

**20** APETERYX REGALIS

RECRUIT 1 non-Regent and 1 non-Regent . (Created from Gilded Pheasant and Guerrilla Gorilla.)

**5** CHIRP

If Chirp is in your , during your turn you may MUTATE it into 1 from your .

: Put this card into your . (This isn't a card play and can be done at any time.)

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**15** GILDED PHEASANT

If Gilded Pheasant is in your , during your turn you may MUTATE it and Guerrilla Gorilla to create Apeteryx Regalis or MUTATE it and Destructodile to create Genghisaurus Rex.

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If Gilded Pheasant is in your , during your turn you may MUTATE it and Guerrilla Gorilla to create Apeteryx Regalis or MUTATE it and Destructodile to create Genghisaurus Rex.

**15** GUERRILLA GORILLA

If Guerrilla Gorilla is in your , during your turn you may MUTATE it and Destructodile to create Orangudon Rani or MUTATE it and Gilded Pheasant to create Apeteryx Regalis.

**15** GUERRILLA GORILLA

If Guerrilla Gorilla is in your , during your turn you may MUTATE it and Destructodile to create Orangudon Rani or MUTATE it and Gilded Pheasant to create Apeteryx Regalis.



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DOCTOR CRICHTON



RECRUIT up to 3 non-Regent creatures. (Doctor Crichton cannot be RECRUITED.)

15

DESTRUCTODILE



If Destructodile is in your during your turn you may MUTATE it and Gilded Pheasant to create Genghisaurus Rex or MUTATE it and Guerrilla Gorilla to create Orangudon Rani.

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5

FUZZBALL



If Fuzzball is in your during your turn you may MUTATE it into 1 from your . : Put this card into your . (This isn't a card play and can be done at any time.)

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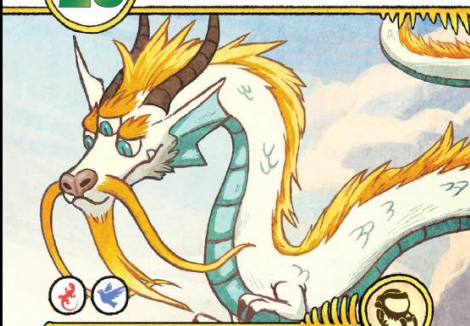
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20

GENGHISSAURUS REX



RECRUIT 1 non-Regent and 1 non-Regent . (Created from Destructodile and Gilded Pheasant.)

15

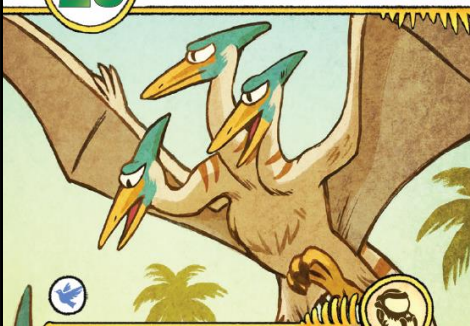
HOMO CYCLOPEUS



If Homo Cyclopeus is in your during your turn you may MUTATE it and another in your to create Kral Yeti.

20

KESARI RAPTOR



During each of your turns, you may STEAL 1 card from another player's . (This includes the turn Kesari Raptor is put into your .) (Created from Vivid Peacock and another .)



**20** KONIG SERPENT

During each of your turns, you may **DRAW** 2 additional cards. (This includes the turn Konig Serpent is put into your .)  
(Created from Slithering Dactyl and another .)

**20** KRAL YETI

During each of your turns, you may skip your first card draw to **DEEP FREEZE** 1 card in the instead. (You may perform this action even if the is empty.) (Created from Homo Cyclopeus and another .)

**15** LAB RAT

**DEEP FREEZE** up to 2 creatures in your .

↕: **DEEP FREEZE** 1 creature in your . Put this card into the .

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**0** MASS EXTINCTION

Select a creature type. **DESTROY** 2 creatures of that type in every players' . Then shuffle all cards in the and together and place them face down to make a new .

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**10** MONKEYE

**RECRUIT** 1 .

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-10

NEANDEYETHAL



During each of your turns, RECRUIT 1 (This includes the turn Neandeyethal is put into your)

5

NIGHT VISION GOGGLES



Move 2 creatures in the to your  
: Move 1 creature in the to your  
Put this card into the

5

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ORANGUDON RANI



RECRUIT 1 non-Regent and 1 non-Regent  
(Created from Guerrilla Gorilla and Destructodile)

5

PRESCIENT CERATOPS



Take another turn.

5

PRESCIENT CERATOPS



Take another turn.

5

PRESCIENT CERATOPS



Take another turn.

5

PRESCIENT CERATOPS



Take another turn.



**10** **RABID MONGREL**

DEEP FREEZE 1 creature in the . Perform the actions on that creature (except for the actions). (Rabid Mongrel cannot be RECRUITED.)

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**15** **SHAGGY MAMMOTH**

SHRED 2 cards.

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**10** **SABRETOOTH THYLACINE**

DESTROY 1 creature in the .

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**15** **SLITHERING DACTYL**

If Slithering Dactyl is in your during your turn you may MUTATE it and another in your to create Konig Serpent.



**5** SNAPPY

If Snappy is in your during your turn you may MUTATE it into 1 from your .

⬆️: Put this card into your . (This isn't a card play and can be done at any time.)

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**15** WINKING CHAMELEON

DRAW 1 card.

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**20** SNOOPING DODO

SHRED 1 card.  
(If Snooping Dodo is in the , a player may move it to their  during their turn.)

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**20** TRAPPED IN ICE

**DEEP FREEZE** another card in your .  
(Move a card to your . You may begin the next game you play with that card in your .)

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**15** VIVID PEACOCK

If Vivid Peacock is in your , during your turn you may **MUTATE** it and another in your to create Kesari Raptor.

**10** UNSTABLE HYBRID

Select another player to choose one of the following actions for you to perform: **SHRED** 3 cards **or** move 1 card in the to your **or** **DESTROY** 1 card in the .

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