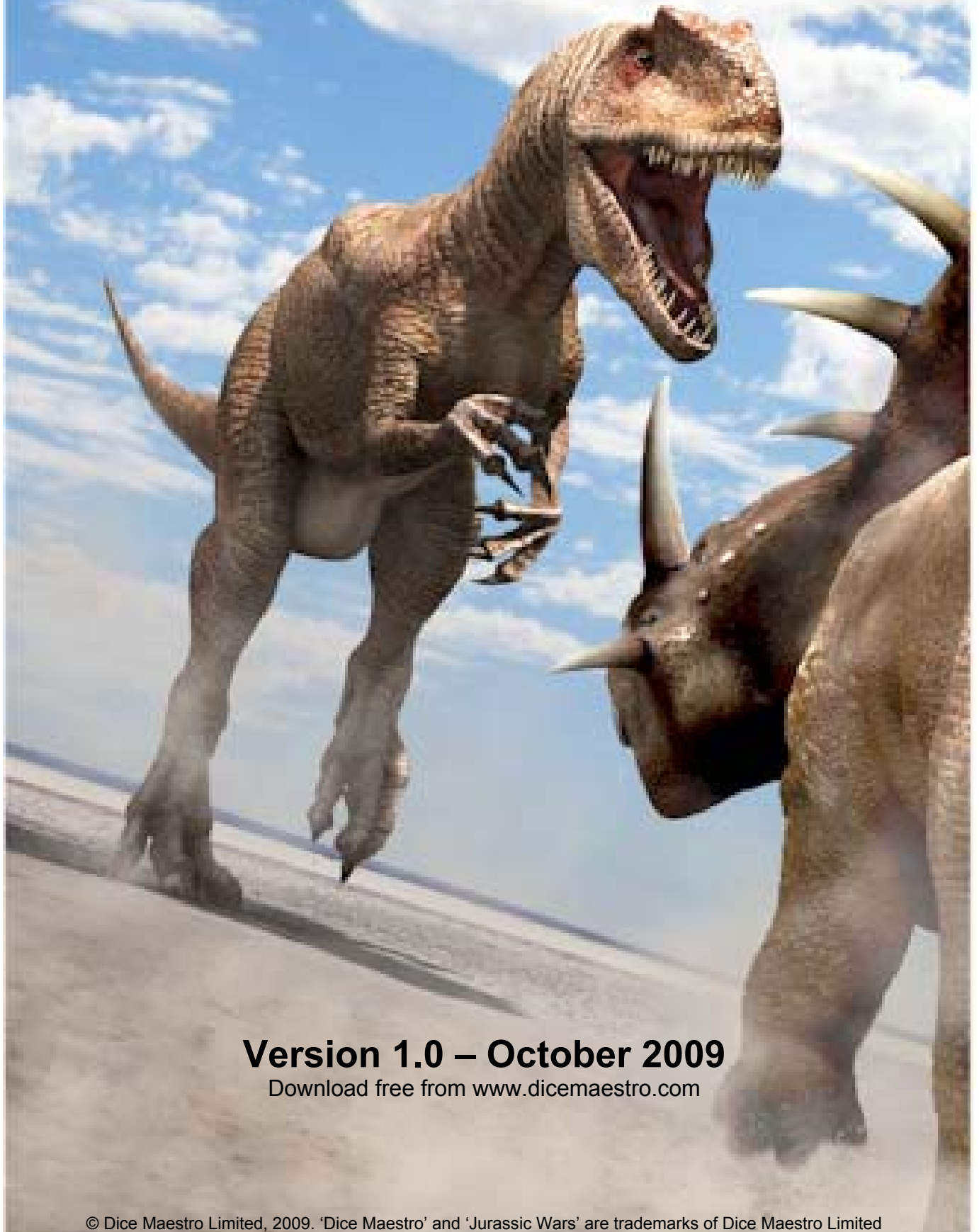


JURASSIC WARS®

Rule Variations and Game Versions



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Part 1: Rule Variations

1. Shorter Games

For a shorter game deal fewer cards e.g. 12 or 15. Combat cards should also be reduced working to the rule of thumb of one combat card for every two dinocards in a player's hand.

2. Unlimited draws

During a combat in the standard game players stop rolling after three consecutive draws and rank determines which player loses a die (see Rule 5 in the *Jurassic Wars*[®] Game Book). With unlimited draws rank is not used and players continue rolling until a difference is obtained.

Comment: This is a more natural way to play the game, although it means that some combats can be prolonged, especially if both players are throwing one green die each. It means that there is no difference between the effectiveness of dinosaurs with the same dice rating.

3a. Dynamic Game Period

In the standard rules the Game Period is randomly selected and is fixed for the entire game. The rule of Dynamic Game Period means that the game period is changed every time the lead dinosaur wins. The top card is simply placed at the bottom of the Timeline pack and the top card is turned over.

Comment: This makes for an interesting game where things can change quickly.

or

3b. Rotating Game Period

This is a variation of Dynamic Game Period in which the Game Period is changed after every combat rather than only when the lead dinosaur wins. This provides excellent opportunities for tactical planning.

Comment: At some stages in every game players should be able to plan when to play dinocards for maximum advantage. For example, take a 5-player game, in which Player 1 has Apatosaurus (Jurassic) and Deinonychus (Early Cretaceous). Assume the Timeline pack is running in the order Late Cretaceous, Jurassic and Early Cretaceous and is currently on Late Cretaceous with Player 1. Assuming no player is eliminated, the Game Period will be on Jurassic when Player 5 leads (the player to Player 1's right). This means that Player 1 should consider leading now with the Deinonychus and play the Apatosaurus when in opposition to Player 5 when it will increase its dice rating to 4-Green.

4. Natural Order

In the standard game, dinosaurs of the same type (e.g. Herbivore) can fight each other without penalty. With this rule variation, players must strive to ensure that herbivores fight carnivores. If an opponent fails to follow natural order given the lead dinocard, then the dice rating of the opposing dinosaur is reduced by one. For example, if the lead player plays the Sarcosaurus and the opponent plays the Tyrannosaurus, then the opponent is out of natural order and the dice rating of the Tyrannosaurus is downgraded from 3-Red to 2-Red. If the lead also plays a Surprise Attack Combat card then the fearsome Tyrannosaurus is reduced to a lowly 1-Red.

Comment: Playing in natural order allows excellent opportunities in the latter half of the game when each player will have revealed his hand. If a player knows that the player on his left has a hand of highly-ranked carnivores, then the player should play a carnivore and force a downgrade of the dice rating of the opponent's carnivore. Also 1-Red and 1-Green dinocards cannot be downgraded and thus become more tactically important.

Game Versions

1. *Jurassic Wars*[®] Whist

This is a more tactical version of Jurassic Wars. It is a points-scoring game and no player is eliminated.

Additional Equipment: Pen and paper.

Number of players: 3 to 5.

After the deck of dinocards has been dealt and the game period selected, each player examines his hand. Starting with the dealer, each player must declare how many victories he will achieve from his initial hand. These "bids" are written down by the dealer. The maximum bid by any player will be equal to the number of dinocards in a hand e.g. in a four player game the maximum bid is five victories. To ensure that not everyone will succeed in their bid, the sum of all bids must *not* equal 10 (or 9 in a three player game). This places the last bidder at a disadvantage. However, because *Jurassic Wars*[®] Whist has the same number of rounds as there are players, all players will be disadvantaged once.

Play now follows the standard rules except in *Whist* when a player has exhausted his initial hand he is not entitled to pick-up his used hand and play a dinocard in combat. If a player has no dinocards left, then play continues to his left until every player has exhausted his initial hand.

After each player has exhausted his initial hand, the players count the number of combat victories they have achieved (i.e. the number of dinocards in the player's set) and compare this to their bids. The scoring is as following:

- Players who bid correctly gain 5 points plus the number of victories they bid. Example: a player who bid three victories and wins three – and only three – combats gains 8 points. Players successfully making a maximum bid (i.e. winning all their combats) gain an additional 5 point bonus.
- Players who overbid or underbid get one point for each combat won. Examples: a player who bid two victories but only wins one combat gains 1 point; a player who bid one victory but wins two combats gains 2 points.
- Players who underbid with a zero bid *lose* two points for every combat won. Example: a player who bid zero but wins two combats loses 4 points. This rule encourages players to make a positive bid.

After the scores have been added to the running totals for each player, dealership passes to the left. The pack is shuffled and play continues as above. The game ends when each player has been dealer once. The winner is the player with the most points. In the event of a tie between two players, there is a fight-off. The deck is shuffled and one dinocard is dealt to each player. Combat occurs but without a game period. If more than two players are tied, then the shuffled deck is cut by the players involved; the two with the highest ranking dinosaurs (lowest numbered card) enter the fight-off. The winning player is the one who wins the fight-off.

2. *Jurassic Wars*[®] Bluff

This is a variation on Whist. After the deal, players examine their hands and must reveal a number of the cards by placing them face-up in front of them (see table below). After players have had enough time to examine the revealed Dinocards, the cards are taken back into the players' hands. The reveal allows players to evaluate what cards their opponents have but it also introduces an element of bluff to the game. By carefully choosing which cards to reveal players can overstate or understate the strength of their hand.

Number of Players	Number of Cards Revealed by Each Player
2	4
3	3
4 or 5	2

3. *Jurassic Wars*[®] Underdog

A points-scoring game in which more points are obtained by winning combats with the lower ranked dinosaurs, hence the name.

Additional Equipment: Pen and paper.

Number of players: 3 to 5.

Standard rules apply except the game is played in rounds of 10 combats (or 9 in a three player game); a round ends when each player has exhausted his initial hand. At the end of each round, each player's score is calculated by adding up the rank of his or her victorious dinosaurs. This means the lower ranked dinosaurs are worth more points. For example, a player would score just 1 point for a Tyrannosaurus and 20 points for a Dryosaurus. The rationale behind the scoring is that the lower ranked dinosaurs are less likely to be victorious.

After the scores have been added to the running totals for each player, dealership passes to the left. The pack is shuffled and play continues as above. The game ends when each player has been dealer once. The winner is the player with the most points. In the event of a tie between two players, there is a fight-off – see *Whist* rules above.

Comment: Players should play combat cards when playing a lower ranked dinosaur, to increase chances of victory in combat and play a highly ranked dinosaur when a lower one is lead by an opponent.

4. *Jurassic Wars*[®] Poker

An easy-going gambling version best played as a points-scoring game or for low-stakes.

Additional Equipment: Poker chips or counters.

Number of players: 4-5.

Jurassic Wars[®] Poker differs only from the standard game only in the dealing of the Dinocards. Before any card is dealt from the shuffled pack, each player places two counters or chips into the pot (the upturned lid) and the Game Period is selected. Two cards are dealt to each player, the first face-up, the second face down. Each player looks at his face-down dinocard and either declares "fight" by placing one additional counter in the pot, or declaring "fold" and immediately withdraws from the game, leaving his or her second Dinocard face down.

Another Dinocard is dealt face down to each player, including to the "dummy hands" of the withdrawn players which may not be examined by any person at any time. Players declare whether to "fight" or "fold" as before. This process continues until all cards have been dealt. If at any stage during the bidding process all but two players opt out then no more cards are dealt and the remaining two players are

forced to fight with the cards they have. No combat cards are dealt. Standard combat play resumes, except no combat cards are played; the winner takes the pot.

If the game is being played for points, then the winner is the player with the most counters at the end of play. Alternatively, each counter can be assigned an agreed monetary value and players buy their counters prior to play and cash them out at the end of the game.

Variation: After all cards have been dealt, players that remain in the game are dealt one combat card each face-down.

5. Jurassic Wars® Casino

A craps-like version for a gaming evening.

Additional equipment: Betting table layout and poker chips.

Number of players: 3 – 10.

This version requires a betting table layout – this can be found in a separate document JWCASINO.PDF, which also provides the rules and details on the odds and betting.

