



## ***Jurassic Park III Island Survival™ Game***

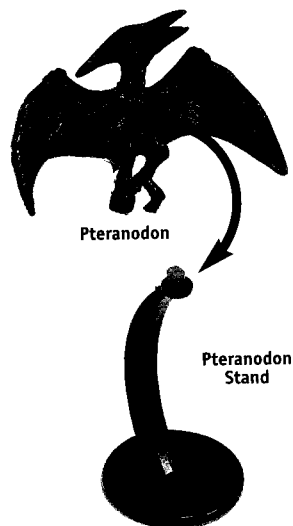
**For 2 to 4 Players / Ages 8 and Up**

### ***Contents***

Gameboard • 7 Cardboard Character Pawns • 7 Plastic Pawn Stands  
33 Cardboard Life Chips • 2 Spinosaurus • 1 Tyrannosaurus Rex • 3 Raptors  
6 Pteranodons • 6 Pteranodon Stands • 30 Gamecards • 4 Dice • Label Sheet

### ***Assembly***

- Carefully punch out the character pawns and life chips from the cardboard parts sheet.
- Remove the pawn stands and dice from the plastic bag. Discard the bag.
- Carefully remove the dinosaurs and stands from the plastic runners. Discard the runners.
- Insert the cardboard pawns into the pawn stands.
- Attach the Pteranodons to their stands to enhance their "aerial presence".
- Following the directions on the label sheet, apply the labels to the dice.



## Setup

- Unfold the gameboard and place on a flat surface.
- Place each dinosaur on its designated board space as shown in Figure 1.

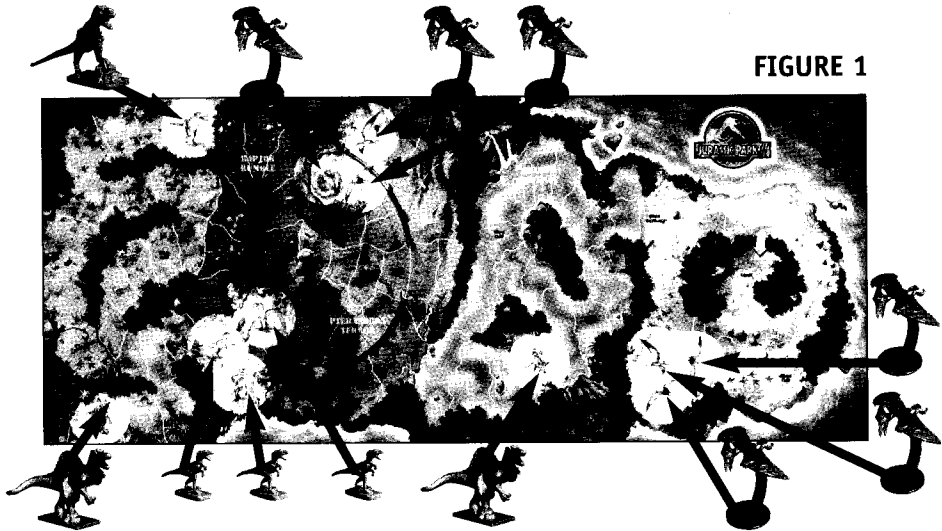


FIGURE 1

- Place all character pawns (except Eric) on the "START" space. Set Eric and his life chips aside for now – he will join the others later.
- Separate the gamecards according to the action sequence on the back. Shuffle each set separately, and place in piles, facedown, near the matching gameboard section. (See Figure 2.)

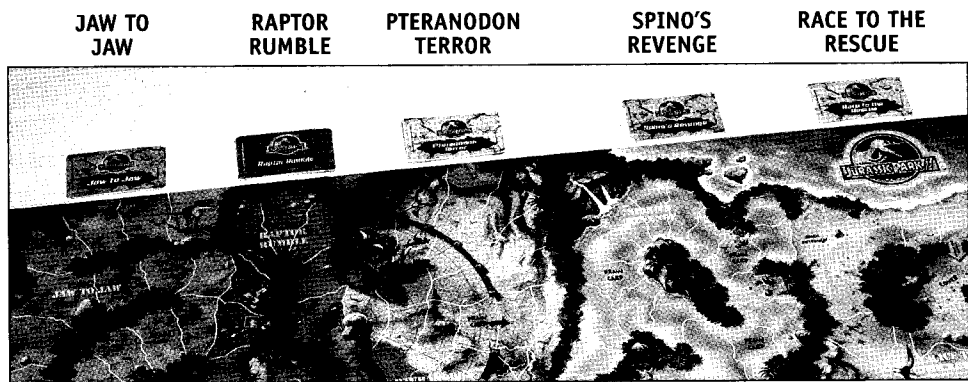


FIGURE 2

## Object

There are two objects to this game. The **humans** are trying to escape the attacking dinosaurs and make their way across the island to where rescue awaits. The **Dinosaurs** are pursuing the humans, trying to stop them from leaving the island.

## Number of Players

Decide which one player will control all the dinosaurs. The remaining players choose their character pawns as follows:

- *Four-player game:* Three players each control two character pawns. Each character begins with five matching life chips. Eric begins with three life chips.
- *Three-player game:* Two players each control three character pawns. Each character begins with four matching life chips. Eric begins with two life chips.
- *Two-player game:* One player controls all of the character pawns. Each character begins with three matching life chips. Eric begins with one life chip.



## ***Dinosaur Player***

*Dinosaurs are only active when humans are in their section of the island. For example, the Raptors may move once someone enters the Raptor Rumble and must stop moving when all characters leave. Dinosaurs cannot leave their section of the island unless instructed to by a gamecard. (See Raptors Attack Spino on page 6.)*

Roll the dinosaur-movement die and move **one** of your active dinosaurs.

- If you roll "1 All," move any or all of your active dinosaurs one space.



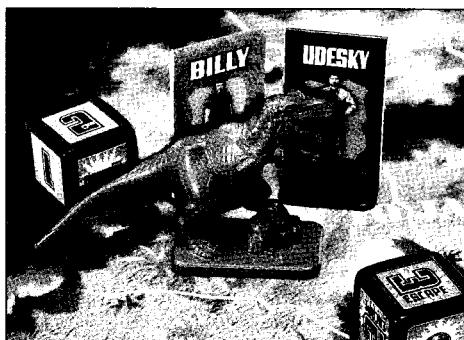
NOTE: You may choose to not move a dinosaur, leaving it to attack a character already on its space. If the character fails to escape during a battle, you can attack again on your next turn and may continue attacking until the character moves off the space, escapes, or has to be removed from the game. (See Dinosaur Attacks below.)

## ***Removing a Character***

A character is removed from the game when it loses one life more than the number of life chips it started with. For example, Alan starts with 5 chips and is removed when he loses 6 lives.

## ***Dinosaur Attacks***

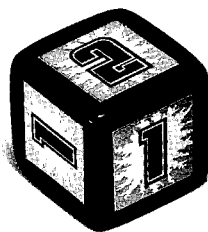
Dinosaurs attack when they land on spaces occupied by one or more character pawns. On a turn, more than one dinosaur attack can occur and a dinosaur can attack more than one character on a space. The dinosaur player must identify, in order, which character is being attacked. (*A character can be attacked only once on a turn. If more than one dinosaur is on a space with a character, only one can attack.*)



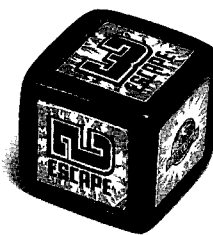
## ***The Battle***

The dinosaur player attacks by rolling the dinosaur-battle die.

The character being attacked defends by rolling the human-battle die. If "Escape" is rolled, the character moves up to the number of spaces indicated. If "Escape" is not rolled, the character is hit and loses the number of chips indicated on the **dinosaur-battle** die.



Dinosaur battle die



Human battle die

## **Additional Battle Rules**

### ***Pteranodon Terror***

Lose a battle in Pteranodon Terror, and along with losing life chips, you are also carried back to the Pteranodon nest as a snack for the hatchlings! Move your pawn and the Pteranodon to the nest. (If only one character is being attacked and that character loses its last life during the battle, remove the character from the game and leave the Pteranodon on the space it attacked from.) The Pteranodon can continue attacking you on future turns until you roll and move away, win the battle and escape, or use up all your lives trying.

- If a Pteranodon is battling more than one character, the characters are moved to the nest, as they are defeated. After the final character is attacked, win or lose, the Pteranodon returns to the nest with its captures!



### ***Rolling Spino 1***

If during a battle with a Spinosaurus, the dinosaur player rolls "Spino 1" and the defending character does not escape, the character is removed from the game immediately, **regardless of life chips remaining!** (If the battle is with a dinosaur other than the Spinosaurus, the character simply loses one life chip.)

### ***Spending a Life Chip***

If you're feeling lucky, or maybe a little desperate, you can "spend" a life chip to get a second turn. Do this and roll your movement die a second time. However, you can only spend one life chip per turn and you must move the character whose chip you spent. You cannot spend a life chip during a battle.

### ***Draw Card Spaces***

Land here and draw one card from the matching section's card pile. Follow the card's directions, then discard faceup into a pile next to the draw pile *Note: You do not draw a card if you landed on this space because of a card drawn by another player (for example: "Move any player behind you to this space.")! And although dinosaurs may land on "Draw Card" spaces, they do not draw cards.*

### ***Special Notes About the Cards***

**Raptors Attack Spino Cards:** Draw this card and do the following: (If the Spinosaurus has already been removed, discard the card. This ends your turn. Sorry!)

- Position any Raptor from the Raptor Rumble, on the same board space as the Spinosaurus. The dinosaur player rolls the dinosaur-battle die. You, then, roll the same die.
- If the dinosaur player rolls "Spino 1," the Raptor is removed from the board.
- If you roll a number higher than the dinosaur player, the Raptor replaces the Spinosaurus on that space. This Raptor can now only roam this section of the island.
- You have three chances to beat the Spinosaurus. If the dinosaur player rolls higher the first time, you **both** roll again. Repeat a third time if necessary!
- If both players tie three times, the Spinosaurus wins and the Raptor is removed from the board.

### ***Race to the Rescue***

Move your pawn(s) to the edge of the beach and land on the "Draw Card" space. Draw the "WIN" card and you win the game. It might not be that easy though.

### ***Safe Spaces***

When a card directs you to move to a Safe Space move your pawn to the nearest space with no dinosaur on it.

### ***Humans Only***

Only character pawns are allowed to use the path, marked "Humans Only Shortcut," to pass between the trees in the Race to the Rescue. Dinosaurs may occupy the space marked "cover" between the trees, but they cannot pass through this area as a short cut to the other side. Humans may want to use this path to make a quick dash for the final "Draw Card" space!

### ***Winning***

The first character to make it safely across the island to the beach and draw the "WIN" card wins! The dinosaurs win if they eliminate all of the characters.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6.

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