heroes a bit of good luck—"Deus Rex Machina," as it were—especially if they've earned it along the way with acts of generosity or sacrifice: Perhaps, at the last moment, the nasty ceratosaurus catches a surprise thagomizer from the stegosaurus the Heroes saved from a trap at the start of the game. Just make sure it's satisfying—nobody wants to feel like they cheated their way to safety.

FINALE MOVES

Use these exciting moves to make the escape feel especially climactic:

- A deadly threat returns
- A new, more powerful version of an enemy you fought shows up
- The island begins to die—Perhaps it's being torn apart by an earthquake, sinking into ocean, exploding with the volcano, or being sucked into a time vortex
- A Hero must choose whether or not to sacrifice themselves.

RETURNING HOME: THE DENOUEMENT

If the Heroes escape, make sure to take a moment to describe it: The island disappearing into the distance; the breaths of relief.

If nobody escapes, take a moment to show the island in all its deadly majesty: The T-Rex roaring atop a rocky outcropping, or the Utahraptor pack prowling the Complex's server stacks.

Then, each Hero—whether they escaped or didn't—makes one of the following Moves:

Safe at Last

When you escape the island, roll+the number of stories you've told over the course of your adventure. **On a 10+**, describe something good that happens to—or because of—you as a result of your time on the island.

On a 7-9, describe something (an image or memory) you will carry with you from your time on the island.

On a miss, describe something bad that happens to—or because of—you as a result of your time on the island.

Never to Return

When you fail to escape the island (either because you died or were left behind), roll+the number of stories you've told over the course of your adventure.

On a 10+, choose one player to say a positive impact you had on the world.

On a 7-9, choose one player to say what they'll remember about you.

On a miss, tell the others why you deserved your fate.





ISLAND SITES

NATURAL

Beach *Waves crashing against the shore, the salty air in your nostrils*

They might find: Scattered debris, crabs, a light on the horizon, a beached sailboat

- A fin breaks the surface of the water
- A cry echoes from the jungles beyond

The Cave *Eerie quiet, shadows that could hide anything, a moldy scent*

They might find: A dinosaur nest, a secret entrance to the complex, CERATOPSIDS

- Falling rocks block an exit
- Are those voices up ahead?

Jungle *Air heavy with humidity, swarms of insects, green in every direction*

They might find: An entrance to the complex, a human scout, the corpse of someone who got lost

- Turn them around in the maze of trees and vines
- Stop their passage with impenetrable foliage

The Lake *A cool breeze, glassy surface, a huge underwater shadow, a fishy smell*

They might find: A dinghy, a rickety bridge, a locked boathouse, AQUATIC CREATURES

- Knock someone or something into the water
- Crossing is dangerous

The Mountains *The wind howls, daunting cliffs that seem to go up forever*

They might find: A radio tower, a crashed plane, a supply crate attached to a parachute, PTEROSAURS

- Knock something or someone into a chasm
- Boulders tumble toward them
- Rain makes the stone slick
- Night falls, and the temperature drops

Open Ground *Tall grass rustling, derelict basketball hoops or soccer goals*

They might find: A secret entrance to the complex, old sports equipment, a stalled vehicle, PACHYCEPHALOSAURIDS, SAUROPODS, ORNITHOMIMIDS

- Chase them across
- Attack them from above

The River *Roaring rapids, cold spray soaks your clothes, slippery moss-covered rocks*

They might find: A raft and oars, fish, an entrance to the complex behind a waterfall, HADROSAURIDS

- Knock someone or something into the water
- Rain floods the river, creating rapids or making an area impassible
- There's no way across here

Swamp *Smothering humidity, murky waist-deep water, smell of decay*

They might find: An airboat, SPINOSAURIDS

- With the sun hidden by trees, turn them around
- Someone gets caught in quicksand
- There's something useful in the muck

The Volcanic Crater *Extreme heat, precarious footing, the red glow of magma*

They might find: A place to set a bomb, a spot for a helicopter pickup

- A lava flow snakes towards them
- Thick, poisonous gas billows forth
- Destroy something forever

ARTIFICIAL

The Aviary *Swaying catwalks, screeches from all around, obscuring mist*

They might find: A shortcut between two areas, a way down from these cliffs, PTEROSAURS

- The catwalks collapse under their weight
- They are forced up against the cage

The Monorail *Huge cement columns, foliage hacked away, faint upbeat music*

They might find: A digital map of the island, fast transportation to a different part of the island, SAUROPODS, PTEROSAURS

- A part of the track has been destroyed
- The monorail control system is malfunctioning

Pens *High fences, the stink of dino dung, footprints in the mud*

They might find: An electric fence, a dinosaur egg, dried dino dung, a GPS tracker that's supposed to be attached to a dinosaur, CERATOPSIDS, LARGE THEROPODS

- The electric fence is still active
- The dinosaur(s) are still inside
- Something terrible isn't there... it's escaped.

The Power Shed *Cramped tunnels, pipes and wires, hissing steam, water dripping*

They might find: A way to restore power to part or all of the island, flashlights and tools, SMALL THEROPODS

- It's a dead end
- Attack them from the shadows
- They don't have all of the tools or knowledge they need

The Radio Tower *Creaking metal joints, squawking birds, guano everywhere*

They might find: Walkie-talkies, a control panel to access the radio signal, PTEROSAURS

- The tower is broadcasting a mysterious signal
- The tower needs repair before it will work
- The tower is home to a pterosaur nest

The River Outpost *A grimy supply shed, the acrid scent of fuel, rushing water*

They might find: SCUBA gear, fuel, rope, perhaps a small watercraft, SPINOSAURIDS

- Something or someone is knocked into the water
- Something lies in wait at the outpost

The Smuggler's Den *A well-hidden shack for hiding out, maps on all the walls*

They might find: Guns, drugs, money, walkie talkies, a small plane or boat, hidden panels or compartments

- They trigger a booby trap
- The smugglers return

The vertical strip contains three panels. The top panel is a black and white line drawing of a laboratory interior. A sign on the wall reads "LABORATORY". A staircase leads up to a platform. A large, stylized letter "S" is on the wall. The middle panel shows a close-up of a mechanical device with a sign "26". The bottom panel shows a close-up of a mechanical device with a sign "26".

They might find: Access to doors, locks, power, or other systems; views of island/
Complex sites

- The computer systems use an inscrutable proprietary operating system
- The cameras reveal something useful
- The cameras reveal something bad

They might find: A personal journal with clues; personal items an NPC might want; replacement clothes and sundries

- An NPC returns to find the players rifling through their stuff
- A dinosaur that was trapped in a room breaks free

They might find: A clue to what the Complex was, a map of the Complex, marked paths to other parts of the Complex, ANKYLOSAURIDS

- A dinosaur hides amongst the displays
- The path they need is blocked by rubble or other damage

They might find: A dinosaur egg, a baby dinosaur, blood samples, embryos in storage, a terrified biologist, STEGOSAURIDS

- A mother dinosaur arrives to defend the young
- A dinosaur baby is close to death
- Something is *wrong* with the dinosaurs
- “Stay away from my work!” A scientist has stayed behind.

They might find: Important samples or specimens, medical or scientific supplies, dino wrangling gear, research notes, XENOSAURUS

- A specimen wakes up and bursts out
- Show them valuable data, for a price
- There is something here that will let them fight back against the dinosaurs

They might find: Important data, a USB drive, a fire extinguisher, access to the compound's control systems, SMALL THEROPODS, DROMAEOSAURIDS

- There are two wires—which one is which?
- Ah ah ah, you didn't say the magic word! *Require a password*

They might find: A doctor, medical supplies, an NPC with a debilitating injury

- A dinosaur has ingested drugs and is furiously searching for more
- Other survivors are after the medicine and are willing to kill for it

They might find: Important files, info about the Complex, a handgun, liquor

- A cowardly manager has holed up inside
- The information will take time to download or sift through

They might find: A shortcut, access to a previous unreachable location, SMALL THEROPODS, SPINOSAURIDS

- The labyrinthine passages disorient them
- Scalding steam blocks their way
- Something has made its home down here, in the dark

They might find: Long-lost knowledge, a strange artifact, a wondrous vehicle

- Trap them in a maze of ruins
- Awe them with ancient structures and statues
- Offer them a powerful prize, for a price

They might find: Handmade but high-quality tools, a delicious hot meal, natives who defy their expectations, domesticated dinosaurs

- Demand something the heroes are loathe to part with
- Take offense
- Distrust the Heroes

They might find: Mysterious markings, hints to the history of the island, a hidden control panel unlike anything they've seen before. THERIZINOSAURS

- Cause an unexpected Injury
- Do something inexplicable
- Do nothing at all

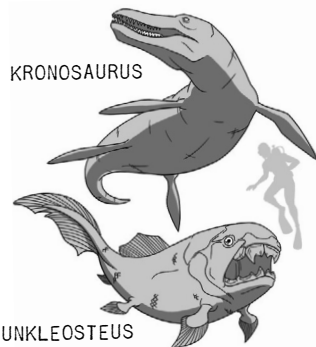
They might find: A way to stop the dinosaurs from coming to the present, a way to get back to the present, impossible tech

- Spew forth something from the past
- Spew forth something from the future
- Pull someone in

1. Paradisiacal 2. Hot & humid 3. Foggy 4. Showers 5. Torrential downpour 6. Lightning storms

SELECTED TAXONOMY

The following data is the result of extensive field research collected from Dino Island.



AQUATIC CREATURES

The waters of Dino Island are populated with huge, dangerous prehistoric beasts.

No. Appearing: 1

Instinct: Feed on anything in the water

Moves:

- Strike from below
- Drag to the depths

Examples: Temnodontosaurus, Plesiosaurus, Dunkleosteus, Purussaurus

ANKYLOSAURIDS

These heavily spiked and armored herbivores often have clubbed tails.

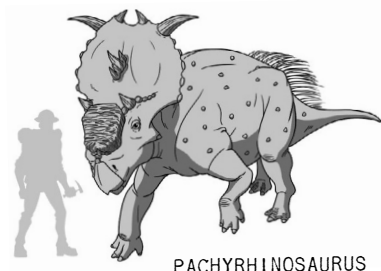
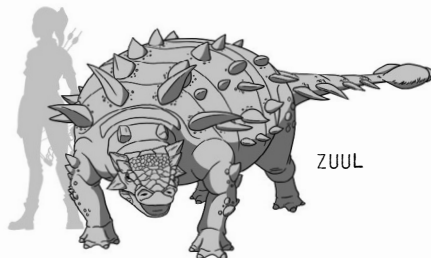
No. Appearing: Solitary, unless it's mating season

Instinct: Stay put

Moves:

- Tail club
- Shrug off a devastating blow
- Hunker down and refuse to move

Examples: Ankylosaurus, Euoplocephalus, Zuul



CERATOPSIDS

These large, quadrupedal dinosaurs have frills and horns on their heads.

No. Appearing: A family unit

Instinct: Defend their young

Moves:

- Trample
- Gore with horns
- Charge

Examples: Triceratops, Styraeosaurus, Pachyrhinosaurus

DROMAEOSAURIDS

These intelligent, medium-sized predators hunt in packs with sharp claws on their feet.

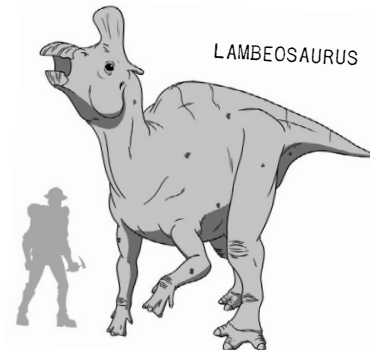
No. Appearing: 3-5

Instinct: Hunt prey

Moves:

- Work as a pack
- Move with amazing speed
- Solve a complex problem
- Slash with razor-sharp talons

Examples: Velociraptor, Utahraptor, Deinonychus



HADROSAURIDS

These herbivorous, semi-aquatic, duck-billed dinosaurs travel in herds from one body of water to the next.

No. Appearing: 5-15

Instinct: Avoid predators

Moves:

- Get spooked
- Stampede

Examples: Edmontosaurus, Corythosaurus, Lambeosaurus, Parasaurolophus

ORNITHOMIMIDS

These ostrich-like running dinosaurs move across fields in flocks.

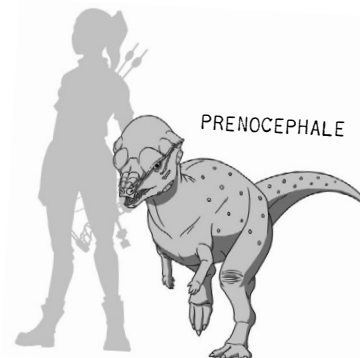
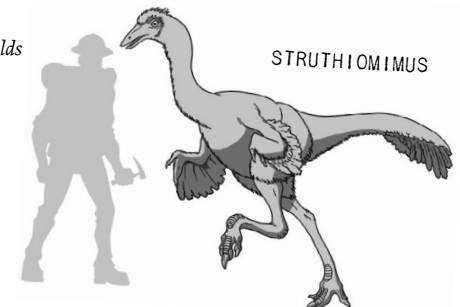
No. Appearing: 15-20

Instinct: To escape predators quickly

Moves:

- Stampede!
- Escape on fleet feet
- Move as a herd

Examples: Gallimimus, Ornithomimus, Deinocoelus, Struthiomimus



PACHYCEPHALOSAURIDS

These medium-sized bipedal dinosaurs have thick, domed skulls they can use as bashing weapons.

No. Appearing: 2-4

Instinct: Assert dominance

Moves:

- Head butt
- Accept established hierarchy
- Smash something important

Examples: Pachycephalosaurus, Stygimoloch, Prenocephale

PTEROSAURS

These prehistoric flying reptiles have powerful beaks and fanciful crests.

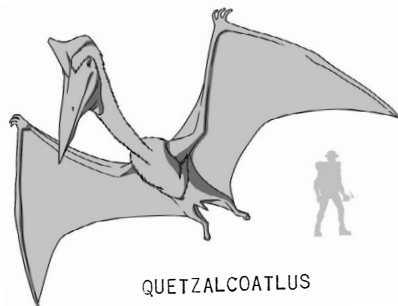
No. Appearing: A flock of dozens

Instinct: Grab some food

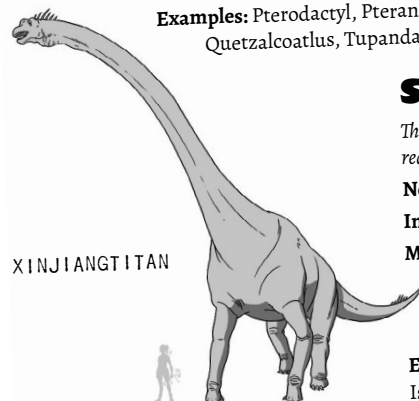
Moves:

- Attack from above
- Carry something away
- Drop something from a great height

Examples: Pterodactyl, Pteranodon, Quetzalcoatlus, Tupandactylus



QUETZALCOATLUS



XINJIANGTITAN

SAUROPODS

These huge quadrupedal herbivores have long necks for reaching the tops of trees and long tails for balance.

No. Appearing: 1 or a herd

Instinct: To feed from the treetops

Moves:

- Knock something down
- Stomp around, oblivious to tiny creatures
- Whip with powerful tail

Examples: Apatosaurus, Brachiosaurus, Diplodocus, Isisaurus, Argentinosaurus

SMALL THEROPODS

These small carnivores seem harmless...

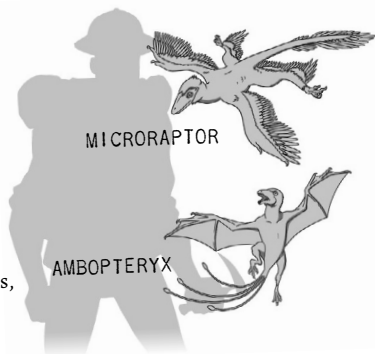
No. Appearing: First 1 or 2, then too many to count

Instinct: To bring down larger prey

Moves:

- Call the flock
- Overwhelm with numbers
- Enter or escape through tiny passages

Examples: Compsognathus, Microraptor, Coelophysis, Amblopteryx



MICRORAPTOR

AMBOPTERYX

STEGOSAURIDS

These large herbivorous dinosaurs have rows of plates down their backs and a spiked tail called a thagomizer.

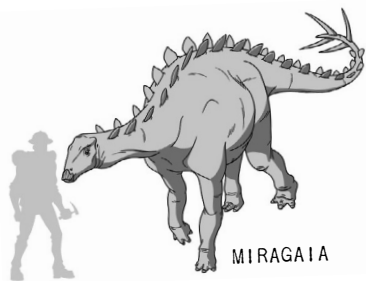
No. Appearing: A large herd

Instinct: Forage for food

Moves:

- Lash out with a tail spike
- Trample

Examples: Stegosaurus, Kentrosaurus, Miragaia



MIRAGAIA

SPINOSAURIDS

Semi-aquatic sail-backed theropods, ranging from horse-sized to semi-truck length.

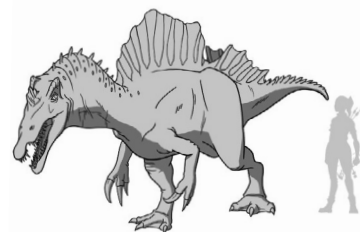
No. Appearing: 1

Instinct: To pick off easy prey

Moves:

- Emerge from the water
- Retreat into the water
- Clamp down with powerful jaws
- Hold on tight

Examples: Ichthyovenator, Baryonyx, Spinosaurus



ICHTHYOVENATOR

THERIZINOSAURS

These large herbivorous theropods have huge slashing claws.

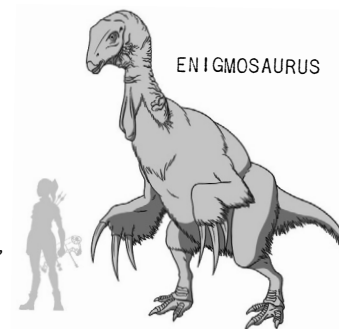
No. Appearing: A family unit

Instinct: To harvest plants and defend territory

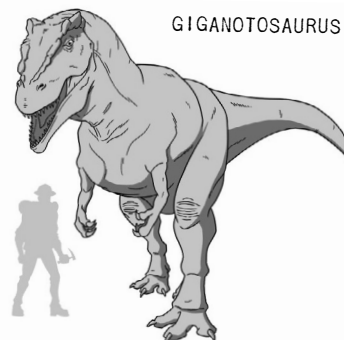
Moves:

- Slash with enormous claws
- Trample with heavy feet

Examples: Therizinosaurus, Alxasaurus, Segnosaurus, Enigmosaurus



ENIGMOSAURUS



GIGANOTOSAURUS

THEROPODS

These iconic large, bipedal carnivores hunt alone or scavenge.

No. Appearing: 1... or 2 if you're very unlucky.

Instinct: Eat meat.

Moves:

- Sniff out hiding prey
- Bite with immense force
- Destroy something in its path
- Tirelessly pursue prey

Examples: Tyrannosaurus, Carnotaurus, Acrocanthosaurus, Spinosaurus, Allosaurus

XENOSAURS

???

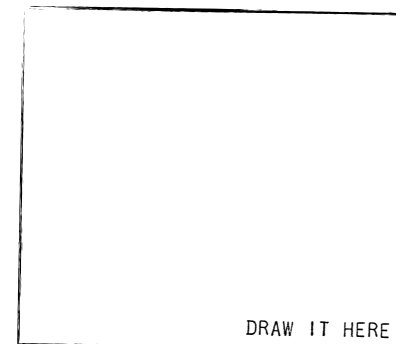
No. Appearing: _____

Instinct: _____

Moves:

- Do something dinosaurs shouldn't be able to do

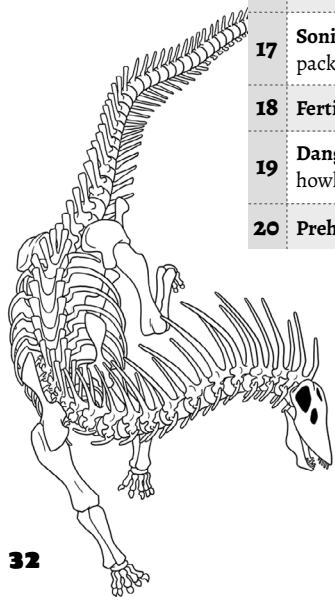
Save the Xenosaurus for the Extinction Event!



DRAW IT HERE

Use these gimmicks whenever you want to give a dinosaur a memorable or unusual trait or behavior.

Don't be afraid to give dinosaurs unexpected or "unrealistic" abilities, even if it's a well-known species. There's still a lot we don't—and might never!—know about real dinosaurs. Who can say for sure that Stegosaurus couldn't change the color of its skin?



Dino Gimmicks

1	Visual Acuity	Can only detect movement
2	Venom Sacs	Has a poisonous bite, or spits deadly toxins
3	Poison Skin	Its skin is toxic, causing pain, paralysis, blindness, or hallucinations
4	Camouflage	Can change its color to blend into its surroundings
5	Intelligent	Capable of complex problem-solving
6	Pack Hunters	Works together to hunt prey
7	Arboreal	Lives in trees
8	Territorial	Marks and defends specific boundaries
9	Cannibalistic	Will eat its own species
10	Mimicry	Can mimic sounds—like dinosaurs, humans, or machines
11	Electrical	Stores and releases powerful electrical discharges
12	Regeneration	Can quickly heal and regrow lost appendages
13	Sonar	Hunts using echoes of sounds
14	Climbing	Proficient in climbing, or even sticks to surfaces
15	Catnip	Obsessively drawn to a modern substance
16	Trap Builder	Builds a natural trap of some sort—a web, pit, etc.
17	Sonic Scream	Makes a noise that can injure, disorient, or knock pack opponents
18	Fertile	Reproduces quickly
19	Danger sign	Signals when it's near, perhaps with a rattle, frill, howl, or bright colors
20	Prehensile	Uses its tail—or maybe a trunk—to hold things

INTERNATIONAL GROUND TO AIR EMERGENCY SIGNALS

For the best chance of rescue, make these signals in a color that will stand out against the landscape and as large as possible.



REQUIRE DOCTOR SERIOUS INJURY	REQUIRE MEDICAL SUPPLIES	UNABLE TO PROCEED	REQUIRE FOOD AND WATER	REQUIRE FIREARMS AND AMMO	INDICATE DIRECTION TO PROCEED
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AM PROCEED- ING IN THIS DIRECTION	WILL ATTEMPT TAKE OFF	AIRCRAFT BADLY DAMAGED	PROBABLY SAFE TO LAND HERE	ALL WELL	REQUIRE FUEL AND OIL
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NO	YES	NOT UNDERSTOOD	REQUIRE MECHANIC	REQUIRE MAP AND COMPASS	REQUIRE SIGNAL LAMP WITH BATTERY AND RADIO
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IF IN DOUBT, USE
INTERNATIONAL
SYMBOL

— SOS

CREDITS

Design and writing: Sam Tung & Sam Roberts Art: Sam Tung Layout: Sam Roberts

INSPIRATION

Media: The Jurassic Park series, LOST, Half-life, Westworld, the King Kong movies, Dino Crisis, Resident Evil, BioShock

Games: Apocalypse World by D. Vincent Baker & Meguey Baker, Dungeon World by Sage LaTorra & Adam Koebel, The Perilous Wilds by Jason Lutes, Dream Askew/Dream Apart by Avery Alder & Benjamin Rosenbaum, Fiasco by Jason Morningstar, Marshall Miller's Dungeon Starters