

Pirates VS. Dinosaurs FAQ

The following FAQ provides clarification to the most common rules questions for PIRATES VS DINOSAURS:

- 1) If a player is to gain a crew from an Envoy, Native Villages, etc... and there are not enough crew tokens remaining, do they still gain the Crew (using some other token to identify the additional Crew)?

No. Crew Pawns are finite and limited to the number provided in the game.

- 2) On page 16 of the rules it states, "Skulls and Swords always count as successes when rolling dice for any reason." Does this apply to combat as well?

No. This is an error in the book. The rule should state the following:

In Stage 3, Skulls and Swords always count as successes when rolling dice for digging. Combat remains the same as for the Exploration of the island.

***Note:** This clarification levels the value of Pistols N' Pikes with Swords N' Muskets at the dig site as there can be numerous dinosaur attacks triggered by unfortunate dig draws.*

- 3) Some Relics have the word 'May' on them and some do not. Do Relics that have the word "May" mean their use is optional, while Relics that do not use this term are mandatory?

Correct. If a Relic states "May" in the instructions for use it is an optional benefit the player can choose to use or ignore. If the word "May" is not in the instructions, the action is compulsory and they must use the Relic every time it could activate.

***Example:** Shifty Kevin's Lucky Dice is a mandatory action; Prior to resolving each Encounter played on you, roll 1 die; If the result is a success, discard the Encounter. This would apply to good encounters the player may be playing on themselves as well as bad encounters other players place on the player.*

New Optional Rule:

- 1) **Encounter Round in Stage 1 - Outfitting Your Party:** If players agree add Step 7 below:

Initial Encounters: Starting with the First Player and moving clockwise around the board, each player may place 1 Encounter from their hand onto the Pirate Mat of the player to their left. After doing so, they draw a card bringing their hand back up to 7. Players that choose not to play an encounter may still draw a card, bringing their hand to 8.

Using this optional rule potentially starts every player out with 1 Encounter and provides a minor strategic decision at the start of play; hinder an opponent with an Exploration Encounter or start the game with 1 extra card.

