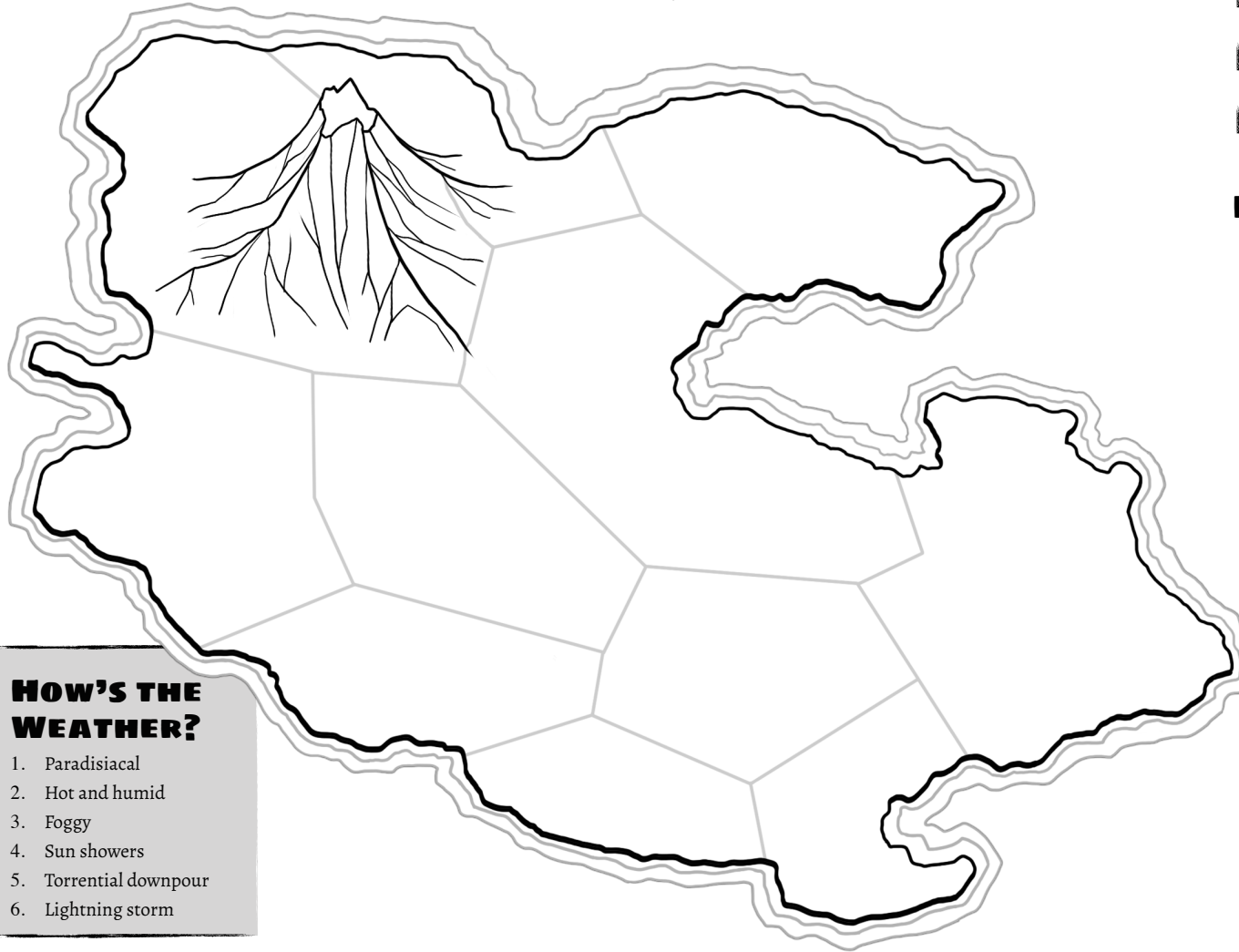


ESCAPE FROM DINO ISLAND

WELCOME TO THE ISLAND

If you learn the island's name, write it here



HOW'S THE WEATHER?

1. Paradiasiacal
2. Hot and humid
3. Foggy
4. Sun showers
5. Torrential downpour
6. Lightning storm

Airstrip	Building	Docks	Hatchery	Lake	Native Settlement	Road	Temporal Anomaly
Aviary	Cliffs	Fence	Helipad	Mountain	Radio Tower	Laboratory	Tunnel
Beach	Nest	Forest	Grass	Ruins	River	Swamp	Volcano

COUNTDOWNS *(See Pg. 20)*

3	2	1
3	2	1
3	2	1
3	2	1

NOTES

ADDING TO THE MAP

Whenever a new location comes up during play and the Heroes know where it is, the DM adds it to the map.

Some playsheets or Moves might also tell you to add something to the map.

HERE'S THE SITUATION

Use this **questionnaire** to get up to speed. Discuss the answers as you go, developing the setting, relationships, and scenario.

I. MAINLAND

You've come to the island together. Why?

Players: Choose one together or roll.

1. We were invited as guests, under mysterious circumstances.
2. We were hired to work here, under mysterious circumstances.
3. We're here to explore or research.
4. We're criminals or smugglers, here for a score.
5. We're on a rescue/retrieval mission. *Who or what are we after?*
6. We're on a covert mission, to infiltrate or sabotage.

Who are you?

Players: Choose a **Hero playsheet**. (No two players should pick the same one.)

Follow the instructions on the playsheet to create your Hero. Then, go around the table and introduce yourselves. Feel free to ask a question or two about other Heroes, but don't get too caught up in it—you'll learn more about each other during the game.

What did you hear about the island before you arrived?

DM: Give out **rumors** (Pg. 17).

Ask questions to clarify the plan—make sure everyone agrees on how they're getting to the island and what they're going to do when they get there. Add to the map as needed.

II. THE ARRIVAL

On the island, you quickly encountered your first dinosaur.

DM: For each question, choose one player to answer.

- Describe the situation—where were you and what kind of dinosaur was it?
- How did you feel when you saw a *real, living* dinosaur?
- What was one uncanny thing about the dinosaur?
- What was one oddly familiar thing about the dinosaur?

Soon afterwards, something went wrong.

DM: For each question, choose one player to answer.

- What was your first hint that something was off?
- Who did you instinctively look to, and why?
- What is your personal worst case scenario?
- What made you realize you were in serious trouble?



III. RIGHT NOW

Where are you?

Players: Choose one together or roll. **Mark it on the map.**

1. The hatchery
2. The Triceratops pens
3. Hastily abandoned dormitories
4. A monorail high above the jungle
5. A debris-strewn beach
6. A cave, waiting out the rain

You know one way off this island (though there might be more).

What is it?

Players: Choose one together or roll. **Mark it on the map.**

1. Call for rescue at the radio station
2. A smuggler's hidden prop plane
3. The helicopter you came in on
4. A military submarine
5. A sailboat / pleasure yacht anchored offshore
6. A cruise ship that passes by once a week

Why can't we just leave? *These two answers are called the OBSTACLES*

There's a problem...

DM: Choose one.

1. The only route is through the Deinonychus pens/territory.
2. The monorail is the only way to where we're going, and it's offline.
3. We've gotta wait out this damn storm.
4. We can't leave without completing our mission.
5. We need to get into the complex, but it's locked down.
6. Our way off the island is damaged, unreachable, or hasn't arrived yet.

There's a mystery that needs solving...

Players: Choose one together or roll.

1. Why have you lost contact with the outside world?
2. Who sabotaged your mission? (and why?)
3. Why didn't your contact meet you, and where are they?
4. What's the source of the strange broadcast overpowering your signals?
5. Why are your compasses malfunctioning... and which way is North?
6. Who are the shadowy figures watching you from the bushes and what do they want?

WHAT YOU DON'T KNOW:

- How are there living dinosaurs on the island?
- There's a man-made **COMPLEX** on the island. Who built it and what is its purpose?
- The complex has fallen, maybe just now or maybe some time ago. What went wrong?

THE BASIC MOVES

PERIL MOVES

These Moves come into play when you're in trouble. **When some or all of you act together** (for example, everyone runs for it), the Hero in the **worst** position, or with the lowest relevant stat, rolls. The rest of the Heroes are assumed to succeed (perhaps with cuts and bruises) unless the Move says otherwise, or a Hero chooses not to.

Run!

When you run for it, roll+FIT.

On a 10+, you escape to a safe location. The DM will describe it. You know roughly where you are. **On a 7-9**, choose 1:

- You get to a new location, but you're still being pursued.
- You escape the threat... into a new perilous situation.

On a miss, you get **injured**, and the threat is still around.

Hide!

When you hide from a predator, say where you are hiding and roll+CLEVER.

On a hit, it either can't find or get to you. You're safe. **On a 7-9**, someone else is exposed. If you stay hidden, you'll be fine, but they won't. *If you're alone, the DM will offer you a different hard choice.*

On a miss, surprise! It's right on top of you.

Just Do It!

When you do something you can usually do easily (for example, unlock a door, quietly cross a room, or drive a car) under pressure, say what will happen if you mess up, then roll+STEADY.

On a hit, you pull it off. **On a 7-9**, you slipped, hesitated, or cut corners. The DM will offer you a hard choice.

On a miss, well, you know what happens.

Hold On to Your Butt!

When you rely on sheer physicality to power through difficulty or ignore a debilitating injury, roll+FIT.

On a hit, you tough it out. **On a 7-9**, you succeed, but you're exhausted—take -1 to your next roll with FIT.

On a miss, you're seriously **injured**.

Look Over There!

When you create a distraction to protect a friend, say what it is and roll+CLEVER.

On a 10+, you draw the dinosaur's attention where you intend. Your friend is safe. **On a 7-9**, the dinosaur notices you.

On a miss, the best you can do is take the hit for your friend. Will you?

(If you choose to draw the dinosaur's attention to yourself, you always succeed.)

Take My Hand!

When you stop what you're doing to help someone else in trouble, roll+whatever makes the most sense.

On a hit, they succeed, with your help.

On a 7-9, choose 1:

- You two are separated from the group.
- You solve their problem, but create one for yourself.

On a miss, you made it worse for both of you.

Fight!

When you fight for your life, roll without a bonus, or +1 if you have a weapon.

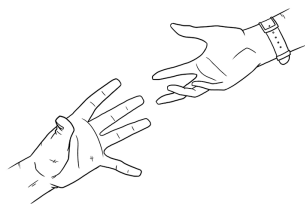
On a hit, you buy a precious moment for someone to help you. **On a 7-9**, also choose 1.

On a 10+, both.

- You aren't injured.
- You injure the enemy. *The DM decides how.*

On a 6-, make the **CASUALTY** Move. Sorry.

The DM can always decide you can't fight a dinosaur.



SAFETY MOVES

These Moves come into play when you've got time to breathe. **When some or all of you act together** (for example, everyone scours the room for clues), the Hero in the **best** position to succeed, or with the highest relevant stat, rolls. The other Heroes are assumed to be less successful.

Lay of the Land

When you and a companion take a quiet moment to get to a good vantage point and orient yourself, **tell a story**, then roll+CLEVER.

On a hit, The DM will tell you about two landmarks—one natural, one man-made—that you can see. **On a 10+**, they will also show you where you are on the map.

On a miss, you discover an imminent peril.

Instruct

When you guide another Hero through a risky task that you know how to do, but they must do (perhaps because you are communicating with walkies, are on opposite sides of a fence, or you're injured), **tell them a story** and roll+STEADY.

On a hit, you're an able teacher. They succeed.

On a 7-9, they don't do it quite as well as you would have. Choose 1:

- It takes longer than expected.
- It opens them up to danger.
- It opens you up to danger.

On a miss, you confuse, anger, or distract them. (Their choice.) The task is botched beyond salvaging and you've made matters worse.

Scavenge

When you and another Hero take a quiet moment to search for useful objects or information, **tell them a story** and roll+CLEVER.

On a 10+, you find something useful. Maybe even that one thing you were hoping for. **On a 7-9**, you find something handy, but you make a lot of noise. You can pretend no dinosaurs heard you, if you want.

On a miss, you find something bad.

The Best-Laid Plans

When you take too long to discuss your course of action, the DM makes a move.



Casualty

When you are grievously hurt (or take an injury while already injured), you're in **bad** shape. **Tell someone your darkest secret or unfulfilled hope**, then choose 1:

- You get one final heroic act—subject to the DM's discretion—before you die.
- You're **OUT OF COMMISSION**. You're unable to do anything, but your character will survive if the others can get you off the island in time.

Either way, you may choose an unused playbook and create a new character. The DM will tell you when your new character appears.

THE DINO MASTER

Your Agenda

These are your goals.

- Make Dino Island mysterious, dangerous, and full of dinosaurs.
- Challenge the Heroes to become their true selves.
- Play to find out if they'll make it off the island, and who they'll be if they do.

Your Principles

When in doubt, these guidelines will keep you on the right track.

- Be a fan of the characters.
- Always target a specific character.
- Ask questions and build on the answers.
- Give every location unique and memorable details.
- The environment is just as dangerous as the dinosaurs.
- Give every dinosaur species a gimmick.
- Juxtapose the natural and the artificial.
- Force the Heroes to choose between saving themselves and helping others.
- The dinosaurs are animals, not monsters—make them real: awesome, frightening, strange, familiar, or gentle as appropriate.

Your Moves

These are the (only) things you can do.

- Show signs of a nearby dinosaur *Footprints, evidence of grazing, a fresh kill, a roar, small dinosaurs fleeing, etc.*
- A dinosaur shows up! *Give it a gimmick!*
- Injure them as established
- Their injuries cause problems
- Introduce a useful NPC *Give them a goal!*
- Kill a useful NPC
- Disorient them
- Offer them what they need, with danger in the way *Tell them the danger.*
- Tell them what they need and let them figure it out *When they get it, they succeed. Other solutions might work.*
- Split them up
- Reveal something mysterious
- Time passes *Night falls; they have to rest; an opportunity expires; etc.*
- Use a DINO SAUR MOVE
- Use a LOCATION MOVE

Quick NPC Names: Riley, Alex, Dom, Jiar, Dan, Andres, Lee, Cameron, Malcolm, Chris, Parker, Mei, Urvish, Katja, Warren, Josh, Dev, Naomi

SETUP

I. MAINLAND

II. ARRIVAL

III. RIGHT NOW

- Fill out the Setup Questionnaire together
- Players choose Playsheets
- Give each Hero a RUMOR (Pg. 17)

SCENE PLAY

THE OBSTACLES

What's the problem?

What mystery do they need to solve?

(Fill in the answers)

SCENE PLAY

Make a MOVE when:

- Someone rolls a miss (6-)
- They take too long planning
- They look to you to find out what happens next.

When things are relatively safe, choose Moves that set up dangerous or challenging situations.

When the players ignore problems or make a mistake, that is when you hit them hard.

They overcome one of the two OBSTACLES

MYSTERY WORKSPACE

Choose one PRIMARY MYSTERY (See Pg. 18)

- How are there living dinosaurs?
- Who built the complex and what is its purpose?
- How did the complex fall?

Solution:

First Clue:

SCENE PLAY

EXTINCTION EVENT

Scene Play continues...

- Quickly use a **Warning Move** to signal the Extinction Event.
- Use your Extinction Event Moves.
- Regularly remind the Heroes of their goals.
- Push toward the Finale.
- If they haven't solved the mystery, give big clues.

FOR LATER...

Use this space to make a note of any unresolved enemies, problems, locations, etc. that could come back in the Finale.

SCENE PLAY

A DARING ESCAPE!

- Create a thrilling Finale (See Pg. 22).
- Afterwards, follow the DENOUEMENT rules (Pg. 23).

LOCATIONS

Natural

Beach
The Cave
Jungle
The Lake
Mountains
Open Ground
The River
Swamp
The Volcanic Crater

Artificial

The Aviary
The Monorail
Pens
The Power Shed
The Radio Tower
The River Outpost
The Smuggler's Den

Inside the Complex

The Control Room
Dormitories
The Foyer
The Hatchery
The Lab
The Mainframe
The Medical Facility
Offices
Steam Tunnels

Strange Places

The Ancient Ruins
The Native Village
The Obelisk
The Temporal Gate

CREATING YOUR DOCTOR

1 Assign your stats

Distribute the following among your three stats: +2, +1, -1

Consider putting your +2 in STEADY.

CLEVER

FIT

STEADY

2 Choose your name and pronouns

Use one of these or make up your own.

Juliet, Sara, Kishori, Jack, Teddy, Val, Amine

3 Choose your personality and look

Personality: Choose or make up your own.

- Controlled Authoritative
 Exhausted

Look: Choose or make up your own.

- Dashing Still in scrubs
 Designer Clothes

5 What rumor have you heard?

The DM will give you a rumor. Write it here.

STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- Why you became a doctor
- A time you were terrified
- A nearly fatal mistake
- When someone miraculously pulled through
- How you blow off steam

NAME

As the Doctor, you can generally do the kinds of things doctors do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, **you start with the following Special Move:**

Treat Wounds

When you take a quiet moment to tend to *someone else's* injury and have the right equipment, **tell them a story** (yes, even if they're unconscious... a particularly good moment for honesty!). Then, cross off the injury.

When the conditions aren't ideal, still tell a story, then...

- In a perilous situation, roll+STEADY.
- Without the proper equipment, roll+CLEVER.

(If it's both, roll without any bonus.)

On a 10+, you treat their wound. If it's a Hero, cross the injury off their playsheet. **On a 7-9**, you could do it... if conditions were right. The DM will tell you what you need. When you get it, cross off the injury.

On a miss, the DM will tell you how you've made things worse.

When you ADVANCE, **choose one of the following Special Moves:**

Back from the Brink

You can treat a character who is Out Of Commission to revive them. They retain their previous injury.

Heal Thyself

You can use the TREAT WOUNDS Move on yourself.

Veterinarian

You can treat dinosaurs' and animals' wounds.

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the CASUALTY move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

First aid kit

Penlight

A container of pain pills

FIRST AID PROCEDURE

1. REMAIN calm, providing your patient with quiet, efficient first aid treatment.
2. KEEP the patient warm and lying down. Do not move this injured person until you have discovered the extent of the injuries.
3. START mouth-to-mouth artificial respiration immediately if the injured person is not breathing.
4. STOP any bleeding.
5. GIVE your patient reassurance. Watch carefully for signs of shock.
6. CHECK for cuts, fractures, breaks and injuries to the head, neck or spine.
7. Do NOT allow people to crowd the injured person.
8. Do NOT remove clothing unless it is imperative.
9. DECIDE if your patient can be moved to a proper medical facility. If this is not possible, prepare a suitable living area in which shelter, heat and food are provided.

FRACTURES

A FRACTURE is classified as either a simple (closed) or compound (open). Treatment is as follows:

1. SPLINT the joints above and below the fracture.
2. IF THE fracture may penetrate the skin, it could be necessary to apply traction to straighten the deformity.
3. BE SURE to pad your splints.
4. CHECK the splint ties frequently to be sure they do not hinder circulation.
5. COVER the open wound with a clean dressing before splinting.



THE DOCTOR

You save lives. It's your blessing when you succeed and your curse when you fail.

ESCAPE FROM

DINO ISLAND

CREATING YOUR ENGINEER

1 Assign your stats

Distribute the following among your three stats: +2, +1, -1

Consider putting your +2 in CLEVER.

CLEVER

FIT

STEADY

2 Choose your name and pronouns

Use one of these or make up your own.

Arnold, Khomyuk, Terence, Dave, Chiara, Callie

3 Choose your personality and look

Personality: Choose or make up your own.

Precise Crotchety Easygoing

Look: Choose or make up your own.

Sturdily built Polo shirt & khakis
 Nebbish

4 What rumor have you heard?

The DM will give you a rumor. Write it here.

STORIES YOU TELL

Whenever a move requires you to tell a story, choose one from this list and cross it off.

- Something inefficient that infuriates you
- Something that's perfectly designed
- The thing you dream of building
- A moment of simple pleasure
- A time you were forced to cut corners

NAME

As the Engineer, you can generally do the kinds of things engineers do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, you start with the following **Special Move**:

Jury-rig

Whenever you whip up a makeshift solution to a problem, roll+CLEVER.

On a 10+, it'll do the trick. On a 7-9, it'll work, but choose 1:

- You'll have to take apart something else
- It won't last long
- It'll take a while

On a miss, your messing around damages something or someone.

When you ADVANCE, choose one of the following **Special Moves**:

Construct

When you lead a team to construct something substantial (a raft, bridge, shelter, etc.), assign one person to take point on construction. You make the design. Roll+CLEVER.

On a 10+, it's excellent engineering. On a 7-9, choose 1:

- You need something you don't have. The DM will tell you what, and where you might find it.
- It's a good plan, but it has one unavoidable flaw. The DM will tell you what it is.

On a miss, there's a flaw you didn't notice. When it comes up, the DM will tell you.

Whoever leads construction: Roll+the number of people helping you (max 3).

On a 10+, you build it quickly and expertly. On a 7-9, it's hard work. All the builders have -1 to their next FIT roll. On a miss, someone is injured on the job.

The Nuclear Option

You know how to craft a powerful bomb. When you build one, tell the group just how powerful it is and how it's triggered. The DM will tell you how long it will take to build, and what you need. When the bomb is triggered, roll+CLEVER.

On a 10+, it goes off without a hitch. BOOM. On a 7-9, choose 1:

- The bomb must be triggered manually by someone next to it.
- The bomb is more or less powerful than planned, DM's choice.

On a miss, the bomb goes off at the wrong time—the worst possible time.

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the CASUALTY move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

Toolkit (Screwdriver, duct tape, etc.)

Tablet w/durable case

Headlamp

THINK LIKE AN ENGINEER

1. ISOLATE THE PROBLEM. Most people are so quick to try to solve a problem, they don't stop to make sure they've got the right problem. You don't need to make a key, just get the door open.
2. INVENTORY YOUR RESOURCES. Know what you have at your disposal... and what you don't. A solution's no good if you can't implement it.
3. THINK OUTSIDE THE BOX. When considering possible solutions, consider *all* possible solutions, even the ones that seem ridiculous. There's no harm in a bad idea while it's still just an idea.
4. DEVELOP A SOLUTION. This is when you eliminate the bad ideas. Keep going until you've got one left.
5. ASSESS THE RISKS. Your first priority is making things work, but right behind that is being prepared for what happens if they don't. If you know what could go wrong, you can be ready to mitigate the worst.
6. TEST YOUR SOLUTION. If necessary, build a prototype. Either way, start by assembling a minimum viable product and testing to see if it works as expected.
7. ITERATE. If your solution works, great. If it doesn't, try again until it does. Accept that you might need to start over.
8. IMPLEMENT THE SOLUTION. Once you know your solution works, use it.
9. HAVE A BEER. You deserve it.



THE ENGINEER

There's no problem humans can't solve with ingenuity and a bit of elbow grease. Even this one.

ESCAPE FROM
DINO ISLAND

CREATING YOUR HUNTER

1 Assign your stats

Distribute the following among your three stats: +2, +1, -1

Consider putting your +2 in CLEVER.

CLEVER

FIT

STEADY

2 Choose your name and pronouns

Use one of these or make up your own.

Owen, Locke, Irwin, Quint, Eliza, Hanna, Turok

3 Choose your personality and look

Personality: Choose or make up your own.

- Controlled Arrogant Snarky

Look: Choose or make up your own.

- Tattooed Performance-wear
 Sharp

4 What rumor have you heard?

The DM will give you a rumor. Write it here.

.....

STORIES YOU TELL

Whenever a move requires you to tell a story, choose one from this list and cross it off.

- Your most impressive catch
- A time you were lost in the wilderness
- One way animals outclass people
- The strangest food you've eaten
- Something an idiot did that got them killed

NAME

As the Hunter, you can generally do the kinds of things hunters do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, you start with the following **Special Move**:

Tracker

When you study your immediate environment for spoor, roll+CLEVER. **On a hit**, you know what animals have been here recently (though you may not know exact dinosaurs species), and the size of their group(s).

In addition, **on a 10+**, ask 3; **on a 7-9**, ask 1.

- Where did the animal(s) come from?
- Where are the animal(s) headed?
- How can I catch them unaware?
- What else nearby should I know about that might not be obvious?

The answers should be substantial. For example, "Where did the animal(s) come from?" should not merely be "That way!" but instead "A body of water to the east."

On a miss, you notice a predator preparing to strike.

When you ADVANCE, choose one of the following **Special Moves**:

Trapper

With the right equipment, you can lay a trap for a dinosaur or other animal and capture it. Describe your plan. When you put it into action, roll +CLEVER. **On a 10+**, you capture the dinosaur safely and securely.

On a 7-9, choose 1:

- The dinosaur is captured uninjured.
- The dinosaur is captured securely, and won't break free.
- No one was injured while capturing the dinosaur.

On a miss, you weren't able to capture the dinosaur, you've exposed yourself or a friend to danger, and the dinosaur's mad, too.

It's Too Quiet

You always know when you're being hunted and you cannot be ambushed. To warn the others without tipping your enemy off, you must **JUST DO IT!**

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the CASUALTY move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

- Tranquilizer rifle (5 darts) **OR**
- Hunting bow (10 arrows)
- ..Camouflaged clothing
- ..Hunting knife
- ..A bag of jerky

8 ANIMAL SIGNS

BREAKS

Caused by animal movement.

RUBS

Areas polished by animals. Can be UNINTENTIONAL—from rubbing up against an object that protrudes onto the trail (e.g. a branch)—or INTENTIONAL—a specific area where an animal is rubbing itself.

HAIR AND FEATHERS

Commonly found where the hair or feather gets snagged. Clumps of hair may indicate a KILL SITE.

GNAWS AND CHEWS

You can tell the animal by the size and style of the teeth marks: 45-DEGREE CLEAN CUT—Indicates an animal with incisors (e.g. rodents). LITTLE SERRATED EDGE—Deer pull grass up against their upper palette and sickle it off, creating this sign.

MASTICATED—Teeth marks all over, possibly with saliva, indicate a predator chew, used to get minerals.

SCRATCHINGS

Claw marks. Can be INTENTIONAL—a raccoon digging for grubs or a bear sharpening claws on a tree—or UNINTENTIONAL—from the animal's passing.

GROUND DEBRIS

Anything on the ground that is scratched, pinched, dented, abraded, including holes, stone rolls, broken twigs, etc.

UPPER VEGETATION

With vegetation, the height of the break indicates animal type. To learn how long ago the animal passed, note how the vegetation has aged at the break.

SCAT

Indicates the type of animal and its diet. Animals leave scat where they feel safe, often near lays. Look for animals near scat.



THE HUNTER

You've hunted most things that can you hunt you, but the way these things move...

ESCAPE FROM
DINO ISLAND

CREATING YOUR KID

1 Assign your stats

Distribute the following among your three stats: +1, +1, -1

.....
CLEVER

.....
FIT

.....
STEADY

2 Choose your name and pronouns

Use one of these or make up your own.
Tim, Liam, Walt, Lila, Ava, Deedee, Ji Yeon

3 How old are you?

Choose an age between 8 and 16:

4 Choose your personality and look

Personality: Choose or make up your own.

- Curious Timid Rambunctious
.....

Look: Choose or make up your own.

- Sporty Alternative Geeky
.....

5 What rumor have you heard?

The DM will give you a rumor. Write it here.

STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- A time you were really brave
- The most annoying thing your parent does
- An explanation of something baffling to adults
- Something cool a friend taught you
- What you're secretly scared of

NAME

As the Kid, you can generally do the kinds of things kids do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition you start with the following **Special Moves**:

I Know This!

When nobody else has a crucial skill, you may reveal that you, in fact, have that skill because you're a precocious kid. Using the skill **always** requires you to **JUST DO IT!**

Ahhhhhh!

Whenever you cry out to another Hero for help, they must answer your call.

When you ADVANCE, choose one of the following **Special Moves**:

Inspire Heroism

When another Hero puts your needs above their own safety (including in response to **AHHHHH!**), any rolls they make are improved by one level. A miss becomes a 7-9, a 7-9 becomes a 10+.

Good Listener

When you volunteer for a difficult job and someone else **INSTRUCTS** you, they treat a miss as if they rolled a 7-9.

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the **CASUALTY** move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

- Toy dinosaur
..... Swiss army knife
..... A candy bar + can of soda
.....
.....
.....

Excerpt From 101 Dino-mite Dinosaur Jokes

What came after the dinosaur?
Its tail!

What dinosaur always rips up paper?
A pterodactyl

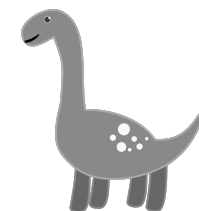
Which dinosaur has the best flow on dope beats?
A rap-tor

What do you say when you need a dinosaur quickly?
Pronto, saurus

What dinosaurs have the best manners?
Plesiosaurus, Thankyousaurus, and Yourewelcomeosaurus

What kind of sneakers does a dinosaur wear?
High-cera-tops

What do you call a dinosaur who always uses big words?
A thesaurus



OMG this book is dumb



THE KID

You're just a kid!

ESCAPE FROM DINO ISLAND

CREATING YOUR PALEONTOLOGIST

1 Assign your stats

Distribute the following among your three stats: +2, +1, -1

Consider putting your +2 in CLEVER.

CLEVER

FIT

STEADY

2 Choose your name and pronouns

Use one of these or make up your own.

Dr... Anning, Colbert, Sattler, Horner, Long

3 Choose your personality and look

Personality: Choose or make up your own.

Adventurous Scatterbrained

Thoughtful

Look: Choose or make up your own.

Dusty Fresh from the Academy

Rugged

4 What rumor have you heard?

The DM will give you a rumor. Write it here.

STORIES YOU TELL

Whenever a move requires you to tell a story, choose one from this list and cross it off.

- How you fell in love with dinosaurs
- Why your arch-rival is a hack
- A thing you've never understood about people
- A life lesson your mentor taught you
- The story behind the fossil you carry

NAME

As the Paleontologist, you can generally do the kinds of things field researchers and academics do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, you start with the following Special Move:

Dinosaur Expert

When you draw on your knowledge to deal with a real-life dinosaur, roll+CLEVER.

On a hit, you're able to identify its species, sex, and whether it's a herbivore or carnivore. In addition, **on a 10+**, you may ask 3 questions from the list below. **On a 7-9**, you may ask 1.

- What is its drive?
- What are its moves?
- What size pack does it travel in?
- What is its weakness?

On a miss, it turns out living dinosaurs are different than you thought, for the worse.

You can only use this move once per species, unless you have the opportunity to study a living specimen more closely.

When you ADVANCE, choose one of the following Special Moves:

Lizard Brain

When you roll a hit with DINO SAUR EXPERT, instead of asking one of your questions, you may instill a simple emotion (fear, apathy, anger, etc.) in a dinosaur using body language and sound.

Curiosity Killed the Quetzalcoatlus

When you put yourself in danger in pursuit of knowledge or to investigate a mystery, take +1 to your roll.

Polymath

Your deductive and inductive abilities extend beyond fossils and prehistoric life. When you spend time examining something solidly mysterious, tell a story then roll+CLEVER.

On a 10+, the DM will tell you something interesting and useful you're able to deduce about the subject. **On a 7-9**, the DM will tell you what you need—a tool, specific knowledge, etc.—to figure it out, and a guess as to where you might find it.

On a miss, you discover something horrible.

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the CASUALTY move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

Basic excavation tools

Bandana

Canteen

Small fossil with sentimental value

DINOSAUR FIELD GUIDE

Speculative reconstructions based on the latest paleontological research



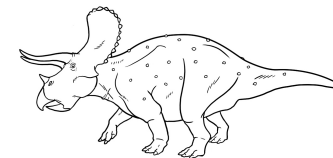
EUOPLOCEPHALUS



KENTROSAURUS



PACHYCEPHALOSAURUS



TRICERATOPS



TYRANNOSAURUS REX



VELOCI RAPTOR



THE PALEONTOLOGIST

You've studied dinosaurs by their fossil traces—will that knowledge keep you safe from the real thing?

ESCAPE FROM
DINO
ISLAND

CREATING YOUR SOLDIER

1 Assign your stats

Distribute the following among your three stats: +2, +1, -1

Consider putting your +2 in STEADY.

CLEVER

FIT

STEADY

2 Choose your name and pronouns

Use one of these or make up your own.

Regina, Snake, Sayid, Jiar, Lyttle, Hicks

3 Choose your personality and look

Personality: Choose or make up your own.

Commanding Aggro Ice cold

.....

Look: Choose or make up your own.

Hulking Wiry Scarred

.....

4 What rumor have you heard?

The DM will give you a rumor. Write it here.

.....

.....

STORIES YOU TELL

Whenever a move requires you to **tell a story**, choose one from this list and cross it off.

- The time you cheated death
- Why you enlisted
- An inside joke you shared with your squad
- Something that haunts you
- A superstition that keeps you alive

NAME

As the Soldier, you can generally do the kinds of things soldiers do without a roll (unless you must **JUST DO IT!**), though what happens next is up to the DM. In addition, **you start with the following Special Move:**

Kill or Be Killed

When you open fire on a dinosaur or group of dinosaurs, roll+STEADY.

On a hit, you gun them down. **On a 7-9**, you use too much ammo—you're empty.

On a miss, you get mauled and immediately make the CASUALTY move. (Don't miss.)

When you ADVANCE, choose one of the following Special Moves:

Leave No One Behind

When a nearby ally is about to be hurt, killed, or separated from the group, you may take +1 to rolls to help them.

Gun to Your Head

When you threaten a human with physical violence, they must do what you say or take an injury of your choice.

Close Quarters Expert

When you **FIGHT!**, your roll is improved by one level. A miss becomes a 7-9, a 7-9 becomes a 10+.

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the CASUALTY move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

Assault Rifle

Handgun

Flashlight

Combat knife

One extra clip

.....

.....

.....

.....

INTERNATIONAL RADIOTELEPHONY SPELLING ALPHABET

ALFA	• —
BRAVO	— • • •
CHARLIE	— • — •
DELTA	— • •
ECHO	•
FOXTROT	• • — •
GOLF	— — •
HOTEL	• • • •
INDIA	• •
JULIETT	• — — —
KILO	— • —
LIMA	• — • •
MIKE	— —
NOVEMBER	— •
OSCAR	— — —
PAPA	• — — •
QUEBEC	— — • —
ROMEO	• — •
SIERRA	• • •
TANGO	—
UNIFORM	• • —
VICTOR	• • • —
WHISKEY	• —
X-RAY	— • • —
YANKEE	— • — —
ZULU	— — • —
ONE	• — — —
TWO	• • — —
THREE (TREE)	• • • —
FOUR	• • • •
FIVE (FIFE)	• • • • •
SIX	— • • • •
SEVEN	— — • • •
EIGHT	— — — • •
NINE (NINER)	— — — — •
ZERO	— — — —
. (STOP)	• — • — —
?	• • — • •
UNDERSTOOD	• • • • •



THE SOLDIER

You are a warrior by profession, but is your training enough to best a foe honed by 179 million years of evolution?

ESCAPE FROM
**DINO
ISLAND**

CREATING YOUR SURVIVOR

1 Assign your stats

Distribute the following among your three stats: +2, +1, -1

Consider putting your +2 in CLEVER.

CLEVER

FIT

STEADY

2 Choose your name and pronouns

Use one of these or make up your own.

Danielle, Amelia, Wilson, Hank, Watney

3 Choose your personality and look

Personality: Choose or make up your own.

Reserved Gregarious Feral

Look: Choose or make up your own.

Gaunt & sunburnt Out of Time

Meticulously Groomed

4 Place your hovel

You have a hovel on the island. It's not much, but it's home.

Mark it on the map wherever you'd like.

STORIES YOU TELL

When a move requires you to tell a story, choose one from this list and cross it off.

- A useful survival skill you learned here
- The person you hope to be reunited with
- The mundane comfort you miss most
- What you'll do differently if you get off the island
- The thing about the island you actually like

NAME

As the Survivor, you can generally do the kinds of things people who've lived in the wilderness do without a roll (unless you must JUST DO IT!), though what happens next is up to the DM. In addition, you start with the following Special Moves:

Been Around the Block

When someone mentions a specific location on the island for the first time, roll+CLEVER if you've been there.

On a 10+, you know exactly where it is. Mark it on the map and gain +1 to all rolls while traveling there. On a 7-9, you remember where it is, and the reason it's challenging to get there. Say what it is.

On a miss, the DM will tell you the reason you swore you'd never go back.

Regardless of your roll, tell them about the last time you were there.

Homeward Bound

When you trek to your hovel, roll+CLEVER.

On a 10+, you arrive after a safe journey. On a 7-9, you still make it there, but choose 1:

- You're forced to take an indirect route and arrive hours later than planned.
- There is a threat waiting for you.

On a miss, you can't get there. The DM will tell you why, and offer you a choice of where to go instead.

When you ADVANCE, choose one of the following Special Moves:

Hoarder

You've scavenged many useful things on the island—key cards, mechanical parts, bottles of tyrannosaurus urine, etc. When you might have just the right thing, roll+CLEVER.

On a 10+, you do, or something similar enough. On a 7-9, choose 1:

- You've got something similar, though not as good.
- You have the thing, but it's in your hovel.

On a miss, your search comes up short and costs you valuable time.

Fade Away

As long as you are in the wilderness, whenever you HIDE!, treat your roll as a 10+, even if your enemy has eyes on you. Your friends are on their own.

PRONOUNS

DINO DAMAGE

Fill in injuries as you get them. Cross them out if treated.

Injury:

Injury:

Out of Commission

If you would take a second injury, instead make the CASUALTY move (Pg. 7).

PERIL MOVES

These Moves come into play when you're in trouble.

Run! (FIT)

Hide! (CLEVER)

Just Do It! (STEADY)

Hold On To Your Butt! (FIT)

Look Over There! (CLEVER)

Take My Hand! (Any stat)

Fight! (No bonus OR +1)

SAFETY MOVES

These Moves come into play when you've got time to breathe.

Lay of the Land (CLEVER)

Instruct (STEADY)

Scavenge (CLEVER)

The Best-Laid Plans

GEAR

.. Spear

.. Camouflaged rags

.. Edible plants

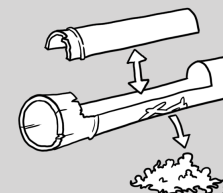
.. Old backpack

.. A terrible stench

HOW TO BUILD A BAMBOO FIRE SAW

This is a good technique for starting a fire when you have a lot of bamboo and not much else.

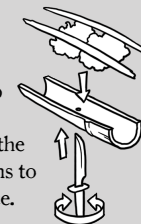
STEP 1



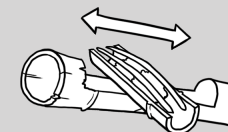
Shave the outer layer of bamboo, then tease it into balls to make tinder. Cut the top half off to make the TOP BOARD.

STEP 2

Cut a hole in the bottom of the top board. Place the balls of tinder in the trough. Add shims to hold them in place.



STEP 3



Saw back and forth, with the hole over an edge of the bottom board until an ember forms. The ember will come up through the hole and light the tinder.

STEP 4



Pinch the tinder around the ember and blow until the fire comes to life.



THE SURVIVOR

You are not from here, but you've survived alone on the island for a long time.

ESCAPE FROM
DINO ISLAND