



# BONE WARS

*Rulebook*



# Bone Wars

The Bone Wars, also known as the Great Dinosaur Rush, was a period of intense and ruthless competitive fossil hunting between two American paleontologists: Edward Drinker Cope and Othniel Charles Marsh. During this time, which started in 1877 and lasted until Cope's death in 1897, both men used every method available to outdo each other in the field. Teams were bribed, bones were stolen, and dig sites were even damaged or destroyed. They also sought to tarnish their rival's reputation by attacking them in scientific publications.

Cope and Marsh met in Berlin in 1864, and the start of their relationship was amicable. They even named species after each other (*Ptyonius marshii* and *Mosasaurus copeanus*). Due to the fact that they were totally different in both personality and scientific beliefs, their relationship soured over time. After both men visited Cope's marl pits in New Jersey – where William Parker Foulke had discovered *Hadrosaurus*, described by Joseph Leidy – Marsh bribed the pit operators to send the fossils they found to him instead of Cope. Later, Marsh humiliated Cope by openly pointing out that Cope's reconstruction of *Elasmosaurus* was wrong. Cope had placed the skull at the end of the tail instead of on the long neck. Joseph Leidy published the correction shortly afterward. Cope, in turn, began collecting fossils in Kansas and Wyoming – a territory that Marsh considered "his" hunting ground.

Over a period of 20 years, both men made many finds of immense scientific value. Cope discovered 56 new dinosaur species, while Marsh discovered 80. Judging by these numbers, Marsh "won" the Bone Wars, but actually, both men lost. By the end of the Bone Wars, both men were financially and socially ruined. The public rivalry between Cope and Marsh harmed the reputation of American paleontology in Europe for decades. Joseph Leidy even withdrew from the field, having become fed up with the petty squabbles.

Before his death in 1897, Cope issued a final challenge to Marsh. He would donate his skull to science so his brain could be measured. He challenged Marsh to do the same, so that the world would know which man had the bigger brain – which at that time was thought to be an indication of intelligence. Marsh never accepted the challenge. Cope's skull is still preserved at the Penn Museum.



**Othniel C. Marsh**

°October 29, 1831 – †March 18, 1899



**Edward D. Cope**

°July 28, 1840 – †April 12, 1897



# Notes and information

## Note on species card artwork

Some depictions of the animals on the species cards are deliberately wrong or outdated. This was done intentionally to better depict the way paleontologists in the late 1800s thought these animals looked. For example, we now know that many dinosaurs were much sleeker and covered in early feathers, and the *Uintatherium* did not have a trunk and had different horns. Three especially fascinating cases are the stegosaurus, the elasmosaurus, and the dryptosaurus/laelaps.

The **stegosaurus** on the species card looks nowhere near the stegosaurus we are used to, but is based on one of the first drawings made of the animal based on Marsh's initial description.



The image of the **elasmosaurus** on the species card reflects the way that Cope first composed the fossilized skeleton. He had placed the skull at the end of the animal's short tail, mistaking the tail for its neck.



The artwork on the **dryptosaurus** and **laelaps** cards is intentionally identical. Laelaps was first described by Cope based on (what he thought was) a three-fingered forepaw. (We now know that this dinosaur was a tyrannosaurid and only had two fingers on its forepaws). However, it was later discovered that laelaps was already the name of a mite genus, and Cope's rival Marsh renamed it dryptosaurus.

## Main Players of the Bone Wars

**Joseph Mellick Leidy** (°1823 - †1891)

American paleontologist. Leidy, who described the hadrosaur, was Cope's mentor but supposedly debunked Cope's elasmosaurus. He left paleontology because of the rivalry between Cope and Marsh.

**William Harlow Reed** (°1848 - †1915)

American fossil collector. Reed collected for Marsh, and once destroyed a site for him to prevent Cope from getting fossils.

**Charles Sternberg** (°1850 - †1943)

American paleontologist. Sternberg worked with both Marsh and Cope.

**William Parker Foulke** (°1816 - †1865)

American geologist. Foulke discovered one of the first full dinosaur skeletons in North America (*Hadrosaurus*).

**George Peabody** (°1795 - †1869)

American philanthropist. Marsh's uncle built the Peabody Museum of Science and left Marsh with a large inheritance.

**John Wesley Powell** (°1834 - †1902)

American geologist. In 1881, Powell was head of the United States Geological Survey and placed Marsh at the head of the consolidated government survey.

**William Edwards Carlin** (°1866 - †1928)

American fossil collector. Carlin first worked for Marsh, and later for Cope.

**Samuel Wendell Williston** (°1852 - †1918)

American entomologist and paleontologist. Williston was a former student of Marsh.

**Arthur Lakes** (°1844 - †1917)

American geologist. Lakes worked for both Marsh and Cope, increasing the animosity between them.

**Oramel William Lucas** (°1849 - †1935)

American naturalist. Lucas collected fossils for Cope.



# Game Materials



1 Game Board



4 Player Boards



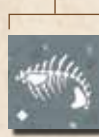
Front



Back

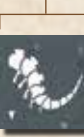
48 Species Cards

Torso (◆)



15x  
Torsos

Tail (▼)



15x  
Tails

Skull (●)



12x  
Carnivore  
Skulls



12x  
Herbivore  
Skulls

Limb (■)



8x  
Paws



7x  
Flippers



6x  
Claws



5x  
Wings

80 Bone Tokens



Front



Back

24 Paleontologist Cards



4x  
Fossils



4x  
Bugs



4x  
Footprints



4x  
Hammers



4x  
Plants

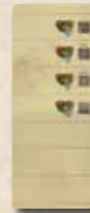
20 Minor Find Tiles



2 "No Digging" Strips



1 Round Marker



1 Endgame Tile



1 Bone Token Bag



Front



Back

14 Grant Tiles



Front



Back

6 Dig Site Action Tiles



Front



Back

8 Bonus Tiles



24x



8x

32 Dollar Coins



# Game Materials



6x A

6x B

6x C

**18 Award Tiles**



Front

Back

**12 Cover Tiles**



Front (Marsh)

Back (Cope)

**4 Patron Tiles**



15x Level 2

15x Level 3

15x Level 4

**45 Paper Tiles**



**10 Neutral Paper Tiles**



20x

8x

18x

**46 Reputation Tokens**



**16 Upgraded Action Slot Tiles**



12x

Basic

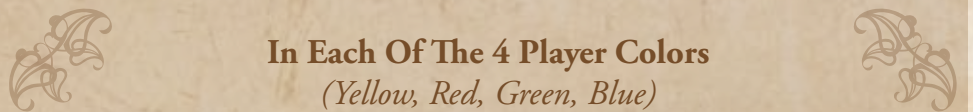
6x

Advanced

6x

Expert

**24 Solo Action Cards**



3x Basic

3x Advanced

**6 Team Cards**



Front

Back

**2 Player Aids**



**3 Specialists**



**1 Team Marker**



**1 Paleontologist**



**1 Profession Marker**



**4 Base Camps**



**3 Award Markers**



**2 Loyalty Markers**



**1 Grant Marker**



# Game Setup

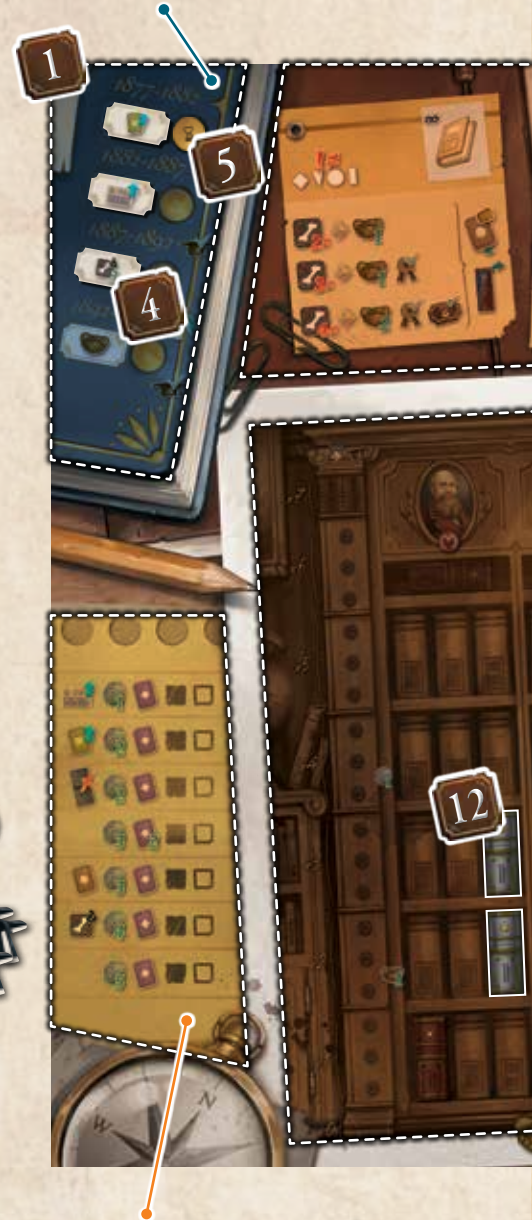
**Note:** Specific setup steps for 2-player games are marked in pink, and specific setup steps for 3-player games are marked in blue. As a general rule, all spaces marked with ●●● are only used in a 3- and 4-player game, and spaces marked with ●●●● are only used in a 4 player game.

- 1 Place the **game board** in the middle of the table.
- 2 In a 2-player game, cover up the rows of the minor finds area marked with ●●● and ●●●● with a “**No Digging**” strip. In a 3-player game, only cover up the row marked with ●●●●. In a 4-player game, do not cover up any of the rows.
- 3 Collect as many **minor find tiles** of each type as there are players. Shuffle these and randomly place 1 tile face up in each open spot in the **minor finds area**.
- 4 Shuffle all **8 bonus tiles** and randomly place 1 tile face up in each column of the **minor finds area** as well as the first 3 spaces of the **round track**.
- 5 Put the **round marker** on the first space of the **round track** (1877-1882).
- 6 Place 2 of each **bone token** on their respective spot in the **rare bones display**.
- 7 Put the rest of the bone tokens in the **bone bag**.
- 8 Fill all 6 dig sites by placing a random **species card** (a), a random **dig site action tile** (b), and 3 random **bone tokens** from the bag (c).
- 9 Shuffle the **paleontologist cards** and place the deck next to the game board. Then draw 3 cards and place them in an open display next to the deck.
- 10 Separate the **award tiles** into their respective piles (A, B, C). Randomly draw 1 tile from each pile, and place these face up in the corresponding spots on the **awards zone**. The remaining tiles will not be used in this game and can be returned to the box.
- 11 Shuffle the **grant tiles**, then randomly select 4 and place these face up on the grant spaces of the **universities**. The remaining tiles will not be used in this game and can be returned to the box.
- 12 In a 2-player game, cover up the bookshelf spots marked with ●●● and ●●●● with **neutral paper tiles**. In a 3-player game, cover up only the bookshelf spots marked with ●●●●. In a 4-player game, do not cover up any of the bookshelf spots.
- 13 Place all of the remaining components (**dollar coins**, **species cards**, **paper tiles**, **upgraded action slot tiles**, **reputation point tokens**, and **endgame tile**) within easy reach of all players in a **general supply**.



## Round track

This track indicates the current round and current round bonus.



## Professions track

This track shows the player order, and indicates specific bonuses that can be gained when players pass (see page 20).



# Game Setup

## Paleontologist actions

This is where you'll place your paleontologist to perform paleontologist actions (see page 14).

## Awards zone

This is where you'll be able to claim awards during the game to receive loyalty (see page 17).

## Rare Bones display

Certain actions will allow you to swap your bone tokens with the ones present in this zone (see page 18).



## Minor Finds Area

This zone contains the minor finds that you will be able to unearth during excavations with your paleontologist (see page 17).

## Universities

This is where you will start and end each round with your team (see pages 9 & 20).

## Bookshelf

This track is the heart of the game; it will allow you to publish papers under Cope's or Marsh's name, and receive loyalty (see page 10).

## Dig Sites

This is where you will travel with your team and perform team actions (see page 12).

Example of a 3-player setup



# Player Setup

- 1 Each player takes a **player board**, 3 **cover tiles**, 1 **patron tile**, and all the components in their chosen color.
- 2 Place your **patron tile** in the **locket**. For the time being, it doesn't matter which side you place face-up.
- 3 Place the 3 **cover tiles** on the 6 rightmost crate spaces of your player board.
- 4 Place your 4 **base camp markers** on their designated spaces.
- 5 Take your 3 **basic team cards** into your hand.
- 6 Place your **specialist tiles** and **advanced team cards** face down next to your player board in a **reserve**. You will need those later on, but make sure to keep them separate from the rest of your game components for now.
- 7 Place your **award markers** and **player aids** next to your player board.
- 8 Place a **loyalty marker** on space "x0" of both loyalty tracks of the bookshelf.
- 9 Each player draws 1 **paleontologist card** from the top of the deck, places it into their hand, and takes \$5.
- 10 Put your **paleontologist**, **team**, **profession**, and **grant markers** near at hand.





# Determining Player Order

Once the game and player setup are done, you must perform a few additional steps before the game can start.

- 1 Deal  $x+1$  species cards (where  $x$  is the number of players) and place them face up next to the board within easy reach of all players. Then, randomly draw 2 bone tokens from the bone bag and place them on top of each of the species cards.
- 2 Randomly determine a **first player**. Players must then, starting with the first player and continuing clockwise around the table, choose between two setup options:
  - a. **Take a species card** (placing it into their hand) and the matching bone tokens from the offer, OR
  - b. **Choose a career path** by:
    - i. Placing their **profession marker** on an **available profession space** in the left-most column and receiving the **associated bonuses**.
    - ii. Placing their **team marker** on an available **university space** as well as their **grant marker** on the **corresponding grant**. Grants are ongoing abilities that are always in effect for the player whose grant marker is on them (see page 27).
    - iii. Once that is done, flipping the patron tile in their locket to match the university they have selected (see below).
- 3 Then, in reverse order (starting with the player who chose last and continuing counterclockwise), everybody gets to choose another, but **different** setup option. That is, players who chose option “a” first must now choose option “b”, and vice versa.

In a 2-player game, both players are obliged to choose a different patron at the start of the game.

- 4 Discard the remaining species card from the offer and return the bone tokens on it to the bag.
- 5 When playing with fewer than 4 players, make the following adjustments using pieces of the unused player color(s). These will represent your virtual opponents.

a. In both a 2-player or 3-player game, place the 3 award markers of one virtual opponent on the places marked with ●●●● on each of the 3 award tiles.



b. In a 2-player game, place the base camp from the virtual opponents on each of the base camp spaces marked with ●●● and ●●●●. In a 3-player game, only cover up the spaces marked with ●●●●.



c. In a 2-player game, place the team marker of one of the virtual opponents on the empty space of the university where the **first** team marker was placed. In a 3-player game, place the virtual opponent's team marker on the **leftover** empty university space.



- 6 The player whose profession marker is now **highest on the profession track** becomes the **first player of the first round**. Player order continues according to the position of the profession markers on the profession track (from top to bottom).



i.



ii.



iii.

Example of a 3-player setup



# Gameplay

**BONE WARS** is a competitive game that is played over the course of **4 rounds**, each divided into a variable number of turns.

During a player's turn, they either:

**A. Perform an action by playing a card under their player board, or,**

**B. Pass and prepare for the next round.**

Players may play either **team cards** (👥), **paleontologist cards** (👤), or **species cards** (🐾). The team cards trigger **team actions** (👥), the paleontologist cards trigger **paleontologist actions** (👤), and the species cards can trigger both types of actions.

Whenever a player can no longer (or chooses not to) perform actions, they **pass** and prepare for the next round by **choosing a new profession, choosing their patron and grant** for the next round, and **potentially receiving loyalty bonuses** from the university.

At the end of the 2nd round, players will perform a **mid-game scoring**. At the end of the 4th round, players will perform a **final scoring**, after which the player with the most **reputation points** (👤) – shortened in this rulebook to **RP** – wins the game. In case of a tie, whoever has the most species cards in their archive wins the game. If there is still a tie, the player with the greatest cranial circumference wins the game (since according to 19th-century science, a person with a larger brain was considered to be smarter than someone with a smaller brain).



Team Card



Paleontologist Card



Species Card

## Loyalty 🤝

Before we explain the actions more in detail, we want to explain an important game concept: **loyalty** (🤝). In the game, you will support the paleontological research of both **Othniel Marsh** (👤) and **Edward Cope** (👤). When you start the game, you will either be under the patronage of Marsh or that of Cope (*see previous page*).

When you perform certain actions, you will receive loyalty (🤝), which are indicated by the two columns on the left and right of the bookshelf on the game board. When your **patron tile** shows Marsh, you will advance your loyalty marker located on the **left loyalty track**, and when your patron tile shows Cope, you will advance your loyalty marker located on the **right loyalty track**. During the mid-game scoring and final scoring, you will earn reputation points (RP) depending on your position on BOTH loyalty tracks.

And this is where the subtle balance of the game comes into play. All players will help **publish** and **debunk papers** in favor of one or the other famous paleontologist. Publishing papers will result in **paper tiles** getting added to the bookshelf. Debunking papers will result in paper tiles switching sides. As the rows of the bookshelf start to fill up with paper tiles, your loyalty towards one or the other will earn you more or fewer RP than your opponents (*see page 21*).

The essence of the game is to help either Marsh or Cope in their research, but also to **switch allegiance** to receive more RP than your opponents during both scorings of the game. Each time you pass (and also through certain actions), you will be able to either **stay loyal to your current patron or leave him to help his competitor**.





# A. Performing Actions

In player order, each player plays one of their **hand cards** into the leftmost open **action slot** at the bottom of their player board. As a reminder, this can be either a team card, a species card, or a paleontologist card. Before a player can perform an action, they must pay the **activation costs** in **Dollars**. These are indicated on each action slot ranging from \$0 to \$3 and on each **team card** (also \$0 to \$3). You need to pay the sum of both indicated costs to perform an action on your turn.

*Example*

On her third turn, **Elisabeth** wants to play a team card. The total activation cost for this is \$3: \$2 as indicated by the action slot and \$1 as indicated on her team card. She pays \$3 and performs a team action.

Once the activation cost is paid, you may perform one or more actions, **depending on which type of card you played from your hand**:

<b>Team Cards</b> (👤)	Allow you to perform one or more <b>team actions</b> (🔨)
<b>Paleontologist Cards</b> (👤)	Allow you to perform one <b>paleontologist action</b> (🔍)
<b>Species Cards</b> (🦖)	Allow you to perform either a paleontologist action (🔍) OR one or more team actions (🔨)

Let's take a look at the different types of cards in more detail.

They each give you practical information, which you must observe while playing the game:

**TEAM CARD**

Activation cost (1)

Number of action points the card provides (1)

Depth at which you may dig up bones (1)

The number of team members indicate if it's a basic card (3 team members) or an advanced card (6 team members).

Some team cards show a team picture that is partially torn away; this indicates that the card can be upgraded by adding a specialist.

**PALEONTOLOGIST CARD**

Name (Oramel W. Lucas)

Year of birth and death (1849-1935)

Paleontologist bonus (Trophy)

**SPECIES CARD**

Species' category (reptile, mammal, bird, amphibian)

Name (Dryptosaurus)

Monogram of the discoverer (JH)

Author and year of discovery (Lucas, 1901)

Required bone tokens for assembly of the species' skeleton when performing the 'Publish Papers' action (3 tokens)

Prize bonus (2)

Minor find (Bug, Footprint, Fossil, Hammer, or Plant)

**Important:** Whenever you play a species card into an action slot that shows a Minor find icon, compare that icon to the Minor find on the species card itself. If they match, you may receive the indicated prize bonus (see page 26) either before or after performing actions.





## TEAM ACTIONS

Team actions may be performed by playing either a team card (basic or advanced) or a species card from your hand. Both of these types of cards give you a number of **action points** that you may spend as you please, and indicate **how deep you may dig** when you perform the team action 'Dig for Bones' (see below).



*Team cards directly show you how many action points you get, and how deep you may dig. In this example, you would get 3 action points and could dig down to level 1.*



*With species cards, the icons above the action slot into which you played the card determine how many action points you get, and how deep you may dig. In this example, you would get 2 action points and could dig down to level 3.*

There are 6 different team actions, all of which are summarized on your **player aid**. You will be able to perform these **based on the location of your team marker**. There are 6 different dig sites where you may perform these team actions.



Before, after, or while spending action points, **you are allowed to move your team marker a free number of steps as indicated on your player board**. This is called your **free move**. You may **ONLY** move by following the or ← arrows. Before taking your first team action in a round, you must first use one of your steps to move your team marker from the university where it started the round to one of the connected dig sites.



Your free move starts as only 1 step but may be increased to 2 or 3 steps by **establishing base camps** (see next page). Once you have 2 or 3 free steps, they can be split any way you wish, performing them before, between, and/or after your team actions.

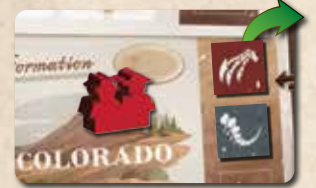
**Important:** You may **only** perform a team action at the dig site where your team marker is currently located! (The one exception is 'Dig Site Action'; see below.) This may force you to move your team marker in order to perform a team action, either by using up your free moves or by performing the 'Move Your Team' action.

### 1. Dig for Bones

(cost: 1 action point)



Take **one bone token** from your current dig site. The team card/action slot you chose indicates from which depth you may take the bone token:



You may only take the bone token in the topmost slot.



You may take either the topmost or middle bone token.



You may take any one bone token.

**Note:** if there are no bone tokens available in the slots you have access to, you may not perform this action.

Place the bone token in an available crate on your player board. Each crate can hold only 1 bone token. If you don't have an available crate to store the newly taken bone token, you may choose to make room for it by returning one of your other bone tokens to the bag.



**Note:** At the beginning of the game, you only have 4 crates available. As the game progresses, you can gain access to more crates by uncovering them through the 'Remove a Cover Tile' action, as explained on page 19.

### 2. Discover

(cost: 2 action points)



Take the species card from your current dig site and place it into your hand. If there is no card available in your current dig site, you may not perform this action.





### 3. Dig Site Action (cost: 1 action point)



Perform the action shown on the dig site action tile, either on the dig site where your team marker is located **or on any dig site that contains one of your base camps**. All dig site actions are listed on page 26.

### 4. Establish Base Camp (cost: 1 action point)



Choose 1 base camp from your player board and place it on a free space in your current dig site. You may not establish a base camp in a dig site where you already have one.

Establishing a base camp has 2 effects:

- When performing a 'Dig Site Action', you may choose to perform the action on any site containing one of your base camps instead of the one your team marker is on.
- It unlocks bonuses on your player board: either extra movement for your team marker or extra capacity for your archive (see page 15).



### 5. Dig Deeper (cost: 1 action point)



Remove all bone tokens and species cards from your current dig site. Refill all bone token and species card spots, and then return the removed bone tokens to the bag.



### 6. Move Your Team (cost: 1 action point)



If your team's free move(s) are spent, you may use action points to move your team marker. Each extra move costs 1 action point.



### Example

**Nello** decides to play a team card. He has to pay \$4 (\$3 for the card itself and \$1 for the action slot ①). He has 3 actions points, but may only dig down to level 1 ②. He has 3 'free steps' ③, and first decides to move from Montana to Wyoming ④.



He spends 1 action point to perform the 'Dig for Bones' action, takes the topmost bone token ⑤, and stores it on his player board. He then spends one of his remaining 'free steps' to move to Colorado ⑥, spends his 2 final action points to perform a 'Discover' action, and takes the local species card into his hand ⑦. He has one 'free step' left but decides to forfeit it.





## PALEONTOLOGIST ACTIONS

Paleontologist actions may be performed by playing either a paleontologist card or a species card from your hand. Both of these types of cards will allow you to perform **one of the four paleontologist actions** on the game board. Using a paleontologist card also allows you to receive a specific bonus if you perform the associated paleontologist action (*see page 25 for a full list of the paleontologist bonuses*).

**Note:** When performing the Publish Papers or Debunk Papers action, the paleontologist bonus may only be applied to one paper.



Paleontologist cards will give you a bonus IF you perform the matching paleontologist action as depicted on the bottom half of the card.



Species cards simply allow you to perform one paleontologist action, but with no additional bonus.

There are 4 different paleontologist actions, shown as paper notes at the top of the **game board**. You will be able to perform these **based on the location of your Paleontologist**. Each time you want to perform a paleontologist action, you **must** move your Paleontologist to a **different** paleontologist action than the one it is currently on.



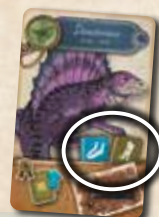
The first two actions may be performed multiple times on your turn ( ∞ ), whereas the last two may only be performed once per turn ( 1x ).

## 1. Publish Papers

Publish **one or more** papers by playing one or more species cards from your hand. For each paper you want to publish, perform the following steps:

### A. Discard Bone Tokens

Discard 2, 3, or 4 bone tokens from **different part categories** from your crates to the bone bag to assemble (partially or completely) the skeleton of the dinosaur depicted on your species card.



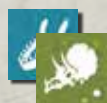
Each species' skeleton consists of 4 different parts:



**Torso (◆):** These are generic and each torso bone token may be used to assemble the skeleton of any species cards.



**Tail (▼):** These are generic and each tail bone token may be used to assemble the skeleton of any species cards.



**Skull (●):** If you include a skull token when assembling your skeleton, your species card may restrict you to using a specific type of skull (carnivore or herbivore), or it may allow any type.



**Limb (■):** If you include a limb token when assembling your skeleton, your species card may restrict you to using a specific type of limb (paw, flipper, claw, or wing), or it may allow any type.

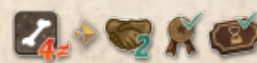
Based on how complete your skeleton is, you will earn certain bonuses:



You receive 1 loyalty.



You receive 1 loyalty. You also receive the prize bonus depicted on the species card.



You receive 2 loyalty. You also receive the prize bonus depicted on the species card, as well as the current round bonus (*see page 17*).

**Note:** You must play all species cards you want to publish and allocate bone tokens to each of them **before** you receive any rewards or bonuses from performing this action. Once all bone tokens have been paid, you may resolve the received bonuses in any order you wish.

**Note:** The species cards all have the name and monogram of a paleontologist on them. These are informational only and are not related to your current patron.



## B. Archive your Species Card(s)

Next, slide each species card you played in step A into your archive, under the envelope whose icon corresponds to the minor find photograph on the species card. You receive the indicated bonus of the envelope **as many times as the number of cards now present in that archive envelope**.

**Note:** Each archive envelope may only hold a certain number of species cards, as indicated on your player board. At the beginning of the game, you may only archive 1 species card per envelope, but as you establish base camps, you may be able to archive 2, or even 3 species cards per envelope.



## C. Add a Paper to the Bookshelf

Finally, for each paper you publish, add one paper tile to the lowest available space on your current patron's bookshelf (make sure to flip it to the correct side). **The amount of different bone tokens you discarded in step A determines the value of the paper tile to be added to the bookshelf.** For example: If you discarded 3 different bone tokens, add a 3-value paper to the bookshelf. **If your patron's bookshelf is full, store excess paper tiles in the topmost shelf underneath his portrait.**

**Note:** on the bottom bookshelf, the preprinted paper tile counts as one paper tile, do not cover it up!



## Example

**Ellen** decides to play a paleontologist card. Her current patron is Edward Cope. She pays \$1 **1** and moves her paleontologist to the "Publish Papers" section **2**.

As a reward, she receives 1 loyalty for the 2 bone tokens she used for the paper regarding the Cimolopteryx. But she decides to use the bonus from her paleontologist card and receives one more loyalty **7** since she did not use more than 3 bone tokens. She receives another loyalty for her paper about the Archaeotherium **8**, and also receives the prize bonus from her species card. In this case, she gets to draw 2 bone tokens from the bone bag **9**.



She decides to publish 2 papers, one about the Cimolopteryx **3** and one about the Archaeotherium **4**. For the Cimolopteryx, she discards 1 carnivore skull and 1 wing bone token from her crates **5**. For the Archaeotherium, she discards 1 torso, 1 herbivore skull (she could have discarded a carnivore skull but didn't have one), and 1 paw bone token from her crates **6**.



Next, she archives both species cards. She gets \$2 from archiving the Archaeotherium **10**, and 2 species cards from archiving the Cimolopteryx **11** (since it's the second card in that archive). Finally, she adds one 2-value and one 3-value paper tile to Cope's bookshelf **12**.








## 2. Debunk Papers

Debunk **one or more** papers by discarding sets of identical bone tokens from your crates. For each paper you want to debunk, perform the following steps:

### A. Discard Bone Tokens

Discard 2, 3, or 4 **identical** bone tokens from your crates to debunk a published paper from your current patron's opponent.

Based on how many bone tokens you discard, you will earn certain bonuses:

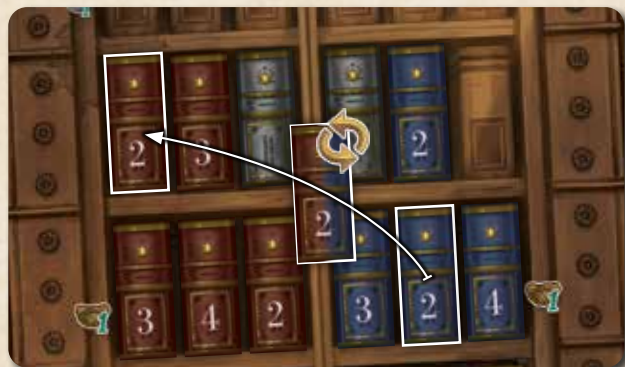
	You receive 1 loyalty.
	You receive 2 loyalty.
	You receive 4 loyalty.

### B. Flip a paper tile



Take a paper tile from your current patron's opponent's bookshelf, flip it to its other side, and place it on your current patron's bookshelf. The value of the paper that you move **must exactly match the number of**

**bone tokens you discarded in step A.**



**Important:** You may only debunk a paper if you can discard the **exact** amount of identical bone tokens that match the value of the paper you are trying to debunk.

Finally, if there are any gaps left by the debunked paper(s), slide down any papers that are higher on the shelf to fill them.

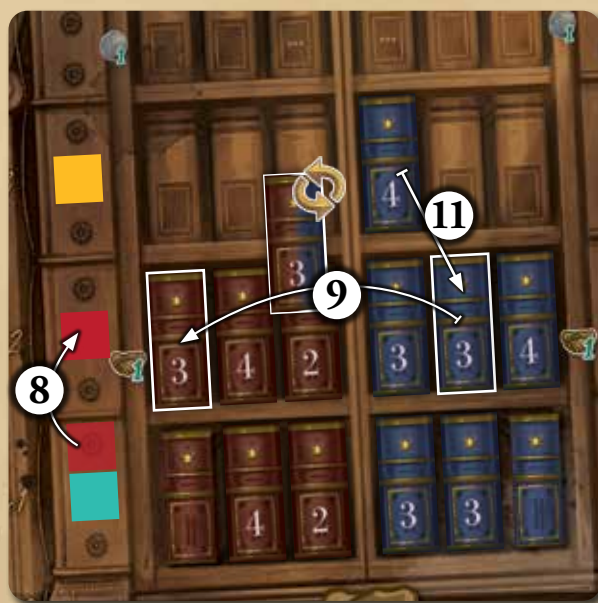


## Example

*Robert* plays a species card **1** and decides to perform the 'Debunk Papers' action. Since the action slot matches his species card's minor find **2**, he unlocks the prize bonus **3** and removes one cover tile from his player board **4**. This also grants him \$2 or 1 RP **5**, and he decides to get \$2 **6**.



*Robert's* current patron is Marsh. He now discards his 3 torso bone tokens **7**, which earns him 2 loyalty **8**. He takes a 3-value paper tile from Cope's side, flips it to its red side, and places it on the first available spot on Marsh's bookshelf **9**. He still has 2 identical bone tokens left in his crates **10**, but there are no 2-value papers published on Cope's side, so he cannot debunk another paper. Finally, he slides down the value-4 paper on Cope's side to fill the newly-created gap **11**.





### 3. Claim an Award



Claim **one** award by placing one of your available award markers on a **free** space on the award you want to claim. (Each space may only be occupied by a single award marker.) You may **only** place your award marker on a space if you have **met or exceeded the indicated condition**, and you may only have **1 award marker on each of the 3 award tiles**. After placing your award marker, immediately receive any loyalty depicted on your claimed space. There are 3 kinds of award tiles:



#### Type A:

You must have a number of species cards in your archive that were discovered by the indicated paleontologist (Marsh, Cope, or Leidy)



#### Type B:

You must have a number of species cards in your archive of the indicated type (reptile, mammal, bird)



#### Type C:

You must have a number of species cards in the indicated archive envelope (A, B, C, D, or E)

**Note:** Species cards with an Amphibian icon count as any type of species card for the type B awards.



In addition to the loyalty reward, you also receive the current **round bonus** (i.e., the bonus depicted on the bonus tile next to the round marker).

### Example

**Nello** plays a paleontologist card and chooses to claim an award. He has 3 reptiles, 1 bird, and 1 amphibian in his archive **1**. Since he meets the requirements of the bottom spot (the amphibian counts as wild and can take on the role of a bird), he places his award marker and earns 4 loyalty **2**. He also receives the current round bonus, which allows him to draw 3 bone tokens from the bag **3**.



### 4. Make a Minor Find



Make **one** minor find by choosing a species card from your hand and placing it into your archive. In the same way as the 'Publish Papers' action, slide the species card into the envelope whose icon matches the minor find icon on the card, and you must still respect your current archive limit. Gain the indicated bonus of the envelope as many times as the number of cards now present in that archive envelope.



Next, choose an available minor find tile in the minor finds area that matches the minor find icon on the chosen species card, and remove it from the game.

**Important:** If there is no matching minor find tile available, you may **not** perform this action.



Finally, receive the minor find bonus depicted on the bonus tile below the same column as the removed tile.

### Example

**Elisabeth** wants to make a minor find. She decides to archive her *Ornithomimus* **1**. The card shows a "hammer" minor find, so she slides it in the "hammer" archive envelope and receives 2 reputation points (since it's the second species card archived in this envelope) **2**. She then chooses a "hammer" minor find token from the minor finds area, discards it, and then receives the matching bonus **3**. In this case, she receives 2 rare bone tokens of her choice, and places them in the crates on her player board **4**.





## OTHER ACTIONS AND BONUSES

In addition to the main team and paleontologist actions, there are **other actions and bonuses** you will receive throughout the game by performing various actions. You will find them on dig sites, on bonus tiles, on your archive, as prize bonuses, on the professions track, etc.

### NUMBERS AND INDICATIONS

It is important to understand the significance of the numbers shown next to some icons, and the meaning of their colours:



*If there is no number, you receive **ONE** of the indicated item.*



*If there is a green number, you **RECEIVE** the indicated quantity.*



*If there is a red number, you must **PAY** the indicated quantity.*



*If there is a black number, you only need to **OWN** the indicated quantity.*

### 1. Receive Money



Receive the indicated amount of Dollar coins. Dollars are used to pay the activation costs of your various cards.

### 2. Receive Bone Tokens from the Bag



Randomly draw the indicated quantity of bone tokens from the bag and place them in your crates. If you don't have enough empty crates, you may always discard bone tokens of your choice to make room, or discard the ones you just drew.

### 3. Receive Rare Bone Tokens



Receive the indicated quantity of rare bone tokens from the rare bones display, and place them in your crates.

### 4. Exchange Rare Bone Tokens



Exchange a bone token in one of your crates with one in the rare bones display.

### 5. Swap Patron



Immediately flip your patron token to change your allegiance. All actions that are influenced by your patron are now performed on behalf of your new patron.

### 6. Remove your Paleontologist



Remove your paleontologist from the main board. When performing your next paleontologist action, place your paleontologist in a paleontologist action field of your choice, including the one you just left.

### 7. Draw and Keep Species Cards



Look at the top 3 cards of the species card deck, and keep one. Return the other 2 cards to the discard pile. If the species card deck is ever empty when you need to draw, shuffle the discard pile to form a new species card deck and continue.

### 8. Draw a Species Card



Draw the top card of the species card deck and add it to your hand. If the species card deck is ever empty when you need to draw, shuffle the discard pile to form a new species card deck and continue.

### 9. Draw Paleontologist Cards



Choose one of the 3 face-up paleontologist cards and add it to your hand. If you are drawing more than 1 paleontologist card, immediately refill the display so that there are always 3 cards available. If the paleontologist card deck is ever empty when you need to draw, shuffle the discard pile to form a new paleontologist card deck and continue.

### 10. Perform Dig Site Actions



You may perform the indicated amount of dig site actions. You may perform the same dig site action more than once. You may perform each of these actions at **any** of the 6 dig sites; you are **not restricted** to the dig site actions of your current dig site or sites where you have established a base camp, nor must you perform all of the actions at a single dig site.

### 11. Receive Loyalty



Advance the indicated number of steps on the loyalty track of your current patron. **If you ever receive loyalty while you are at the top of your current patron's track,** receive 1 RP instead for each loyalty step you would have received.





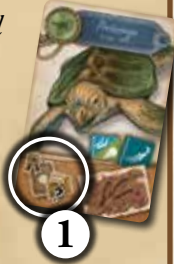
## 12. Reclassify an Archived Species Card



Move an archived species card to **another envelope of your choice**. If you do so, you receive the envelope bonus **once**. You must still respect your current archive limit.

### Example

**Nello** unlocks the prize bonus of his species card by placing it in the matching action slot **1**. He decides to move his Hadrosaurus to his first archive envelope **2**. He receives \$2 (not \$4, since he only receives the envelope bonus once **3**.)



## 13. Upgrade an Action Slot



Take an **upgraded action slot tile** from the supply, and place it either:

- over one of your existing action slots, OR
- next to your player board, as indicated at the right edge of your player board.



These tiles improve your existing action slots, or increase the number of action slots that are available to you each turn. These can offer you a significant advantage throughout the game.

## 14. Remove a Cover Tile



Remove a cover tile from your player board and discard it from the game. This allows you to store more bone tokens during the game.

Each time you remove a cover tile, you also receive a bonus of either \$2 or 1 RP. You may receive this bonus each time you are allowed to remove a cover tile, even if there are no more on your board.



## 15. Upgrade Your Team Cards



Choose one of two options:

### A. Replace one of your basic team cards

Discard one of your basic team cards and replace it with an advanced team card of your choice from your reserve. These advanced cards all offer better stats than their basic counterparts.



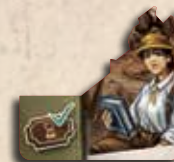
### B. Hire a specialist

Choose one of the specialists from your reserve, and keep it near your player board. Specialists may be placed on any team card that shows a torn-up picture when you place them under an action slot.

Each of them offers a specific bonus:



**Miner:**  
You may reclassify an archived species card.



**Sketch artist:**  
You receive the current round bonus.



**Ichnologist:**  
You may draw 1 paleontologist card.



# B. Passing

When you decide to pass, immediately perform the end-of-round sequence, as indicated on your player board:



- 1. Choose Profession:** Move your profession marker to an available profession space in a **different row and column**. **Immediately** take all bonuses of the new profession space.



**Note:** In the final round of the game, skip the remaining steps of the end-of-round sequence.

- 2. Return Team:** Place your team marker on an available university space. If necessary, flip your patron tile to show the patron corresponding to the selected university.



**Important:** when playing with fewer than 4 players, the first player to pass must move the neutral team to the next university space in numerical order (so from 1 to 2, 2 to 3, 3 to 4, and from 4 to 1) BEFORE returning their own team.

- 3. Claim Grants:** If necessary, move your grant marker to the grant tile corresponding to your chosen university space.



- 4. Receive Loyalty Bonus:** Receive the loyalty bonus(es) (1 loyalty and/or \$1) indicated **above your loyalty marker** on the loyalty track of your current patron. Once you pass these spaces on the loyalty track, you no longer receive the bonuses you have passed.



## Example

**Robert** decides to pass, and moves his profession marker on the profession track **1**. He receives a team card upgrade, \$2, and 1 paleontologist card **2**. For the team card upgrade, he decides to unlock the miner and places him face-up close to his player board **3**. Next, since it's a 3-player game, and he is first player to pass this round, he moves the neutral team marker from space 3 to space 2 **4**. He then decides to place his team marker on space 1 **5**. This changes his allegiance, so he flips his patron tile to the 'Marsh' side **6**. **Robert** now moves his grant marker to the grant right above his team marker **7**, which will offer him a new ability for the next round. Finally, he receives his loyalty bonus. Since he is still below both bonus icons, he receives 1 loyalty for Marsh and \$1 **8**.





## Resetting the Board

Once all players have passed, the round is finished. If this was the 4th round, proceed directly to final scoring (*see below*). Otherwise, reset the board for the next round. You can find a reminder for these steps on the back of your Player aid cards.

1. Push all remaining bone tokens upwards in each of the dig sites and replenish each empty spot (if needed).
2. Remove and discard all the species cards from the dig sites and deal a new species card to each dig site.
3. Players take back their played team cards into their hand but **discard all played species and paleontologist cards**. Discarded cards go back into their respective discard piles. Any specialist placed on a team card is placed back next to your player board, ready to be used again.



4. Move the round marker to the next round. When it reaches the 3rd round, perform the **mid-game scoring** (*see below*). When it reaches the 4th round, place the **endgame tile** as shown. When passing in round 4, players will receive loyalty instead of normal profession bonuses. **In a 2-player game, do not use the spaces marked with ●●● and ●●●●. In a 3-player game, do not use the space marked by ●●●●.**



The **player order** for the following round is determined by the new order on the profession track (from top to bottom).

## Mid-Game and Final Scoring

**Prior to the start of the 3rd round**, the mid-game scoring is performed. (There is an icon to remind you of this on the **round track**.) All players receive RP based on their progress on **both** loyalty tracks.



To score the bookshelf, establish the **credibility** of each patron. Every shelf with **at least 1 paper** is worth **1 credibility** (except for the smaller shelf directly underneath each portrait). **Note that in both a 2-player and a 3-player game, only the blue and red paper tiles are taken into account; neutral paper tiles are ignored.**

For each patron, each player now finds their **loyalty value** from 0 to 7, as shown next to each loyalty track. Multiply this by the credibility of that patron, and the player receives that many RP.

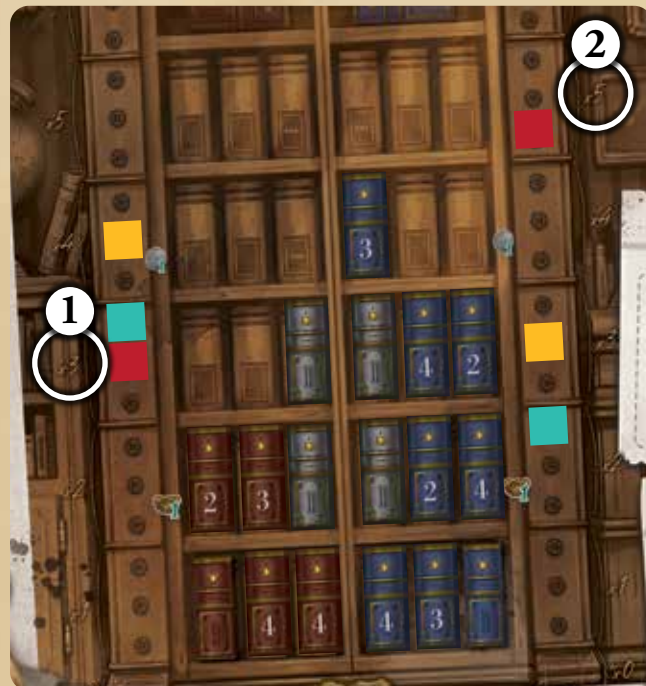


**At the end of the 4th round, score the bookcase again as described above.** Each player then adds up their reputation point tokens to calculate their final score.

**The player with the highest score wins the game.** In the case of a tie, the player with the **most species cards in their archive** wins. If there is still a tie, the player with the greatest cranial circumference wins the game. (That player has the largest brain and thus, is the smartest.)

### Example

*It's time for final scoring. Marsh has 2 credibility, and Cope has 4. **Robert** receives 6 RP for his position on Marsh's loyalty track (2 credibility x 3 loyalty value) **1** and 20 RP for his position on Cope's loyalty track (4 credibility x 5 loyalty value) **2**.*





# Solo mode

*You have been digging for days in the blistering sun. The sweat dripping from your forehead is turning the sand around you into mud. The whole horizon looks like one big blur and the desert bugs are making so much noise you have a hard time thinking straight. Time for a break. As you take a sip from your gourd, you hear that damn snake Theodore exclaim: "FOUND IT!" You sigh. This is gonna be a tough day ...*

## SETUP

Set up the game for 2 players, choosing an unused color for your **opponent, Theodore**. Instead of the normal set of 3 basic team cards, he receives his special set of 12 basic solo action cards. Shuffle these and place the deck face down next to Theodore's player board.

Shuffle the 6 advanced solo action cards (marked with **I**) and place them to the side for now. (For a more challenging game, use the 6 expert solo action cards (marked with **II**) instead of the advanced solo action cards.)



Basic

Advanced

Expert

In step 2 of "Determining Player Order", you and Theodore choose your setup options in the following order:

1. Theodore chooses a species card/bone tokens according to this order of preference:
  - a. A species card that is needed for an award (in order A-B-C)
  - b. A species card that may be placed in the right-most archive slot
  - c. The first species card in alphabetical order
2. You choose a species card/bone tokens.
3. You choose a career path.
4. Theodore chooses a profession and the starting location of his team. He chooses the highest possible profession available to him, and his team starts on whichever university you did *not* select, on the highest numbered space.

## RULES CHANGES

Theodore:

- receives bone tokens as normal, placing them in his crates if able. If a bone token cannot be placed due to space limitations, remove a cover tile automatically (but do not give Theodore a bonus), and then place the bone token. If all of his crates are full, he replaces existing bone tokens with new ones if this results in him having more different bone tokens. If not, he does not receive a bone token. Theodore can use any skull token as either type of skull token, and any limb token as any other type of limb token.
- may remove cover tiles. If Theodore has less than \$5, he will choose to take \$2; otherwise, he will take 1 RP.
- receives species cards as normal.
- receives paleontologist cards as normal (always from the top of the deck). If Theodore performs a paleontologist action and has a paleontologist card that corresponds to that action, he discards the card and receives 1 loyalty (instead of the normal bonus).
- receives rare bone tokens as normal. He always takes the type that is the least available. In the case of a tie, he claims rare bone tokens in this order of preference: skull (any), limbs (any), torse, tail.
- may upgrade his cards. To perform an upgrade, he removes the topmost basic solo action card in his deck from the game, and replaces it with the top-most advanced (or expert) solo action card.
- may reclassify species cards in his archive. When Theodore performs an archive reclassification, he always moves a card from the left-most slot to the right-most available slot. If all slots are filled, Theodore must forego this action.
- receives upgraded action slots as normal. He uses them in this order of preference: cover the \$3 slot, create an extra action slot, cover the \$2 slot, create an extra action slot, and so on. He will never place it on top of an action slot that already costs \$1.
- receives money and RP as normal.
- may use the bonus from his grant as normal. If he has the choice to take any round bonus from the round track, he always chooses to receive 1 loyalty. Even if he has the choice of taking a minor find bonus instead of the current round track bonus, he always chooses to receive the round track bonus anyway.



## THEODORE'S TURN

During his turn, Theodore flips the top solo action card of his deck and adds it to his action row below his player board in the leftmost open slot. This is his **current** solo card. The card that now sits on top of the deck is called the **next** card. **Theodore only needs to pay the cost of the slot**, as his solo action cards have no costs on them.

Depending on the color and icon on the back of the **next** card (paleontologist or team), he now performs either the top half (paleontologist (purple)) or bottom half (team (green)) of the current solo action card.

If the next card show a team icon, you will first need to determine the number of action points and digging depth that Theodore can use this turn. There are 2 possible scenarios:

1. If Theodore has a species card whose minor find icon matches that of the action slot in which he placed his solo action card, **he receives that species card's prize bonus** and **discards** the species card. Then, he performs team actions based on the values indicated on the **current action slot**.
2. If he does **not** have a corresponding species card, he performs team actions according to the values indicated on the back of the **next** card of his draw deck.

Theodore now evaluates all of the actions on the applicable half of his current card, starting with the first action. He performs each action if possible, and skips those he cannot perform. He then follows the arrows to the next action on the card and proceeds in this way until he spends all of his action points (in the case of team actions) or has performed his paleontologist action.

### Example

You draw the top card from **Theodore's** deck and place it in the leftmost available action slot ①. The back of the next card shows a team symbol, so Theodore will perform the steps on the bottom half of his current card. You check and see that Theodore doesn't have a species card showing a Bug symbol ②, so you check the back of his next card, and see that he gets 1 action points and may dig down to level 1 ③.

He is now directed to take a 'Discover' action ④, but he doesn't have enough action points for that. Instead, he follows the arrow to the next action, where he is directed to establish a base camp, which he does ⑤.



## UPGRADED SOLO ACTION CARDS

If the back of the **next** card shows one of more of these actions, perform the corresponding steps:



Theodore takes back his paleontologist before performing his paleontologist action.



Theodore receives the indicated amount of loyalty for the **rival** patron (i.e., the patron he is NOT currently supporting).

If the front of the **current** card shows one or more of these actions, perform the corresponding steps:



Theodore performs the paleontologist action loop **twice**.



Theodore performs a 'Reclassify an Archived Species Card' action before performing any team actions.



Theodore receives the current round bonus before performing any team actions.



Theodore receives a paleontologist card before performing any team actions.

## PASSING

Theodore plays solo action cards until all of the slots available to him are filled (5 to start with, but +1 for any extra action slots he acquires) or until he cannot pay for an action slot – whichever happens first. Then he passes.

- **Profession:** Theodore always chooses the highest possible profession available to him (following the same rules as normal players) that is still useful to him. For example, if he has all his upgraded cards, he will not choose the second profession anymore. **In addition, Theodore always receives 1 species card from the top of the deck.**
- **Team:** Theodore moves his team marker back to a university. Evaluate the following criteria and stop as soon as no universities are tied:
  1. The side with the most published papers
  2. The same side as his current patron
  3. The highest-numbered university spot
- **Discard** all played solo action cards. If the deck runs out, shuffle the discard pile to form a new deck.



## TEAM ACTIONS

Each solo action card depicts the number of team actions, the digging level at which these may be performed, and in which direction the team moves if necessary.

### Discover

Take the species card from the dig site where Theodore's team marker is located. For Theodore, **this costs only 1 action point**.

### Dig for Bones

Take the bottom-most bone token available to Theodore's team, based on the digging level allowed for this turn.

### Establish Base Camp

Place a base camp in the dig site where Theodore's team marker is located. He selects the base camps to place in this order: movement, archive limit, movement, archive limit.

### Move Your Team

Move Theodore's team marker one step in the direction shown, using a free step if he has any left, or an action point. If he runs out of action points, his turn immediately ends, even if he still has remaining free steps.

### Dig Site Action

When Theodore performs dig site actions, do not look at his base camps. Instead, look at Theodore's next card for the dig site action order (they are all the same).

Theodore will perform dig site actions in this order, performing each action as many times as he is able and permitted to do, before moving on to the next. Note that the actions of switching his patron and removing his paleontologist may only be done once each.

## PALEONTOLOGIST ACTIONS

Note that Theodore is bound by most of the same rules as a normal player. This means that he may not perform the paleontologist action his paleontologist was standing on at the start of his turn.

If Theodore cannot perform *any* of the depicted paleontologist actions, the action card will guide him to the team action half of the card. He will then perform actions with his team according to the action slot the current card is in and the team actions depicted on the card.

## Publish Papers

This action may not be performed if Theodore's archive slots are full. Follow these steps to publish one species card, and then repeat them until Theodore has no more species cards he can publish.

1. Choose one or more species cards available to Theodore (in the following order of preference):
  - a. A card that is needed for an award, in order A-B-C.
  - b. A card that may be placed in the **right-most available** archive slot.
  - c. The first card in alphabetical order.
2. Discard as many bone tokens (2-4) as possible to form the selected skeleton(s). Remember that Theodore ignores the requirements to use specific skull or limb tokens, and receives the normal benefits of publishing.

## Debunk Papers

Just like a normal player, but all skulls are treated as the same (as are all limbs) for the purpose of paying the same kind of bone tokens. Theodore debunks as many papers as possible, beginning with the highest-valued papers he is able to.

## Claim an Award

Theodore may only claim an award if he meets the requirements of **at least the second row**. If he qualifies for multiple awards, he claims the one for which he receives the most loyalty; if tied, he selects from A, then B, then C. He receives the current round bonus as normal.

## Make a Minor Find

This action may not be performed if Theodore's archive slots are full. He must also have at least one species card with a minor find icon that matches a tile in the minor finds area. When performing this action, follow these steps:

1. Choose a species card available to Theodore (in the following order):
  - a. A card that is needed for an award (in order A-B-C)
  - b. A card that may be placed in the **right-most available** archive slot
  - c. The first card in alphabetical order
2. Choose a minor find tile from left to right that matches the selected species card.
3. Theodore receives the corresponding minor find bonus just like a normal player.

## END OF GAME

In the case of a tie, Theodore has a head circumference of 56 cm.



# Appendix

## PALEONTOLOGIST CARDS



**Arthur Lakes:** When performing the 'Claim an Award' action, you may choose to receive loyalty with any patron (and even divide the gain between the two).



**Oramel W. Lucas:** When performing the 'Claim an Award' action, you may place your award marker on an **occupied** space (but are still restricted to 1 award marker per player per award tile).



**Charles Sternberg:** When performing the 'Debunk Papers' action, you may choose to receive loyalty with any patron (and even divide the gain between the two).\*



**Othniel C. Marsh:** When performing the 'Publish Papers' action, you may use **one** bone token as a bone token of **any** type.\*



**Edward D. Cope:** When performing the 'Claim an Award' action, you may choose to receive a round bonus **of your choice** (instead of the current one).



**Samuel W. Williston:** When performing the 'Publish Papers' action with 3 or fewer bone tokens, you receive 1 extra loyalty.\*



**George Peabody:** When performing the 'Make a Minor Find' action, you may choose a space where the minor find tile has already been taken (instead of removing one) and **still get the associated bonus**.



**William E. Carlin:** When performing the 'Publish Papers' action, you may choose to receive loyalty with any patron (and even divide the gain between the two).\*



**John Wesley Powell:** When performing the 'Make a Minor Find' action, you may archive your species card into an envelope **of your choice** (but you must still respect your archive limit).



**William H. Reed:** When performing the 'Debunk Papers' action with 3 or fewer bone tokens, you receive 1 extra loyalty.\*



**Joseph Leidy:** When performing the 'Debunk Papers' action, you may use **one** bone token as a bone token of **any** type.\*



**William Parker Foulke:** When performing the 'Make a Minor Find' action, you may take **any** available minor find tile. You receive the bonus of the column of the chosen minor find tile.

\*Reminder: Even if you Publish or Debunk multiple papers, this bonus can only be used for one paper per turn.



## DIG SITE ACTIONS



	Flip your patron tile.
	Discard 1 species card from your hand to look at the top 3 species cards. Choose 1 to keep and discard the other 2.
	Receive \$1.
	Draw 1 bone token from the bag.
	Exchange 1 bone token from your crates with 1 rare bone token.
	Remove your paleontologist from the game board. You can move it to any paleontologist action spot on your next paleontologist action.

## PRIZE BONUSES



	Receive \$3.
	Draw up to 2 bone tokens from the bag.
	Remove 1 cover tile from your player board. Receive \$2 or 1 RP.
	Upgrade 1 basic team card to an advanced team card, or take 1 specialist tile.
	Reclassify 1 archived species card.
	Perform up to 3 dig site actions of your choice, identical or different. You may perform <b>any</b> of the 6 dig site actions this way; you are not restricted to the dig site actions of your current dig site or the ones(s) where you have established a base camp.

## BONUS TILES



	Receive up to 2 rare bone tokens.		Receive 1 upgraded action slot tile.
	Draw 3 species cards and choose 1 to keep. Discard the other 2.		Remove 1 cover tile from your player board. Receive \$2 or 1 RP.
	Upgrade 1 basic team card to an advanced team card, or take 1 specialist tile.		Perform up to 3 dig site actions of your choice, identical or different. You may perform each of these actions at <b>any</b> of the 6 dig sites; you are not restricted to the dig site actions of your current dig site or the ones(s) where you have established a base camp.
	Draw up to 3 bone tokens from the bag.		Receive 1 loyalty with your current patron.
	Receive \$3.		



## GRANT ABILITIES



	Discovering a species card only costs 1 action point (instead of 2).		If you perform the 'Make a Minor Find' action, you may choose to receive the current round bonus instead of the usual minor find bonus.
	Each minor find icon counts as any minor find icon.		If you perform the 'Publish Papers' action with 4 bone tokens, you may choose to receive a round bonus of your choice instead of the current round bonus.
	Whenever you would draw one or more bone tokens from the bag, you may instead take rare bone tokens from the rare bones display.		If you perform the 'Debunk Papers' action, you may choose to receive one fewer loyalty to also also receive a round bonus of your choice.
	When performing the 'Debunk Papers' action, you may use <b>one</b> bone token as a bone token of <b>any</b> type.		When performing a paleontologist action, you do <b>not</b> have to move to a different action space.
	When performing the 'Publish Papers' action, you may use <b>one</b> bone token as a bone token of <b>any</b> type.		When you receive a (current) round bonus, you may choose to receive any minor find bonus instead.
	When playing cards in your action slots, you ignore the cost of the action slot.		Each time you move your team marker to a dig site containing another player's team marker, or another player moves their team marker to a dig site containing your team marker, you receive \$1.
	When you 'Reclassify an Archived Species Card', receive the envelope bonus a number of times equal to the number of cards now in the envelope (as if you were archiving a <b>new</b> species card during the 'Publish Papers' action.)		Your team may use up to 2 extra free moves.

## Credits

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*If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at <https://gamebrewer.com/customer-service>*





# Iconography

	Move		Bone Token		Team Marker		Archive
	Take Back		Rare Bone Token		Paleontologist		Single Archive Envelope
	Move Paleontologist		Bone Bag		Profession Marker		Minor Find
	Exchange		Edward D. Cope		Base Camp Marker		Minor Find Bonus
	Repeat, Flip		Othniel C. Marsh		Loyalty Marker		Current Round's Bonus
	Clockwise		Joseph M. Leidy		Award Marker		Grant
	Counterclockwise		Reptile		Team Action		Grant Marker
	Take		Mammal		You may only take the bone token in the topmost slot.		University
	Look At		Bird		You may take either the topmost or middle bone token.		Publish Papers
	Perform, Confirm		Amphibian		You may take any bone token.		Debunk Papers
	Discard, Remove		Bug Minor Find		Dig Site Action		Claim an Award
	Species Card		Footprint Minor Find		Move from one dig site to another, following the arrows		Make a Minor Find
	Paleontologist Card		Fossil Minor Find		Paleontologist action		Upgrade Team Card
	Team Card		Hammer Minor Find		Marsh's Paper Tile		Upgrade Action Slot
	Loyalty		Plant Minor Find		Cope's Paper Tile		Loyalty Toward Rival
	Reputation Point		Prize Bonus				
			Dollars				
			Cover Tile				