



## GAME INSTRUCTIONS

2 to 4 Players

Ages 8 and Up

**Contents:** Gameboard, 5 Dinosaur figures (1 T-Rex and 4 Raptors), 12 Human pawns, 1 Helicopter pawn, 13 Pawn stands, 10 Buildings, 5 Dice, Label sheet.

**Something has survived...** now will you? On a faraway island, dinosaurs have been multiplying in the wild! Divide into two teams: Human players and Dinosaur players. Then let the games begin for the survival of the fittest!

**Human Goal:** The Human player(s) must get 3 Human pawns across the gameboard to the Helicopter Pad to win.

**Dinosaur Goal:** The Dinosaur player(s) must prevent the Human pawns from reaching the Helicopter Pad. The T-Rex and Raptor pawns must EAT at least 10 Human pawns to win.

## ONE-TIME ASSEMBLY

1. Carefully punch out all 10 buildings from the parts sheets. Group together matching lettered buildings and their parts. Before assembling, fold all creases on buildings and fold in flaps to open slots.

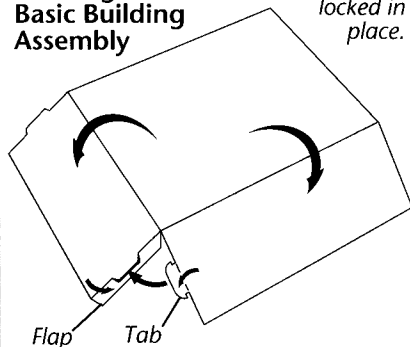
Assemble all buildings as shown in Figures 1A to 1H. Discard all waste.

### Important:

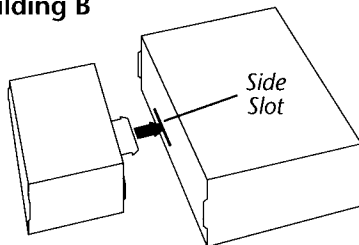
As you assemble the roofs to the buildings, make sure "JUMP" and "LAND" are clearly visible on the tops of the buildings. To check the proper positioning of the roofs over these spaces, refer to Figure 4.

**Figure 1A. Building A — Basic Building Assembly**

Push tabs into slots until locked in place.

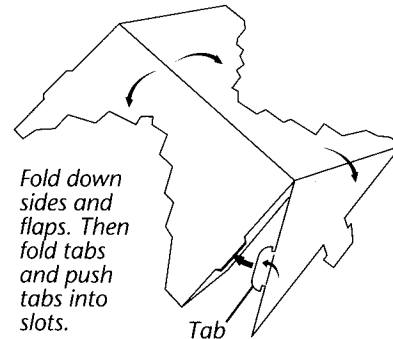


**Figure 1B. Building B**

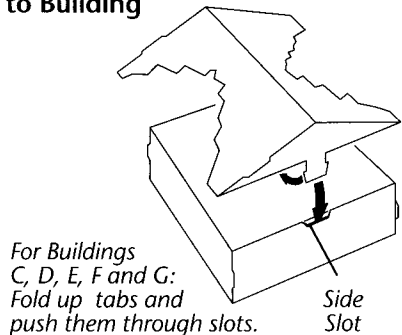


Assemble both B buildings and attach them by folding up tab and pushing it into side slot.

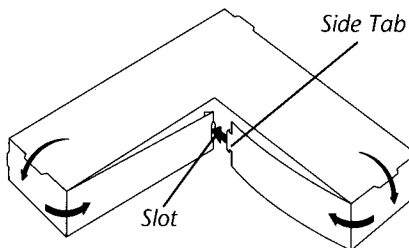
**Figure 1C. Basic Roof Folding**



**Figure 1D. Assemble Roof to Building**

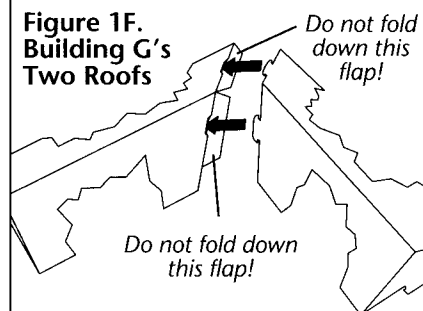


**Figure 1E. Building G**



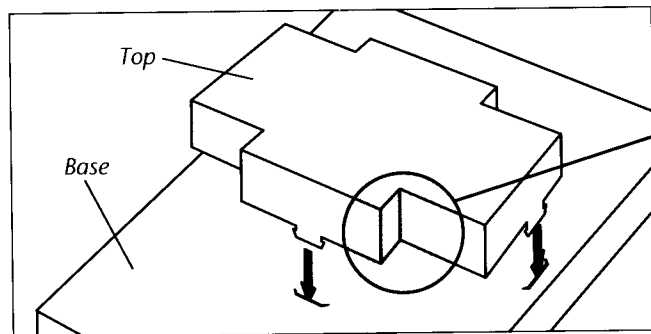
To form the L-shape, fold in sides. Fold back flap and insert tab into slot.

**Figure 1F. Building G's Two Roofs**



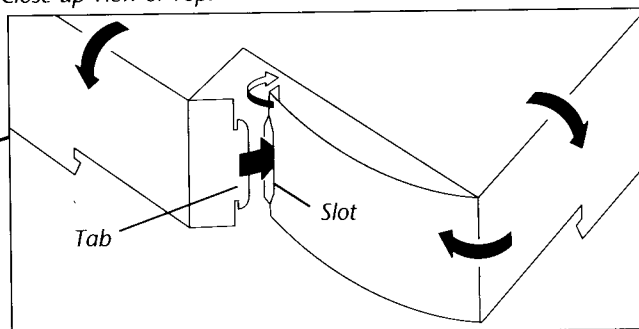
Connect roofs by pushing the two tabs into the two slots.

Figure 1G. Helicopter Pad



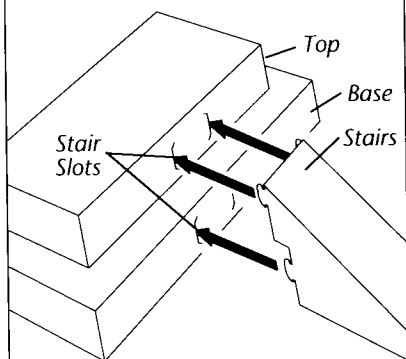
Assemble Top and Base (see illustration at right). Attach Top to Base by inserting 4 tabs into 4 slots.

Close-up View of Top.



Fold down all sides. Then fold in the shorter sides and all flaps. Insert short side tabs into slots.

Figure 1H. The Main Building



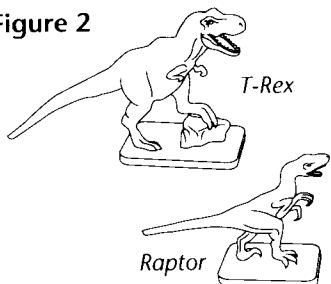
Assemble Base and Top and attach them as shown in Figure 1G.

**Important:** Stair slots must be on the same side!

To Attach Stairs: Fold down sides and insert tabs into slots.

2. Using scissors, carefully snip each dinosaur off the plastic runner and discard waste. See Figure 2.

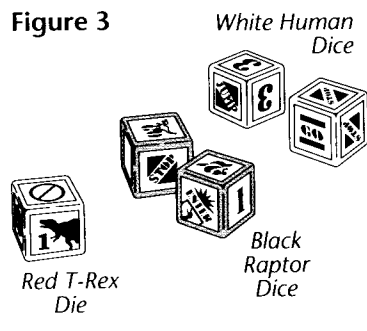
Figure 2



3. Carefully remove all Human pawns and the Helicopter pawn from the cardboard platform. Discard waste. Fold each pawn and insert into a plastic stand.

4. Apply the labels to the 5 dice as indicated on the label sheet. You'll have two white Human dice, two black Raptor dice and one red T-Rex die. See Figure 3.

Figure 3



## SETUP

Refer to Figure 4 for the placement of all buildings, dinosaurs, Human pawns and the Helicopter pawn.

1. Place all assembled buildings on the gameboard on their matching lettered spaces.

2. Place the T-Rex, the 4 Raptors and the 12 Human pawns on their starting spaces. Place the Helicopter pawn on its Helicopter Pad.

3. Place the white dice within reach of all Human players; place the red and black dice within reach of all Dinosaur players.

## A LOOK AT THE GAMEBOARD

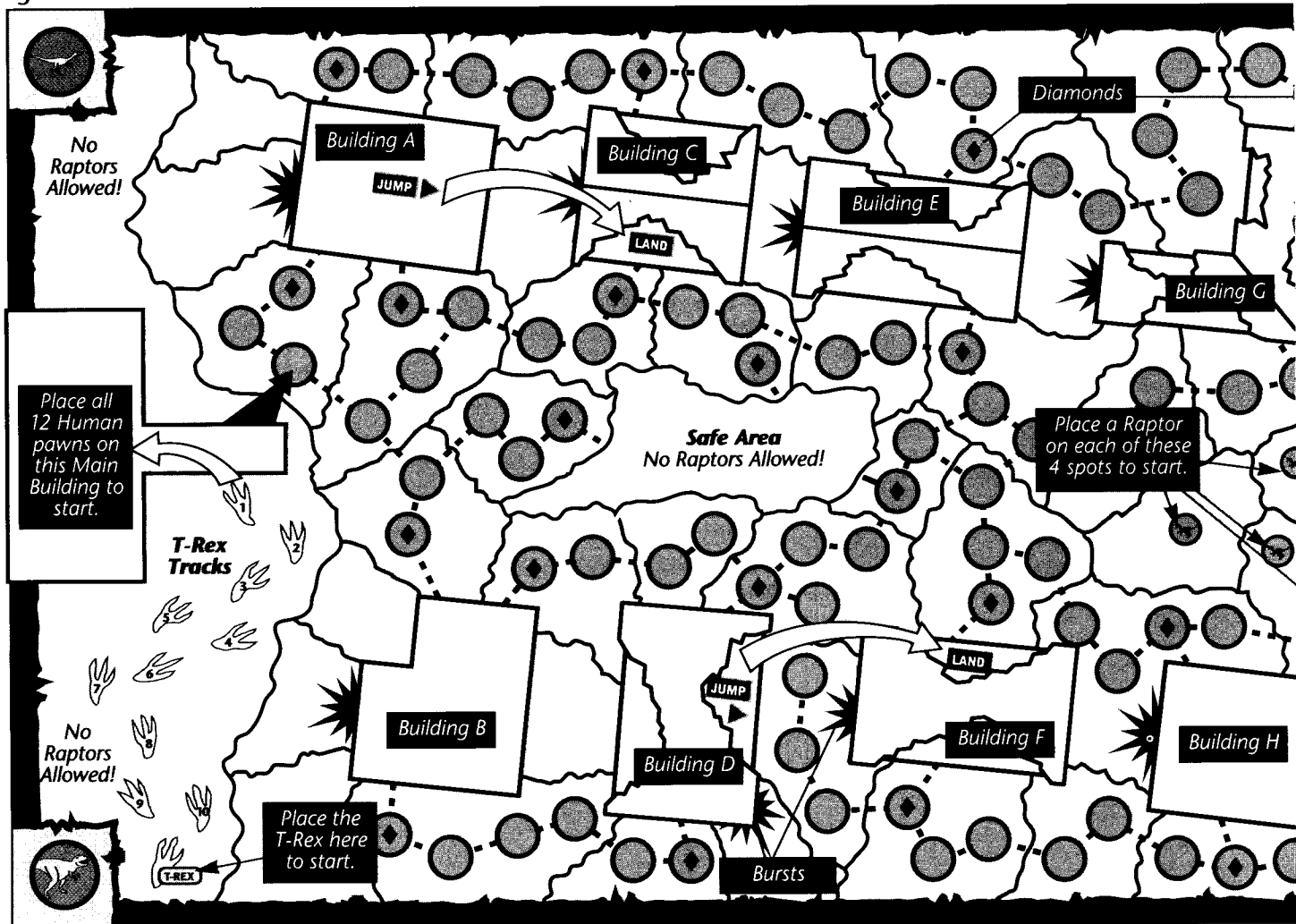
Figure 4 is an illustration of the gameboard. It shows where the Human and Dinosaur pawns start and where they can move. It also shows the locations of all buildings and other special spaces.

**Main Building:** This is where all Human pawns start and where the T-Rex finishes. Raptors are not allowed here or on either side of this building.

**Jump:** A Human pawn may jump from a building with "Jump" on it (Building A or D) to an adjacent building with "Land" on it.

**Humans can jump only from Building A to C or from Building D to F.**

Figure 4. The Gameboard



**Land:** A Human pawn lands here (on Buildings C or F) after jumping from an adjacent building.

**Safe Area:** This wreckage area is safe for humans. Human pawns can hide here and not be attacked by any Raptors! Raptors are not allowed here.

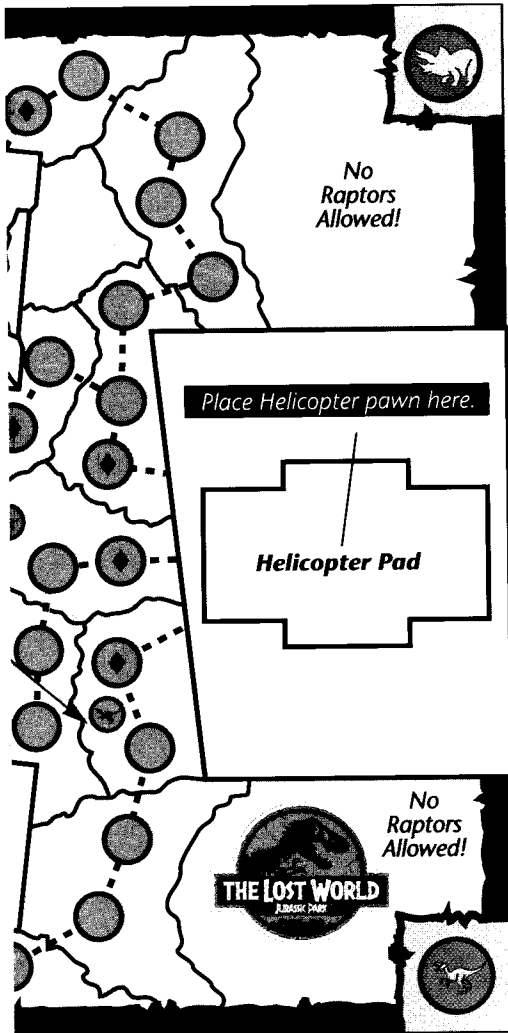
**Helicopter Pad:** This is the Finish space for Human pawns. Raptors are not allowed here or on either side of this building.

**Diamonds:** Diamonds indicate where Human pawns only may enter and exit buildings and the Safe Area. (Raptors cannot enter or exit buildings through Diamonds.)

**Bursts:** There are 8 Bursts. A Raptor may enter or exit a building only from a Territory with a Burst.

**Where the Pawns Move:**

- Humans only move along the circle path and can enter buildings and the center Safe Area.
- Raptors only move along the red-bordered Raptor Territories and can enter



buildings (except for the Main Building and the Helicopter Pad). They also *cannot* enter the Safe Area. Some red-bordered Raptor Territories contain Human circle spaces, Bursts and/or Raptor Start spaces.

- The T-Rex only moves along the 10 T-Rex Tracks and can only enter the Main Building.



## HOW TO PLAY

**THE TWO TEAMS:** Divide players into two equal teams. The **Human Team** moves the Human pawns; the **Dinosaur Team** moves the Dinosaur pawns. In a 3-player game, the extra player can be on either team.

Players can move any of their team's pawns on their turn — they don't control a specific one.

**ALTERNATING TEAM PLAY:** To start the game, a **player on the Human team always rolls first**. Play continues with teams alternating turns. Players also alternate play on their teams and should work together to win. In a 3-player game, the player who plays alone takes a turn after each opponent's turn.

*For Example:* If you have 4 players, first divide into teams: two Human players (*Deb and Wayne*) and two Dinosaur players (*Mike and Beth*).

Deb (*a Human player*) rolls first and plays. When her turn is over, Mike (*a Dinosaur player*) goes. When Mike is finished, then Wayne (*the other Human player*) goes. When Wayne is done, Beth (*the other Dinosaur player*) takes a turn.

A player's turn is over when all possible moves have been made. **Note:** A turn can be made up of several die rolls.

## THE HUMAN PLAYERS

**YOUR MISSION:** Travel from the Main Building to the Helicopter Pad along the circle gamepath. At least 3 out of your 12 Human pawns must get there to win. You may stop in as many buildings along the way as you wish to try to avoid being eaten by Raptors. You can also stop on the center Safe Area.

### On Your Turn:

Roll the two white dice and follow their directions.

## THE WHITE DICE

One die tells you to either **move** or **jump**:



Move 3 spaces.

\* If you roll a 2, 3 or 4, move one Human pawn the number rolled. Always move the full count unless you are entering a building or moving

onto the Safe Area. A die roll cannot be split among Human pawns.



\* If you roll "JUMP," you may make one Human pawn who is already on a building

with "Jump" on it jump across to the adjacent building with "Land" on it. Jumping is optional. See *Jumping and Landing* on page 6.

The other die tells you to either **GO** again, or **STOP** and end your turn:



\* If you roll "GO," first move according to the other white die. Then roll both dice again to

take another turn. **Note:** Keep rolling and taking more turns, moving the same or a different pawn on each different die roll, until you roll "STOP!"

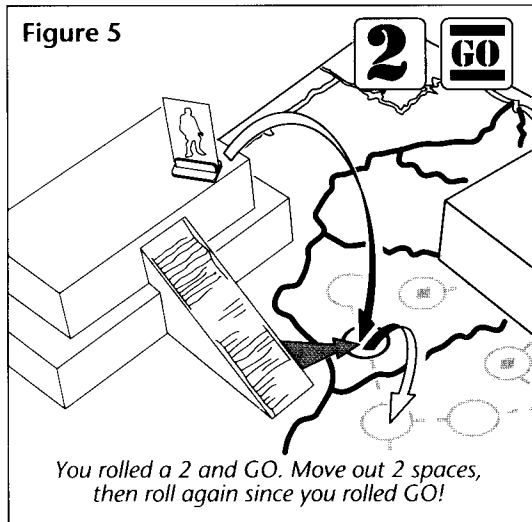


\* If you roll "STOP," first move according to the other white die. The "STOP" die roll

then ends your turn.

See Figure 5 for an example of die rolling and pawn movement for Human players.

Figure 5



### HUMAN PAWN MOVEMENT RULES

\* Human pawns move by number die roll from one connected circle space to another. Each circle and building on the game-board counts as **one** on the die roll.

\* A Human pawn must move for each die roll unless a "JUMP" is rolled.

\* A Human pawn can move in any direction on the circle path, but it **cannot** backtrack and return to the same circle, building or the Safe Area on the same die roll.

\* Two or more Human pawns **cannot** occupy the same circle space. *For Example:* If your Human pawn would end its move on a circle space occupied by another Human pawn, it **cannot** remain there. You must find an alternate route for it or move a different pawn.

\* Two or more Human pawns **can** occupy a building or the Safe Area.

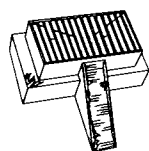
\* Human pawns can move past other Human pawns on the circle path.

\* Human pawns can pass through a Territory or a building occupied by a Raptor or move onto a space inside that occupied Territory. *For Example:* If you roll "GO," you might move and land on a space inside an occupied Territory and take the chance that you'll roll a number next to move off that space and out of that Territory!

**Warning:** At the end of a Human player's turn, if there are any Human pawns inside a Territory

occupied by a Raptor, they are automatically EATEN by that Raptor!

### SPECIAL SPACES



#### The Main Building:

Once a Human pawn leaves the Main Building (Human Start space), it cannot

return. The Main Building is only safe from Raptor attacks, but not from the T-Rex. If your Human pawns are slow to leave the Main Building and the T-Rex enters it, all Human pawns still there are EATEN!

#### The Center Safe Area:

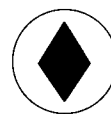
A Human pawn can enter this space from 3 different Diamond spaces. Entering counts as **one** move on the die roll. When a Human pawn enters the Safe Area, your move ends. You do **not** have to land here by exact count. More than one Human pawn can be



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here at the same time. No Raptor can attack you here!

### ENTERING A BUILDING



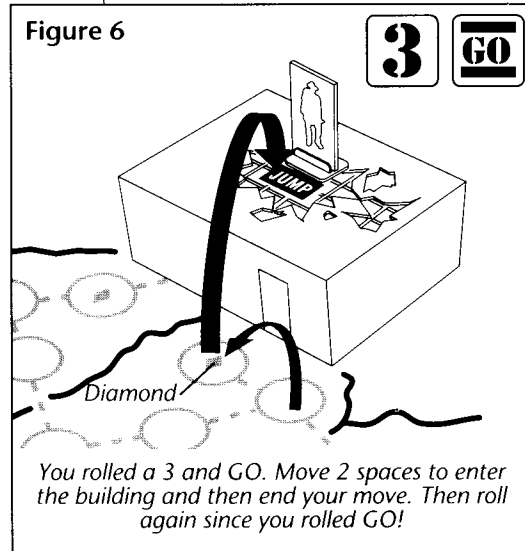
A Human pawn only enters or exits a building through a Diamond (unless it's jumping). Entering a building counts as **one** move on the die roll.

A Human pawn can return to a building it already visited (except for the Main Building and the Helicopter Pad), but not on the same die roll on which it exits the building.

**When a Human pawn enters a building, your move ends** — no matter how many moves are left on the die. Place the pawn on top of the "entered" building. See Figure 6 below.

Pawns may exit a building on another die roll by moving onto **any** connected circle space with a Diamond and continuing to move if there are more moves left on the die.

Figure 6



You rolled a 3 and GO. Move 2 spaces to enter the building and then end your move. Then roll again since you rolled GO!

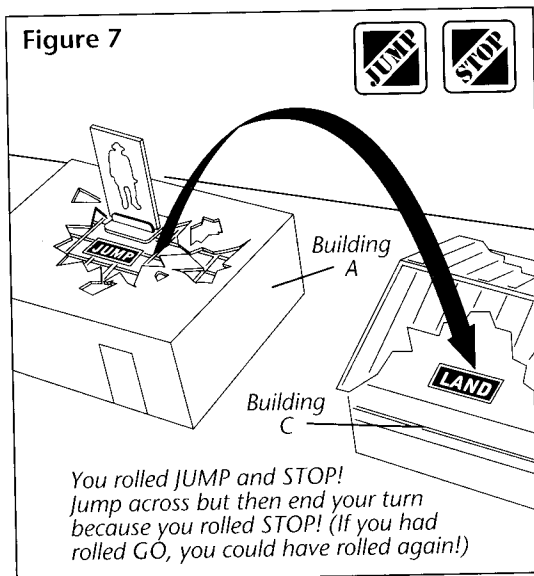
## JUMPING and LANDING

If "JUMP" is rolled and a Human pawn is already on a building with "Jump" on it, that Human pawn has the option to jump across to an adjacent building with "Land" on it.

**Note:** Human pawns can jump only from Building A to Building C or from Building D to Building F. See Figure 7 at right.

**Important:** Only Human pawns jump. Raptors cannot JUMP!

Figure 7



## Strategy Hints for Humans

- \* Try to get as many Human pawns out of the Main Building as quickly as possible before the T-Rex enters!
- \* Spread out the Human pawns evenly on the gameboard as soon as possible so you always have a pawn that you can move safely.
- \* Don't concentrate on only a few pawns because you'll leave the others in jeopardy!
- \* Be careful not to have too many Human pawns hiding in the same building. It only takes one Raptor to EAT THEM ALL!
- \* Often you may have to take a risk to sneak past the Raptors. **For Example:** You may enter Raptor-occupied buildings or Territories with the hope of exiting quickly on that same turn!
- \* Play *cautiously* if you lose many Human pawns — but don't despair! If you already have two Human pawns on the Helicopter Pad, you can still win the game even if you only have one Human pawn left on the gameboard! But don't take any risks if you have only a few pawns left!

## THE DINOSAUR PLAYERS

**YOUR MISSION:** You move both the T-Rex and the Raptors to chase down, trap and EAT escaping Humans!

**The Object of the T-Rex** is to enter the Main Building before all Human pawns can escape and then EAT them!

**The Object of the Raptors** is to EAT as many Human pawns as possible to prevent 3 from reaching the Helicopter Pad.

### On Your Turn:

1. Roll the red T-Rex die and the two black Raptor dice.
2. Move the T-Rex according to the red die.
3. Then move a Raptor according to the black dice.

## THE RED T-REX DIE



\* If you roll a 1 on the red T-Rex die, move the T-Rex ahead one T-Rex Track towards the Main Building.



\* If you roll a symbol on the red T-Rex die, you do not move the T-Rex on this roll.

## THE BLACK RAPTOR DICE

One die tells you to either move or enter a building:



Move 2 Territories.

\* If you roll a 1 or 2, move any one Raptor the full amount shown on the die. A Raptor die roll of 2 cannot be split among Raptors.



\* If you roll "ENTER," you may move one Raptor into a building if it is *already* on a Territory with a Burst. Entering a building is optional. See *Entering a Building* on page 7.

**Note:** If there are no Raptors on a Territory with a Burst, you cannot move — either roll again or end your turn according to the other die.

The other die tells you to either GO again, or STOP and end your turn:



\* If you roll "GO," first move according to the other black die. Then roll the red die and both black dice again to take another turn! **Note:** Keep rolling and taking more turns, moving the same or a different Raptor on each die roll, until you roll "STOP!"



\* If you roll "STOP," first move according to the other black die. The "STOP" die roll then ends your turn.

## T-REX MOVEMENT RULES

There are 10 T-Rex Tracks near the Main Building. When the T-Rex is on the last Track, it only needs a roll of 1 on the red T-Rex die to enter the Main Building and EAT all Human pawns still there. See *Eating Human Pawns* on page 8. See Figure 8 below.

**Note:** Once the T-Rex has EATEN all Human pawns there (or if all Human pawns have escaped the Main Building), you do not need to roll the red die anymore or move the T-Rex.

## RAPTOR MOVEMENT RULES

\* Raptors move from one large red-bordered Raptor Territory to another adjacent one by full count of the die roll. See Figure 9 at right.

\* Raptors are **not** allowed into the Main Building area or the Helicopter Pad area. Raptors also **cannot** enter the center Safe Area.

\* Raptors **cannot** pass through or occupy the same Territory occupied by other Raptors.

\* The same building **cannot** be occupied by more than one Raptor. However, several different

buildings can each have one Raptor inside at the same time.

\* Raptors **cannot** JUMP from building to building.

\* Raptors **cannot** double-back onto the same Territory on the same die roll of 2.

## ENTERING A BUILDING

Raptors may only enter or exit a building through Bursts on red-bordered Raptor Territories.

To enter, the following must happen:

1. The Raptor must already be on a Territory with a Burst to be able to enter the building.

2. You must roll "ENTER" on the die.

### Important:

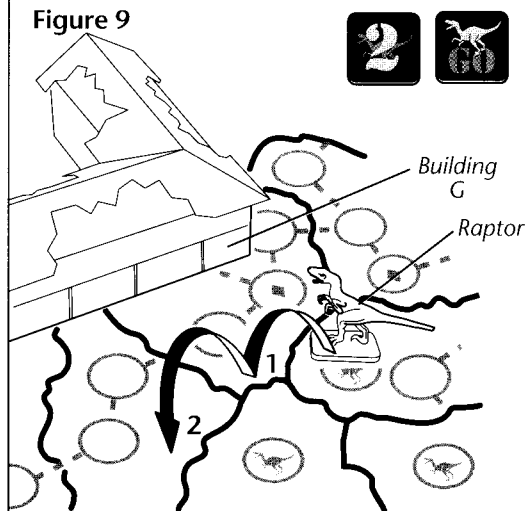
On an "ENTER" roll, only one Raptor can enter a building.

To enter, place the Raptor on the roof of the building it is "entering." See Figure 10 at right.

**Note:** A Raptor can re-enter a building it has already visited any number of times as long as the above two steps are met.

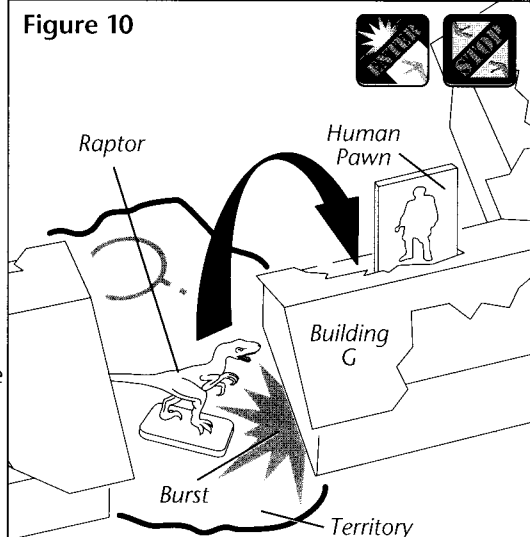
When a Raptor enters a building with Human pawns in it, it immediately EATS all Humans there. See *Eating Human Pawns* on page 8.

Figure 9



You also rolled a 2 and GO! Move 2 Territories and then roll again!

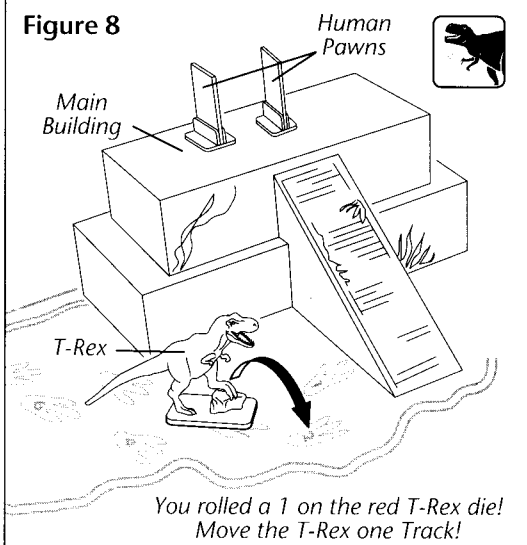
Figure 10



You rolled ENTER and STOP! Enter the building from the Burst and EAT those humans! CRUNCH! But then end your turn since you rolled STOP!

A Raptor can stay in a building or may exit a building on another turn. To exit, a Raptor moves back onto the Territory with the Burst by number die roll and continues to move if there are more moves left on the die.

Figure 8



## EATING HUMAN PAWNS

If the T-Rex enters the Main Building or a Raptor enters a building with Human pawns inside, all Human pawns there are EATEN. Remove them from play and place them in front of the Dinosaur player(s).

If a Raptor lands on or passes through any Territory with any Human pawns on it, all pawns are immediately EATEN by that Raptor.

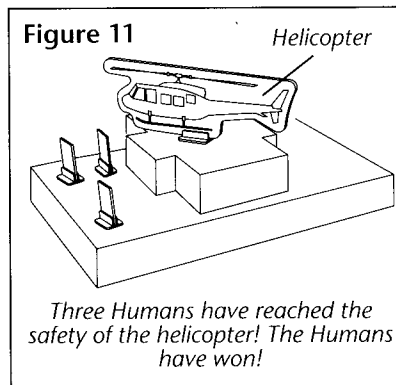
If there are any Human pawns inside a Territory occupied by a Raptor at the end of a Human player's turn, those pawns are immediately EATEN by that Raptor.

## Strategy Hints for Dinosaurs

- ★ Move a Raptor towards the Main Building as quickly as possible to make it more difficult for the Human pawns to get out!
- ★ Spread the Raptors out over the gameboard to cover as much ground as possible and to close off all Human pawn escape routes! Prevent the Human pawns from sneaking past towards the helicopter!
- ★ Be patient and wait for opportunities! If all four Raptors work well together, there will be few escape routes for the Humans and more DINO-ING OUT!
- ★ Threaten to enter buildings that hold several Human pawns by sitting on the Bursts!

## HOW TO WIN

**The Humans Win!** If the Human players get 3 Human pawns to the helicopter, the Humans win this survival race! (Once on the Helicopter Pad, a Human pawn cannot be attacked.) See Figure 11.



**The Dinosaurs Win!** If the Dinosaur players EAT 10 Human pawns, they'll prevent the Human players from getting 3 Human pawns to the helicopter! The Dinosaurs win!

## Another Way to Play & Win

For a more challenging match, play one game and see how many Human pawns the Human players can save. Then switch sides and see how many Human pawns the former Dinosaur players can save. The team that saves the most Human pawns wins!

## To Put the Game Away

Put the gameboard in the box first and then place the buildings on top of the gameboard as shown in Figure 12. If you wish, you may place the Dinosaurs and their dice inside the upside-down Building H and put the Human pawns, their dice and the Helicopter pawn inside the upside-down Main Building.

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Figure 12

Main Building and Building H are upside down.

