

# CHOMP



1-4



20'



8+

## COMPONENTS

**A** 36 Square Cards (Dinosaurs/Land on one side, Goals on the other)

**B** 32 Extinct Dino Tokens

**C** 13 Egg Tokens

**D** 1 Dry Erase Score Sheet

**E** 1 Dry Erase Marker

*Form herds of dinos. Find enough food to feed them.*

## SETUP

- 1 Randomly select 9 cards per player and shuffle them goal-side up to form a single deck. Return remaining cards to the box.
- 2 Give each player a random starting card from the deck (land-side up).
- 3 From the deck, lay out a row of 3 cards goal-side up and 3 cards land-side up below them.
- 4 Place the egg and extinct dino tokens nearby.
- 5 The start player is whoever can name their favorite dinosaur first.



## CARD ELEMENTS



Plants



Tar Pits



Meat



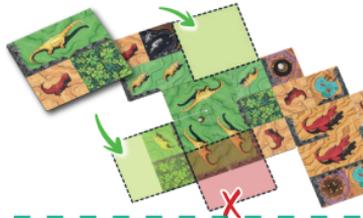
Nests



Eggs

Mountain  
Ranges

### Dino Types

Small  
Herbivores  
(Ankylosaurus)Medium  
Herbivores  
(Triceratops)Large  
Herbivores  
(Apatosaurus)Small  
Carnivores  
(Velociraptor)Medium  
Carnivores  
(Carnotaurus)Large  
Carnivores  
(Tyrannosaurus)

## GAMEPLAY

Starting with the start player and proceeding to the left, each player takes a card (from the six layed out) and then replaces it. This continues until all the cards are taken (eight turns for each player).

### Taking a card

You may NOT flip the card you choose to take.

If you take a **goal-side** up card:

- Keep it near you (visible to all players) to score at the end of the game.
- Replace by placing the top card from the deck into the empty spot (goal-side up)

If you take a **land-side** up card:

- Expand your land following the placement rules below.
- Replace it by flipping the goal card above it into the empty land-card spot, then replace that goal card by placing the top card of the deck into its vacated spot.

### Land card placement

- Cards must be placed **overlapping** or **adjacent** to the cards already in your land, maintaining the quarter-card grid pattern.
- Cards may overlap 1/4, 1/2 or even entire cards. They may overlap multiple cards.
- Cards may be rotated (maintaining the grid).
- Mountains have no effect on placing cards.

- A card may NOT overlap PART OF a large carnivore or large herbivore section cutting it in half. It must cover the section completely or not at all.
- After a card is placed it cannot be moved in future turns.
- Cards may not be tucked under other cards
- Diagonal is never considered adjacent in Chomp.

## EGGS & NESTS

When you add a card to your land with an egg  you may place an egg token on an empty nest in your land (if you have one). If you cover up that nest later, you lose the egg token on it.

## HERDS

A herd is a group of one or more adjacent connected dinos of the EXACT same dino type. All the dinos in a herd will eat or go extinct together. If one eats, they all eat. If one goes extinct, they all go extinct. If any dino in the herd is adjacent to something (tar pit, nest, food source, etc), the entire herd is adjacent to it.

## MOUNTAIN RANGES

Mountain ranges separate card sections. If card sections are separated by mountains, they aren't considered adjacent for any purpose including forming herds, scoring, feeding, and extinction.

## GAME END FEEDING

The game ends after 8 rounds (Players will take all the cards).

Determine which dinos go extinct by doing these steps in order and adding Extinct Tokens:

- 1 **Tar Pits** - All herds adjacent to a tar pit go extinct.
- 2 **Carnivores Eat**
  - First, any carnivore herds adjacent to meat are considered fed.
  - If they are not fed by meat, they will eat all adjacent herbivore herds of the same dino size or smaller. Mark the herbivore herds with an extinct token. You cannot willingly feed an herbivore herd to a carnivore if the carnivore has access to meat.
  - If a carnivore herd cannot eat, mark the carnivore herd with an extinct token.
- 3 **Herbivores Eat** - Any herbivore herds (without an extinct token) that are adjacent to plants are fed. Place an extinct token on any herbivore herds that aren't adjacent to plants.

**Plants, Meat, and Herbivores** can feed multiple herds adjacent to them.



Note: Some areas have multiple small dinos.

- A** *M Carnivore* herd adjacent to tarpit (right). Extinct!
- B** *M Carnivore* herd eats *M Herbivore* herd (right). **2 Points**
- C** *M Carnivore* herd eats *S Herbivore* herd (left). **2 Points**
- D** *S Carnivore* herd cannot eat *L Herbivore* (right). Extinct!
- E** *L Carnivore* herd eats adjacent meat. **6 Points**
- F** *S Carnivore* herd not adjacent to meat or *S Herbivore*. Extinct!
- G** *S Herbivore* herd not adjacent to plants. Extinct!
- H** *M Herbivore* herd eats adjacent plants. Adjacent *M Carnivore* is already extinct from tarpit. **6 Points**
- I** *L Herbivore* herd eats adjacent plants. **9 Points**
- J** *L Herbivore* herd not adjacent to plants or part of *L Herbivore* group to right due to mountain ranges. Extinct!
- K** *L Herbivore* herd not adjacent to plants. Extinct!
- L** *S Herbivore* herd eats adjacent plants. **2 Points**

## SCORING

- Every living dino (a dino in a herd that doesn't have an extinct token) scores:



Small  
1 point



Medium  
2 points



Large  
3 points

- Every egg token in a nest scores 2 points.
- Goal cards score points for the player who took them as described on the card.

Highest score wins!

If tied, the player with the most dinos in their biggest living herd wins. If still tied, players share the victory.

## CREDITS

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