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OBJECTIVE

Be the first player to collect 100 or more Viewpoints or collect three or more Regent creatures. The number in the top-left-hand corner of each card indicates the number of Viewpoints the card is worth. Players collect Viewpoints by placing cards from their **Hand** into their **Field of View**.

Prehistoric Park introduces creature cards, including six Regent creatures. Regent creatures are kept separate from the cards that are shuffled at the start of the game and can only enter the game when specific combinations of creatures are MUTATED. A player immediately wins the game if they have three or more Regent cards in their **Field of View**.

SETTING UP

Choose a player to shuffle the cards and deal five cards to each player, which becomes their **Hand**. The remaining cards are placed face down and become the **Draw Pile**. Put the Regent creatures in a convenient location so they can be used by all players during the game.

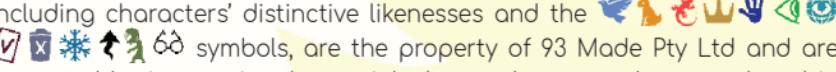


EXTRA INFORMATION AND CREDITS

Visit www.viewniverse.fun for the latest information on Viewpoint games, including alternative ways to play, official tournament rules, FAQs and news on upcoming Viewpoint releases.

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SPECIAL THANKS

When we released the original Viewpoint card game in 2009, we never realised how many wonderful people it would connect us to. From our backers to local game store owners and dedicated play-testers to casual gamers, each of you are a big part of the success of Viewpoint. We thank all of you for being a part of our continuing journey.



Regent creatures: Six apex creatures that evolved from Doctor Crichton's other creations – Aperteryx Regalis, Genghisaurus Rex, Orangudon Rani, Kesari Raptor, Kral Yeti and Konig Serpent. Doctor Crichton considers the Regent creatures to be his crowning achievement.

Rabid Mongrels: A horrifying amalgam of reanimated creatures, Doctor Crichton created the Rabid Mongrels as his enforcers that he uses to track down and deal with any rogue creations. Unbeknown to the Blinkers, the Rabid Mongrels also carry a vile plague that could wipe out all life on any world it spreads to.



PLAYING THE GAME

Starting with the player to the left of the dealer and continuing clockwise around the table, players take turns performing the following steps:

1. Draw one card: Take one card from the **Draw Pile** and put it into your **Hand**; if there are no cards left in the **Draw Pile**, skip to step 2.
2. Play one card: Place one card from your **Hand** into your **Field of View**; if you have no cards in your **Hand**, your turn ends (skip to step 4).
3. Perform actions: Perform the actions on the card you played. Actions include moving cards between players' **Hands**, **Fields of View**, **Frozen Zones**, the **Viewniverse**, the **Draw Pile**, and the **Discard Pile**.
4. End the turn: End your turn by adding up the number of **Viewpoints** on the cards in your **Field of View**. If you have at least 100 **Viewpoints**, you win. Otherwise, the game continues.

FINISHING THE GAME

The game ends when a player has collected 100 or more **Viewpoints** in their **Field of View**. If the **Draw Pile** and all players' **Hands** are empty and no player has 100 **Viewpoints**, the winner is the player with the most **Viewpoints** in their **Field of View**. The game also ends when a player has three or more Regent creatures in their **Field of View**.

VIEWPOINT SYMBOLS

Creatures: Creature cards include Birds (🐦), Mammals (deer), Reptiles (🦎) and combinations/hybrids of these. Creatures can **MUTATE** into other creatures from a player's **Hand** or, in the case of Regent creatures (👑), outside the game.



Hand: The cards in each player's **Hand**.



Field of View: The cards laid out in front of each player. When a player is required to play a card, they take a card from their **Hand** and place it in their **Field of View**.



Viewniverse: All players' **Fields of View**.



Draw Pile: The pile of cards where players draw a card. When a player is required to draw a card, they take a card from the top of the **Draw Pile** and put it in their **Hand**. When the last card is drawn from the **Draw Pile**, if there are any **Zombeye** cards in the **Discard Pile**, those cards are reshuffled to make a new **Draw Pile**. The non-**Zombeye** cards remain in the **Discard Pile**.



Discard Pile: The pile where **DESTROYED** and **SHREDDED** cards are placed. Cards are placed face up on the **Discard Pile**.



Frozen Zone: An area separate from other cards in the game. Cards are moved to a player's **Frozen Zone** when put into **DEEP FREEZE** and do not have any effect on the current game. If a player has any cards in their **Frozen Zone** at the end of the game, they may begin the next game with those cards in

CHARACTER BIOS



Doctor Crichton is a sinister geneticist who is creating new species of creatures from prehistoric and modern DNA on the planet Menagerie. He oppressively controls his creations who are in the middle of an attempt to liberate themselves from his control. His genetic manipulations show no bounds as he has also experimented on himself. Not fully understanding Doctor Crichton's motivations, or his ties to the mysterious group known as the Observers, Hawk initially befriends him.



Neandeyethal is the leader of a group of Doctor Crichton's creations who is trying to free his fellow creatures. The Blinkers are forced to choose sides in Neandeyethal's rebellion and are soon fighting for survival as Doctor Crichton releases his most terrifying creatures to track down Neandeyethal and his rebels.

SPECIAL RULES AND ACTIONS

Viewpoint cards have rules text (including keywords and symbols) describing what actions happen when you play the card or during your turn while the card is in your **Field of View**. Most actions require a player to move one or more cards from one area to another. For example, the *Snooping Dodo* card says, "SHRED 1 card", so the player must move the top card of the Draw Pile to the Discard Pile.

All possible actions must be performed even if those actions can only be partly performed. For example, if a card requires a player to SHRED two cards but there is only one card in the Draw Pile, they still SHRED that card. Actions affecting more than one player are played in a clockwise direction, starting from the player who played the action.

When the rules on a card contradict the rules in this booklet, the rules on the card take precedence.

All Viewpoint sets can be mixed in any combination. e.g. The cards from *Prehistoric Park* (迅猛龙) and *The Winking Dead* (僵尸) can be shuffled together to make a giant Draw Pile. When mixed, the rules applicable to each set are applicable to all games played with those sets.

their Field of View. However, they do not perform the actions on those cards.



Reveal (↑): Cards with this symbol can be used in two ways (see page 6).

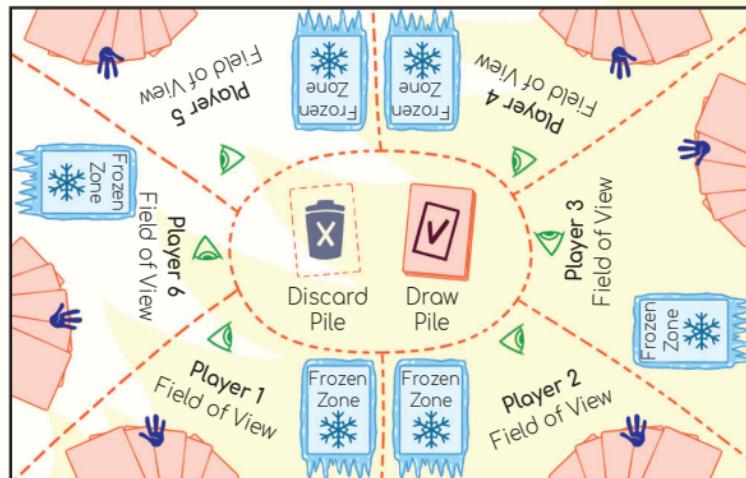


Zombeye: Refer to *The Winking Dead* rules for information on this symbol.



Relic: This symbol will gain importance in future sets.

EXAMPLE SETUP



VIEWPOINT KEYWORDS

Viewpoint keywords are used to simplify how actions on Viewpoint cards are explained.

DRAW: A player takes a card from the top of the **Draw Pile** and puts it in their **Hand**.

DESTROY: A player moves a card from the **Viewniverse** to the **Discard Pile**.

SHRED: A player takes the top card of the **Draw Pile** and puts it face up on the **Discard Pile**



STEAL: A player looks at the cards in another player's **Hand**, takes a card and puts it in their own **Hand**.

MUTATE: A player **DESTROYS** the card(s) being mutated. That player then plays the card(s) specified on the **DESTROYED** card(s) into their **Field of View**. The actions on the newly played card(s) are performed as normal.

RECRUIT: A player moves a card from another player's **Field of View** to their **Field of View** or **Hand**. If more than one card is recruited at the same time, the player recruiting the cards chooses the order in which the cards are recruited.

DEEP FREEZE: A player moves a card to their **Frozen Zone** (❄).

REVEAL (↑): A card with the **Reveal** (↑) symbol can be used in two ways. You can play it as normal during your turn and perform only the actions (if any) stated before the ↑ symbol. Alternatively, you can reveal the card by showing it during anyplayer's turn and perform only the actions

stated after the ↑ symbol.

The card being revealed will state what happens to it after the actions are performed. Revealing a card is not considered a card play.

