

Vasel Variation

This version takes its name from the internationally-renowned game reviewer, Tom Vasel, on whose suggestion it is based.

A few preliminaries are added to the deal: the dinocards are "seeded" into three groups based on their strength, each group is shuffled and players receive an equal number of cards from each group.

The three groups are:

Seeding Group	No of Cards In Group	Dinocards
A	6	Ranks 1 – 6 (i.e. 4Green and 3Red dinosaurs)
B	7	Ranks 7 – 13 (i.e. 3Green and 2Red dinosaurs)
C	7	Ranks 14 – 20 (i.e. the remaining pack)

Once the dinocards have been placed into seeding groups each group is shuffled and each player receives a number of cards from each group as follows:

No. Of Players	No. of Cards Dealt From Each Group	Surplus
2	3	Two cards discarded
3	2	Two cards discarded
4	1	Eight cards - see rule below
5	1	Five cards re-shuffled and dealt

Four Player Surplus

The eight surplus cards are split into two further groups (the top four remaining ranks in one group, the rest in the other) and re-shuffled. Each player receives one card from each group.

The game now follows the standard rules.

Comment: The advantage of this variation is it balances the luck of the deal (although we note that the luck of the deal can be countered by luck in rolling the combat dice). Another benefit, especially in the three player game, is that you can work out which type of cards your opponents may have. However, this is only of benefit during the earlier combats (as in later combats you should have observed what dinocards your opponents have). Nevertheless, it adds an interesting variant to the game. Thanks Tom for your suggestion!