

# DODOS RIDING DINOS DODO DASH



1-6



8+



20'





DISCOVER THE SECRETS OF EL DODORADO!

Dodos Riding Dinos: Dodo Dash is a standalone expansion that you can integrate with the original Dodos Riding Dinos or play on its own. After discovering the map and the entrance to El Dodorado, the dodinos continue their race through the jungle that leads to The Dodorado Temple. The path is full of traps and mysterious idols that observe your every movement with reluctance.

Pick your favorite dodino. Advance with blue, red or yellow movement cards while evading traps through El Dodorado. Resolve their effects and test your dexterity by throwing projectiles at your rivals. Throw your dodo to gain idols that grant special powers.

The fastest dodino will discover the mystery of El Dodorado!

COMPONENTS



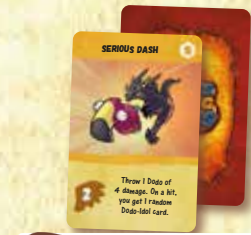
1 Double-sided game board



1 First-Player marker



1 Die



12 Dash cards

84 Movement cards



20 Aggressive cards



39 normal cards



13 Reaction cards



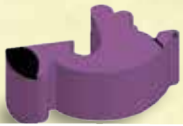
18 Dodo-Idol cards (12 Power cards, 6 Charm cards)



9 Racer cards



9 Racer miniatures and Dinomeeples



1 Dodo projectile token



1 Feather projectile token



1 Egg projectile token



1 Banana projectile token



1 Log projectile token



1 Meteorite projectile token



12 Trap tiles



5 Charm tiles



1 Connecting tile

TREASURE HUNT VARIANT



4 Boost cards



4 Base tiles



12 Treasure tokens



# SETUP

- 1 Choose either track and place the game board in the center of the play area.
- 2 Each player chooses a **Racer miniature\*** and takes the corresponding Racer card. If you're playing solo or a 2-player game, see page 10. Return the remaining miniatures and Racer cards to the box.  
*\*If you wish, you can replace all the miniatures for the Dinomeeples.*
- 3 Place the First-Player marker in front of the youngest player (or of the one who makes the best dodo chirp). This will be the starting player.
- 4 Choose the inner or outer track of the board. The outer track is recommended for games with 1 to 4 players and the inner track for 5 or more players. Starting with the last player and following in counter-clockwise order, players place their Racers on the hex behind the finish line as follows:
  - A The last 2 players place their Racers on the first hex behind the finish line.
  - B The next 2 players place their Racers on the second hex behind the finish line.
  - C The rest of the players place their Racers on the third hex behind the finish line.
- 5 Shuffle the Movement cards and deal 6 cards to each player. Place the remaining cards near the board to form the Movement deck.
- 6 Place the die and Projectile tokens near the board.
- 7 Shuffle the 12 Dodo-Idol Power cards and place them face down near the board.





# HOW TO PLAY

Play as many rounds as needed to complete 1 lap and win the race. A round is divided in two phases: the **Scheming phase** and **Running phase**.

In the **Scheming phase**, players secretly choose a **Movement card** from their hand to play that round. Then, during the **Running phase**, players take turns to advance according to the **Speed value** of their **Movement cards** and resolve their **effects**.

The game finishes at the **end of the round** in which at least a **Racer** has completed a lap and crossed the finish line. The **Racer** on the furthest hex past the finish line wins!

## SCHEMING PHASE

1. Simultaneously, all players must choose a card (**Normal**, **Aggressive** or **Dash**) from their hand and place it face down on the table.
2. When all players have chosen, reveal all cards at the same time.
3. If the **Aggressive** card limit is exceeded, their players are considered **Enraged** for the rest of the round and the effects of their Aggressive cards are **canceled**. They will only resolve their **Speed values**.

## ENRAGED

The Aggressive card limit is 2 in games with 1 to 4 players. The limit is 3 in games with 5 or more players.



## RUNNING PHASE

Starting with the **first player**, take turns clockwise to resolve the played cards. On your turn, follow these steps:

1. Advance your Racer a number of hexes equal to the **Speed value** on your played card.
2. At this time, any players may play **Reaction cards**. Usually to **cancel your card's effect** but sometimes to solve another effect.
3. If your effect was not canceled for any reason, resolve your effect.
4. After resolving your card's effect, if any player (including you) **has no cards left in hand**, that player must move **back 3 hexes** and must **draw 6 cards** from the **Movement deck** to recover.
5. Discard your played card to a common **discard pile**, face up.

The player to your left takes their turn following the steps above.

When all players have taken their turn, proceed to the **End of Round**.



## END OF ROUND

1. Resolve any **End of Round** powers and abilities (if any), starting with the first player and continuing clockwise.
2. The **Lead Racer** (whoever is in 1st place) **advances 1 hex**.
  - In case of a tie for Lead Racer, all tied players advance 1 hex.
  - If, with this movement, the **Lead Racer crosses the finish line**, the race is over and they win.
3. All other players **draw a card** from the **Movement deck**, starting with the first player (or to the left of them, if the first player is the **Lead Racer**).
4. If, after resolving an ability or power, there are players with **no cards left in hand**, they move back 3 hexes and **draw 6 cards** from the **Movement deck** to recover.
5. **Pass the first-player marker to the left**. Card resolution will start with them in the next Running phase.

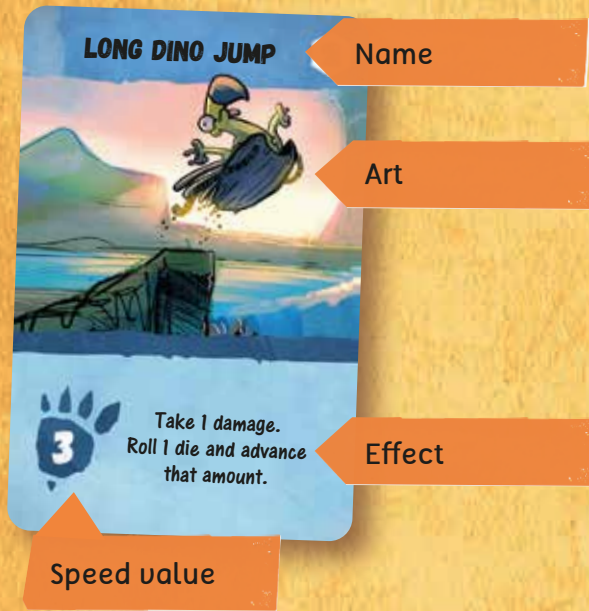
## END OF RACE

The race ends if at least a **Racer** has **completed a lap** and is **past the finish line** at the end of any round. If two or more players meet this condition, the **Lead Racer** at the end of that round wins.

In case of a tie, the **player with the most cards left in hand** wins. Otherwise, **victory is shared**.



# RACE CARDS



These can be played during the Scheming phase.



These can be played during the Running phase.



## MOVEMENT CARDS

Use these cards to move along the track and resolve their wacky effects.

## RACER CARDS

It shows your Racer's name and unique ability. The first name belongs to the Dodo (in homage to the paleontologist who discovered or studied that dinosaur's fossil) and, the second one, to the dinosaur. Its back side shows the Speed value modifiers in order to be used in the solo or 2-player modes, along with its difficulty.

## TURN EXAMPLE



1. Pam plays Thunderbolt. First, she advances 2 hexes.



2. Then, she asks if anyone wants to play a Reaction card. Pepe plays Fine Blocking in an attempt to cancel the effect of Thunderbolt.



3. In response, Will plays Great Blocking to cancel Fine Blocking and deal 1 damage to Pepe, who runs out of cards after taking the damage.



4. Given that Fine Blocking was canceled, Pam gets to resolve the effect of Thunderbolt, causing everyone ahead of her to move back 1 hex.



5. Pam discards her Thunderbolt card and her turn is over.



6. Since Pepe has no cards in hand, he must move back 3 hexes and draws a new hand of 6 cards.



# EFFECTS, ABILITIES AND POWERS

The course of the game can change in various ways through the abilities in Racer cards, powers from Dodo Idols, and effects from Movement cards, Charm cards or tiles.

## DAMAGE

During the game, the cards in your hand represent your Racer's energy. When taking damage, you must choose and discard to the discard pile a number of cards equal to the damage taken.

- If you have no cards in hand at the end of any player's turn, you must move back 3 hexes and draw 6 cards from the Movement deck to recover.
- If a Racer is dealt more damage than the amount of cards in their hand, that Racer must discard them all and wait for the end of that turn to recover.
- If you don't have enough cards in hand to take the required amount of damage from a Movement card you play (like Overpower), cancel the whole effect without discarding cards.



## BLOCKING

These Reaction cards allow you to cancel the effect of other Movement cards before it is resolved and after being announced. They do not cancel Speed values, only effects.



## DRAWING AND STEALING CARDS

Some effects, abilities and powers allow players to steal cards from other players' hands or draw additional cards from the Movement deck.

- There's no hand size limit.
- If the Movement deck runs out, shuffle the discard pile to form a new deck.
- Unless otherwise specified, you must steal a random card without looking at that player's hand.



## ACTIVATION ORDER

Abilities and powers usually mention when they can be activated. In case more than 1 ability or power is activated at the same time (e.g. after revealing the cards, at the end of the round, when getting hit by a projectile), follow the turn order, starting with the first player. The same applies when playing Reaction cards in case 2 or more players play their cards at the same time, on the same turn. Abilities or powers activated by dealing or taking damage are resolved when the damage is declared and before discarding cards.

If the text includes the word "may", its activation isn't mandatory, but optional.



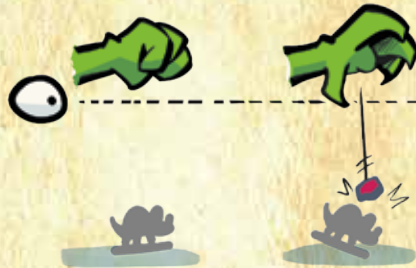
## PROJECTILES

The dexterity element when throwing Projectiles at other players (and yourself) is what makes Dodos Riding Dinos a unique racing experience. Each projectile has its own throwing technique and it often deals damage when hitting.



### METEORITE

Sit straight and take the Meteorite token into your fist. Extend your arm, with your fist above your line of sight (at forehead height), over the Racers you want to hit. Open your fist and let the token fall. Any Racers touched by it are considered hit, including your own.



### LOG

Take the Log token into your fist and put your fist above your racer. Then, open your fist so that your fingers touch your Racer and let the Log token roll out of your open hand. Any Racers touched by it are considered hit, including your own.



### EGG

Set aside all Racers on the same hex as your Racer. Place the Egg token in the middle of that hex. Flick the Egg with a finger, but without using your thumb for resistance. Any Racers touched by it are considered hit.



### FEATHER

Put the Feather token on the palm of your hand. Your hand must be a few inches away from the playing surface. Throw the token upwards, making a curve towards the board. Only the first Racer touched by it is considered hit.



### BANANA

Take the Banana token, rest your elbow on the table, arm upright. Throw the token using only your wrist. Racers touched by it are considered hit, including your own.



### DODO

Put the Dodo token on the back of your hand and imitate a dodo's wing by moving your wrist towards your shoulder. Make a dodo chirp and, with a flapping movement, throw the token. Only the first Racer touched by it is considered hit. When successful, you gain Dodo-Idol Power cards.



Before throwing a Projectile, you can rearrange the Racers within their hex, without leaving the edge.

Projectiles deal the amount of damage indicated by the Movement card to each Racer hit. Except the Feather and the Dodo, which only deal damage to the first Racer hit.



# BOARDS



## DODORADO JUNGLE

Find the way to The Dodorado Temple through the jungle! But take heed since the path is full of traps and treasures that could hurt or help you along the race.



## SETUP

Mix the Trap tiles and place a **face-down** tile on each trap hex on the track (7 on the outer track, 5 on the inner track). Return any unused Trap tiles to the box.

### CONNECTING TILE (optional).



Place the 12 tiles on the Trap hexes.

Each side of the board offers a unique experience and has two tracks. Use the outer track with 4 or fewer players and the inner track with 5 or more players.



## TRAPS

Trap tiles are revealed and resolved **immediately** when a **Racer** ends their movement on them (either by moving forward or backwards). **Revealed Traps remain that way for the rest of the race.** Subsequent activations depend on the type.

a) **Immediate Trap tiles** are triggered by ending your movement on top of it.



Go back 2 hexes.



Advance 2 hexes.



Take 2 damage.



Draw 2 cards.



Take 1 damage and advance 3 hexes.



Draw 1 card and move back 1 hex.



When playing a Normal card in this zone, its Speed value is duplicated.



When playing a Reaction card in this zone, advance 3 hexes.



When playing an Aggressive card in this zone, its effect isn't canceled by being Enraged.



When ending your movement in this zone (forward or backwards), take 1 damage.



Roll a die and advance that many hexes.



When playing a Dash card in this zone, draw 2 cards.

For a longer game, you may choose to use the Connecting tile. Start in the outer track and instead of fully completing the lap, follow the path to the inner track until you reach its Finish line.





## THE DODORADO TEMPLE

You have discovered The Dodorado Temple! Drift as fast as possible in order to escape the charms of the dodo-idols. Can you decipher the secrets this temple holds?

This board contains two special hexes: the **Drifting** sections and the **Charm** tiles.



## SETUP

Shuffle the **Dodo-Idol Charm** cards and place them next to the game board. Mix the **Charm** tiles face down and place one on its hex. Place the remaining tiles near the **Dodo-Idol Charm** cards.

### CONNECTING TILE (optional).



Place a **Charm** tile on each of their 2 hexes. When going from the outer track to the inner track, the **Drift** hex marked with a 3-die doesn't have any effect.



## DRIFTING

Advancing to the start of a **Drifting** section triggers the **Drifting** sequence. You get a chance to advance extra free hexes on the curve by rolling dice. **Drift** hexes show the number you need to roll in order to advance. If the result of your roll is **equal** or **greater** than the number shown, you advance to that hex and get a chance to roll again to advance to the next hex. Some **Drift** hexes (the last ones in a sequence) grant **additional bonuses** like drawing a card from the Movement deck or advancing even more additional free hexes (1 per arrow) by completing the curve.



You must roll an equal or greater number

If you **complete the sequence** or **don't roll the required number** by the **Drift** hex, the **Drifting** sequence ends and you continue advancing with the remaining movements you have from your **Speed** value or effect.

If you **move backwards** to a **Drift** hex for any reason, the **Drifting** sequence **isn't triggered**. It's only triggered when **advancing** to the **first** hex of the sequence.

### Drifting example:

- William plays 'Boring' which has a **Speed** value of 5 and, by advancing 3 hexes, he lands on the **Drifting** section of the outer track; the sequence is triggered.
- He makes his first roll and gets a 4, so he advances to the next **Drifting** hex.
- On his second roll, he gets a 3, so he moves to the next hex.
- On his third roll, he gets a 6; besides making it to the next hex, he gains a bonus and he draws a card from the **Movement** deck.
- On his last roll, he gets a 1, so his **Drifting** sequence ends.
- Lastly, William advances the 2 hexes remaining from his **Speed** value.



## CHARMS

**Charm** tiles are revealed whenever a **Racer** reaches or passes through them by **advancing**, either by using their **Speed** value or by resolving any other effects. **Charm** tiles are triggered at the end of a **Racer's** movement (including the use of an effect). If you end on top of a **Charm** tile by advancing, it's also revealed and triggered. Moving back doesn't trigger these tiles, even if you end on top of them.

When you **trigger a Charm** tile, roll a die and resolve its effect according to the result.

If a 5 or 6 is rolled, reveal the top **Charm** card from the deck, **resolve it** and **return it to the box**. Then, place a **new random Charm** tile on its hex, face down.



### Charm tile example:

- 1-2 Resolve as Feather.
- 3-4 Advance 1 & draw 1.
- 5-6 Resolve a **Charm** card & place a new tile.



# TREASURE HUNT VARIANT (3-4 PLAYERS)

The Dodorado Temple isn't just full of idols. What are those golden, shiny eggs? Be the first one to hoard them all! These eggs are the key to understand the future of Dodino Island. Don't let anyone take them from you and run as fast as possible to catch them all!

## ADDITIONAL SETUP

- Each player takes their corresponding **Dinomeeple** and a **Boost card**, 3 **Treasure tokens** of the same color and a random Dodo-Idol Power card.
- Use the Dodorado Temple board. **Don't place Charm tiles in this game mode.** Place **Base tiles** according to the number of players.
  - In a **4-player game**, place one on each of the starting Drift hexes of the **outer track**.
  - In a **3-player game**, place a Base tile on the finish line of the **inner track**, another 9 hexes ahead of the finish line (Drift icon) and a third one 9 hexes behind the finish line (4 double turbo icon).
- Players place their miniatures on the **Base tile with a matching color** to their **Treasure tokens**.
- Each player places their **Dinomeeple** on the hex that has a 0 in their **Boost card**.



## HOW TO PLAY

The first player who gets a **Treasure token** from each opposing player, wins.

Play with the usual rules plus the following:

- Gain **additional Speed value** based in the location of your **Dinomeeple** on your **Boost card**.
- Reach or pass a Racer to take a Treasure token** from them.

Whenever you **reach or pass another Racer**, if you don't have a **Treasure token** from them, **take one** and that Racer becomes **Hunted**, that Racer **must move back to the nearest Base tile and draws 3 cards** from the Movement deck.

The **Hunted player** lays down their **miniature** and is **temporarily immune** to being hunted again or taking damage from other Racers. Once they get out of the Base (for any reason and in any direction), they lose the immunity.

## END OF ROUND

- Resolve any **End of Round effects**.
- Pass the **First-Player marker** to the left.
- All players draw a **Movement card**.
- All players advance their **Dinomeeple** to the next hex on their **Boost card**.

Your **Dinomeeple** in this step of the **Boost card** increases your **Speed value +2**.

## CONSIDERATIONS

Any effects mentioning Racers ahead or behind you, apply to **all other players**.

The race doesn't end by completing laps. After a player reaches the **+11 hex** on their **Boost card**, if no player has won already, play **one more round** and whoever has the **most Treasure tokens** wins. In case of a tie, whoever has **more cards in hand** is the winner. If the tie persists, tied players share the victory.

### Round example.

- Pepe plays Urgency, rolls a 6 and has a modifier of 3 on his Boost card. He passes William, who becomes Hunted, gives a Treasure token to Pepe, goes back to the nearest Base, lays down his miniature and draws 3 Movement cards.*
- Then, Iván plays Dino Jump and passes William. Iván doesn't take a token since William is immune by being Hunted and in the Base.*
- William plays Banana and hits Iván, who moves back and is Hunted by William, taking a token from him. Iván is forced to go back to the nearest Base and draw 3 Movement cards.*
- Pam plays Feather, hits Pepe and she moves behind him. Afterwards, she uses Fast Legs and Hunts Pepe, taking a Treasure token and causing Pepe to go back to the nearest Base and draw 3 Movement cards.*





# SOLO MODE, 2-PLAYER GAME

## CHALLENGERS

Race against **Challengers** with adjustable difficulty controlled by the game. These are necessary in the solo and 2-player modes.

## ADDITIONAL SETUP

1. In a solo or 2-player game, **add 2 Challengers**. Place the corresponding Racer cards on the table with their **Speed value modifiers** face up.
2. The human player who makes the best dodo chirp becomes the first player. Place all the Challengers' miniatures/ Dinomeeples on the chosen track according to the placement rules.
3. Deal 6 Movement cards to each Challenger and place them face down near their Racer cards; **these will be their Movement decks**.

## HOW TO PLAY

**To determine how a Challenger moves:**

In the Scheming phase, after all human players reveal their Movement cards, draw the top card of each Challenger's Movement deck and move them according to their difficulty values.



Easy Difficulty



Speed value +1



Speed Value x2.  
Deal 2 damage to human players



Roll 1 die and advance that amount



Speed value is becomes 4



Normal Difficulty



Speed value +2

Speed Value x3.  
Deal 2 damage to human players

Roll a dice twice and advance that total amount

Speed value is becomes 5

Hard Difficulty



Speed value +3

Speed Value x4.  
Deal 2 damage to human players

Roll a die 3 times and advance that total amount

Speed value is becomes 6

## CONSIDERATIONS

Challengers don't resolve effects, powers or abilities from their Movement or Racer cards or from any other source.

At the End of Round, each Racer **advances or draws a card according to their position in the race**.

**Aggressive cards revealed by Challengers in the Scheming phase count towards the Aggressive card limit.**

- Their Speed values and multipliers aren't canceled and they're resolved according to the appropriate difficulty.
- Damage dealt by a Challenger is canceled if it's Enraged.



Easy Challenger  
Speed value  
modifiers

When a Challenger takes damage, it discards cards from its Movement deck. **If its deck runs out, move the Challenger back 3 hexes and deal 6 Movement cards face down to its deck.**

Challengers **ignore all special hexes**. Thus, **they don't trigger Trap or Charm tiles, or the Drifting sequence.**



# MIXING THE ORIGINAL GAME WITH THIS SEQUEL

Do you yearn for a more frenetic game in Dodos Riding Dinosaurs? Of course you do! Here are some ways for you to integrate this sequel with the original game.

## MIXING CHARACTERS

Pick your favorites! You can play with the Racers you like the most. Just remember that, when Recovering, Dodo Dash Racers draw 6 cards instead of 5.

## TRAPS AND CHARMS IN OTHER TRACKS

Adding these tiles to the tracks from the original game is easy, just keep this in mind: Avoid placing them on other special hexes or within 3 hexes of the Finish Line.

### Traps

On the outer tracks, you can add up to 7 tiles with a distance of 3 or 4 hexes between them; on the inner tracks, up to 5 tiles with a distance of 2 or 3 hexes between them.

Tip: On the Polaria Iceberg track, don't place Traps in the Shortcut sections.

### Charms

Place a tile at about the middle of the track.

For a more *Charming experience* you may want to mix Traps and Charms all over the place.

### Plesiododo Charm clarification:

The Racer in last place is now the Lead Racer and vice versa. Miniatures/ Dinomeeples remain on the board in the same place, but now they advance in the opposite direction of the printed arrows on the track. The game still ends when a Racer crosses the finish line. Any Racer behind the finish line before activating this Charm must complete the lap in the new direction and does not win if moving back and advancing afterwards.

## MIXING MOVEMENT DECKS

Combine both decks and expand the possibilities of winning the race!

At the end of the game, you can swiftly separate the cards by identifying the icon at the top right corner for the Dodo Dash cards.

## DASHING THROUGH CUP MODE

Randomly pick the board for each of the 4 races. Combine both Movement decks. Racers keep their Dodo-Idol Power cards after each race (get ready for combos with Power-up cards!)

If there are no more Dodo-Idol Power cards in the deck, effects from Dash cards resolve normally, except that you can no longer get Dodo-Idol cards through the written effects. Instead, randomly take 1 of the Dodo-Idol Power cards from the first Racer that you hit with the Dodo projectile.



Download the RPG adventures and discover more secrets from Dodino island and El Dodorado!

## TREASURE HUNTING RALLY

Try playing Cup mode with the Treasure Hunting variant in 4 different tracks and enabling any special hexes.

Place the Base tile as equidistant as possible from the one ahead and behind. Get fans and power-ups after each match.

Tip: When rolling a 4, 5, or 6 on a Shortcut hex in Polaria Iceberg you may choose the path to follow (without taking damage if you choose the regular path).



## BOOST CARDS WITH A MINI TRACK

You can align the 4 Boost cards in the game to play a quick race with the Dinomeeples. Ignore the boost effect on the hexes and just follow the hexes in ascending order on each card.

## CREDITS

**Game development:** Life Games (Adrián, Leo and Mich), Ricardo Guerrero, Pepe Macba

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Version 1.0

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Special thanks to all Kickstarter backers and Draco Studios community who made this game a reality!

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