

SMILE, IT'S ALMOST OVER.

HAPPY LITTLE DINOSAURS™

5-6 PLAYER EXPANSION PACK
RULES



5-6 PLAYER RULES

Each round, the two players with the highest scores both collect points equal to their respective scores and should move their Dinosaur meeple along the Escape Routes on their player boards accordingly.

Score inversions can feel confusing in 5- and 6-player games, but remember that these effects only impact the highest- and lowest-scoring players each round. This means that, unless a tie occurs, the second-highest scoring player still collects their points in 5- and 6-player games even if the highest and lowest scores are inverted in a round.

RESOLVING TIES WHEN PLAYING WITH 5-6 PLAYERS

If two or more players tie for the highest score in a round, each of those players collects points equal to their score in the round and moves their Dinosaur meeple forward on their Escape Route. The player with the next highest score does not collect points if two or more players tie for the highest score.

If only one player has the highest score and two or more players tie for second-highest score in a round, the highest-scoring and second-highest-scoring players all collect points equal to their respective scores in the round and move their Dinosaur meeples forward on their Escape Routes.

If only one player has the highest score and all other players tie for the lowest score in a round, only the highest-scoring player collects points equal to their score and moves their Dinosaur meeple forward on their Escape Route. All other players then participate in Sudden Death as outlined in the standard rules to determine which player takes the disaster for the round.

This expansion adds two new Dinosaurs and 50 cards, which allows you to play Happy Little Dinosaurs with up to 6 players! There are just a few modifications to the standard rules to note when playing with 5 or 6 players.



50 cards



2 Dinosaur meeples



2 Dinosaur player boards

