

Prehistoric PARK

Objective

Be the first player to collect 100 or more Viewpoints or collect three or more Regent creatures. The number in the top-left-hand corner of each card indicates the number of Viewpoints the card is worth. Players collect Viewpoints by placing cards from their **Hand** into their **Field of View**.

Prehistoric Park introduces creature cards, including six Regent creatures. Regent creatures are kept separate from the cards that are shuffled at the start of the game and can only enter the game when specific combinations of creatures are MUTATED. A player immediately wins the game if they have three or more Regent cards in their **Field of View**.

Setting Up

Choose a player to shuffle the cards and deal five cards to each player, which becomes their **Hand**. The remaining cards are placed face down and become the **Draw Pile**. Put the Regent creatures in a convenient location so they can be used by all players during the game.

Playing the Game

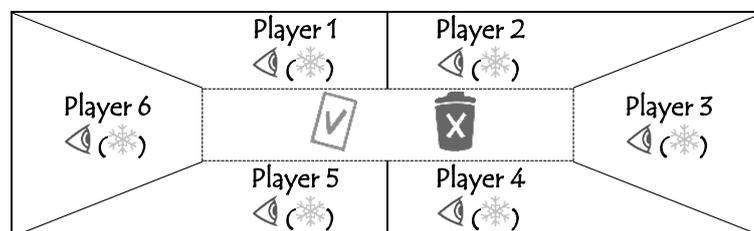
Starting with the player to the left of the dealer and continuing clockwise around the table, players take turns performing the following steps:

1. Draw one card: Take one card from the **Draw Pile** and put it into your **Hand**; if there are no cards left in the **Draw Pile**, skip to step 2.
2. Play one card: Place one card from your **Hand** into your **Field of View**; if you have no cards in your **Hand**, your turn ends (skip to step 4).
3. Perform actions: Perform the actions on the card you played. Actions include moving cards between players' **Hands**, **Fields of View**, the **Viewniverse**, the **Draw Pile**, and the **Discard Pile**.
4. End the turn: End your turn by adding up the number of Viewpoints on the cards in your **Field of View**. If you have at least 100 Viewpoints, you win. Otherwise, the game continues.

Finishing the Game

The game ends when a player has collected 100 or more Viewpoints in their **Field of View**. If the **Draw Pile** and all players' **Hands** are empty and no player has 100 Viewpoints, the winner is the player with the most Viewpoints in their **Field of View**. The game also ends when a player has three or more Regent creatures in their **Field of View**.

Figure 1:
Example set
up



Special Rules and Actions

Viewpoint cards have rules text (including keywords and symbols) describing what actions happen when you play the card or during your turn while the card is in your **Field of View**. Most actions require a player to move one or more cards from one area to another. For example, the *Snooping Dodo* card says, “SHRED 1 card”, so the player must move the top card of the **Draw Pile** to the **Discard Pile**.

All possible actions must be performed even if those actions can only be partly performed. For example, if a card requires a player to SHRED two cards but there is only one card in the **Draw Pile**, they still SHRED that card. Actions affecting more than one player are played in a clockwise direction, starting from the player who played the action.

When the rules on a card contradict the rules in this [booklet](#), the rules on the card take precedence.

All Viewpoint sets can be mixed in any combination. e.g. The cards from *Prehistoric Park* and *The Winking Dead* can be shuffled together to make a giant **Draw Pile**. When mixed, the rules applicable to each set are applicable to all games played with those sets.

Viewpoint Symbols

Creatures: Creature cards include Birds () , Mammals () , Reptiles () and combinations/hybrids of these. Creatures can MUTATE into other creatures from a player's **Hand** or, in the case of Regent creatures () , outside the game.



Hand: The cards in each player's **Hand**.



Field of View: The cards laid out in front of each player. When a player is required to play a card, they take a card from their **Hand** and place it in their **Field of View**.



Viewniverse: All players' **Fields of View**.



Draw Pile: The pile of cards where players draw a card. When a player is required to draw a card, they take a card from the top of the **Draw Pile** and put it in their **Hand**. When the last card is drawn from the **Draw Pile**, if there are any **Zombeye** cards in the **Discard Pile**, those cards are reshuffled to make a new **Draw Pile**. The non-**Zombeye** cards remain in the **Discard Pile**.



Discard Pile: The pile where discarded and cancelled cards are placed. Cards are placed face up on the **Discard Pile**.



Frozen Zone: An area separate from other cards in the game. Cards are moved to a player's **Frozen Zone** when put into DEEP FREEZE and do not have any effect on the current game. If a player has any cards in their **Frozen Zone** at the end of the game, they may begin the next game with those cards in their **Field of View**. However, they do not perform the actions on those cards.



Reveal: Cards with this symbol can be used in two ways (see [page #](#)).



Zombeye: Refer to *The Winking Dead* rules for information on this symbol.



Relic: This symbol will gain importance in future sets.

Viewpoint Keywords

Viewpoint keywords are used to simplify how actions on Viewpoint cards are explained.

DRAW

A player takes a card from the top of the **Draw Pile** and puts it in their **Hand**.

DESTROY

A player moves a card from the **Viewniverse** to the **Discard Pile**.

SHRED

A player takes the top card of the **Draw Pile** and puts it face up on the **Discard Pile**.

STEAL

A player looks at the cards in another player's **Hand**, takes a card and puts it in their own **Hand**.

MUTATE

A player DESTROYS the card(s) being mutated. That player then plays the card(s) specified on the DESTROYED card(s) into their **Field of View**. The actions on the newly played card(s) are performed as normal.

RECRUIT

A player moves a card from another player's **Field of View** to their **Field of View** and then performs the actions on that card (except for the REVEAL actions). If more than one card is recruited at the same time, the player recruiting the cards chooses the order in which the cards are recruited.

DEEP FREEZE

A player moves a card to their **Frozen Zone** () .

REVEAL ()

A card with the **Reveal** () symbol can be used in two ways. You can play it as normal during your turn and perform only the actions (if any) stated before the  symbol. Alternatively, you can reveal the card by showing it during any player's turn and perform only the actions stated after the  symbol. The card being revealed will state what happens to it after the actions are performed. Revealing a card is not considered a card play.

CANCEL

You may use this card to cancel an action that would be performed. Unless otherwise stated, when you cancel a card, both the cancelled and cancelling cards are moved to the **Discard Pile** and none of the actions stated on the cancelled card are performed. For example, if a card is cancelled, that would have made every player DRAW a card, none of the players DRAW a card.

Extra Information and Credits

Visit www.93madegames.com.au for the latest information on Viewpoint games, including alternative ways to play, official tournament rules, FAQs and news on upcoming Viewpoint releases.

Game Concept and Design: Sean Carroll

Graphic Design and Illustrations: Ashley Kenawell and Kerri Aitken

PREHISTORIC PARK™ & © 2018. 93 Made Pty Ltd. This work and all trademarks, including characters' distinctive likenesses and the             symbols, are the property of 93 Made Pty Ltd and are protected by international copyright law and may not be reproduced in whole or in part without written consent from 93 Made Pty Ltd.