



In **Very Bad Lands**, you will play different Dinosaur species battling for their very survival. Disasters are a constant threat; you'll have to make the right choice to avoid them.

Use your Dinosaur's power just at the right time to survive *just a little longer* than any one of your opponents!

3-6 20' 8+ Don't want to read the rules? Watch the video!

WINNING & LOSING

If your Dinosaur goes **extinct**, you lose the game. All the other players win!

CONTENTS

- 1 FIRST PLAYER CARD
- 1 ANNEXE (double-sided)
- 11 DISASTER CARDS
- 12 DINOSAUR CARDS
- 6 PLAYER AIDS (double-sided)

Value Disaster Name Effect

Number of Lives

Species Power Box symbol

Disaster Effects

Round Overview

SETUP

- Give each player a **Player Aid**.
- Give the **First Player** card to any player, or the oldest player (who is clearly the person who lived closest to the age of the dinosaurs).
- The First Player shuffles and deals 2 **Dinosaur cards** to each player. The players each choose one and put the other one back in the box.

For your first game, use only the Dinosaurs with the darker symbol. Give one to each player.

- In turn order, starting with the **First Player**, reveal your Dinosaur and introduce your **species** and your **power** out loud.

BEGINNER'S GAME
If you want, you can ignore the powers on the Dinosaur cards.

From now on, you are your Dinosaur!!

TWO GOLDEN RULES

- Whenever a Dinosaur's power and/or a Disaster card's effect contradicts a rule, the power and/or effect overrides the rule!
- You are responsible for your Dinosaur. If you forget to use your power, too bad for you!

ROUND OVERVIEW

A game takes place over a number of rounds. Each round has **4 phases**:

- 1 Disaster Card Distribution
- 2 Swapping Phase
- 3 The Reveal
- 4 New First Player



1 DISASTER CARD DISTRIBUTION

- The **First Player** shuffles the **Disaster cards**, deals one to each Dinosaur, and then places one card face up in the middle of the table: this is the **River**.

They place the rest of the cards in a face-down pile next to the River; this is the **Disaster deck**.

- Look secretly at your Disaster card.



2 SWAPPING PHASE

Important: There will only be one chance to swap your card!

- In turn order, starting with the **First Player** and going clockwise, players now have the chance to swap their Disaster card.

ON YOUR TURN, YOU HAVE 3 OPTIONS:

- 1 Keep your Disaster card;**  **OR** **2 Swap your Disaster card with the face-up card in the middle of the table; the River.** 
 - OR** **3 Swap your Disaster card face-down with your neighbour (the player to your left).** 
 - OR** **3 Swap your Disaster card face-down with your neighbour (the player to your left).** 
- This player cannot refuse to swap their card with yours.** Look secretly at your new card.
- If you are the last player in turn order, you cannot swap with the First Player. You can, instead, swap with the top card of the Disaster deck.

Careful! Cards swapped with the River are placed face up.

→ The **Heatwave (4)** and **Flood (5)** Disaster cards have an immediate effect when they are placed in the River (see the Disaster Card Effects section).

- When all players have taken their Swapping Phase turn, play moves on to the Reveal.

3 THE REVEAL

- Card Reveal** → Simultaneously, everyone flips their Disaster card.
- Who Loses a Life?** → Compare the value of each Dinosaur's Disaster card. The Dinosaur who has the Disaster card with the **lowest value** loses 1 Life. Ignore the number on the card(s) in the River. Apply all Dinosaur powers that trigger 'at the Reveal', as well as the effects on all face-up Disaster cards.

EXAMPLE:



Note: The **value** of a Disaster card **can be modified** by a Dinosaur's power, **but the name and the effect remain, regardless of the card's value.** For example, if you are the Iguanodon and you have the **Glaciation (3)** card, its value is **13**. It remains 'Glaciation,' and its effect still applies. (see the Disaster Card Effects section).

LIVES AND END OF GAME

Dinosaurs start with 3 Lives. 

When you lose a Life, → **turn your card** so that the new number of Lives is facing you.

When you don't have any Lives left, you are extinct. You've lost the game and all the other Dinosaurs win!



PROTECTED

A Dinosaur that is **protected** has their Disaster card value ignored during the Reveal. This means that they cannot lose a Life, and that the Dinosaur with the next lowest value loses a Life. If THAT Dinosaur is also protected, it passes to the next lowest, and so on. Believe it or not, the highest value can also end up being the lowest!

4 NEW FIRST PLAYER

Once all effects in the Reveal have been completed, the First Player passes the **First Player** card to the player on their left. This continues until a Dinosaur becomes extinct and the game ends!

CREDITS

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T-REX DISASTER CARD EFFECTS



1


METEORITE When the **Night (11)** card is visible during the Reveal, the Meteorite is worth **12**.



3


GLACIATION The lowest value is **protected** (the value of that card is ignored during the Reveal).



4


HEATWAVE When this card is placed in the River (either during Disaster Card Distribution or during the Swapping Phase), all players whose Disaster card has a value of 6 or higher must let the others know (by knocking on the table or making their Dinosaur's sound!).



5


FLOOD When this card is placed in the River (either during Disaster Card Distribution or during the Swapping Phase), **immediately add another card** from the Disaster deck to the River.



7


HURRICANE The Dinosaurs with the 2 lowest values (who are not protected) each lose a Life.



8


EARTHQUAKE The Dinosaurs with values between **5 and 7** (inclusively) are protected. (the values of those cards are ignored at the Reveal)



11


NIGHT It's Night! The Meteorite (1) is worth 12 and the Night powers of some Dinosaurs are triggered.