

A GAME BY
REINER KNIZIA

Dashin' DINOS



ARCANE
WONDERS

Dashin' DINOS



30 MINUTES



AGES 10+



2-7 PLAYERS

You can barely see out of the neck of your costume, the crowd is a sunburned blur, and the whole fair smells like deep-fried regret. You are preparing for the Dino Dash, a race of nerves and showmanship. Running and bragging are the same sport here: boast bigger than the Dino beside you about your speed and ability or call a rival's bluff and make them prove it. Read it right and your Dino Dashes ahead; read it wrong and you Crash in a tangle of stubby arms and a floppy tail.



OBJECTIVE:

Be the first Dino to cross the **FINISH** line. You advance by reading the other racers correctly: make bold Boasts about the cards hidden in everyone's hands or call a rival's Boast with a Challenge. Each time a Boast is Challenged, the Dinos who read it right Dash ahead while the rest Crash and go nowhere.

COMPONENTS:

- » 105 Dash Cards
- » 1 Racetrack
- » 7 Wooden Dinos
- » 7 Player Screens
- » 7 Double-sided Bet Boards
- » 7 Footprint Markers
- » 7 Reinflate Tokens
- » 1 Bet Tracker Ring

SETUP:

- 1 Place the Racetrack board in the middle of the table. Place the Bet Tracker Ring near the Racetrack.
- 2 Each player chooses a Dino color and places that wooden Dino on the START space (as shown).

Note: Dash Cards use similar colors to the wooden Dinosaurs, but they do not relate to your Dino color.

- 3 Sort the Dash Cards by color into 7 decks. Shuffle each deck separately and place the 7 decks face down into piles, within reach of every player.
- 4 Each player draws the top card of every deck, forming a hand of 7 Dash Cards, one of each color.
- 5 Give each player a Player Screen, a Bet Board, a Footprint Marker, and a Reinflate Token (ready side up).
- 6 The player who most recently saw a dinosaur is the current Lead Player. If unsure, choose at random.



PLAYING A ROUND:

The game is played over a series of Rounds. Each Round plays the same:

1. Boasting

4. Reveal

2. Challenge

5. Move Your Dinos

3. Place Your Bet

1. BOASTING



A **Boast** is a Racer bragging about their speed and ability. A Boast names a **NUMBER** and a **COLOR**, claiming that the total value of all players' Dash Cards of the named Color is **at least** the Number stated.

OPENING BOAST



The Lead Player makes the opening Boast. Then, going clockwise, each player must do exactly one of the following:

OUT-BOAST



Make a new Boast with a **higher Number** than the current Boast.

The player **may change to a new Color or keep the same Color**, but the Number must always be **at least one higher** than the previous Boast.

CHALLENGE



Call out the current Boast as false and end the Boasting (*see Step 2, pg 6*).

PASS

Spend your Reinflate Token to skip your turn without Boasting (*see Reinflate Tokens, pg 5*).

REMEMBER: All players have exactly one card of each available color.

Boasting continues clockwise, each Boast bolder than the last, until a player Challenges.

HYDRATE (OPTIONAL):

Before Boasting or Passing you may Hydrate:

Discard one Dash Card from your hand **face up** beside its matching color deck, then draw the top card from that deck. You may Hydrate once per turn, and the discarded card does not need to match the Color you name in your Boast. If a deck is empty, it does not refill and cards of that color cannot be discarded.

IMPORTANT: You may not Hydrate on a turn when you Challenge.

IMPORTANT: Only the *top card* of each Color's face-up Discard Pile should be visible. Players may **not** look through the Discard Piles.



REINFLATE TOKENS (OPTIONAL):

Your inflatable costume slowly loses air, and you may choose to stop and pump it back up.

Each player starts with 1 Reinflate Token, ready side up.

On your turn, you may spend your Reinflate Token to Pass instead of Out-Boasting or Challenging. Flip the token to its spent side; it cannot be used again until refreshed (*see Reinflation Station, pg 11*).



IMPORTANT: You cannot Pass if the previous player just Passed. The group can never skip two turns in a row.

EXAMPLE:



Mignon has a 7 Blue in her hand and Boasts 15 Blue.



Edward has a 2 Blue in his hand and does not want to Challenge. He chooses to Hydrate, discarding his 2 Blue face up and drawing a new Blue card, a 4. He then Out-Boasts with 16 Purple.



Yang does not want to Boast or Challenge, so he spends his Reinflate Token to Pass.



2. CHALLENGE

Instead of Boasting or Passing, a player may **Challenge** the previous Boast if they **do not believe** the total of all players cards equals or exceeds the Number the previous player stated in their Boast.

When a player Challenges, the **Boasting ends immediately** and the **Betting begins**. That Boast's Color and Number lock in as the Challenged Color and Number.

IMPORTANT: Players cannot call a Challenge out of turn order!

TIP: Use the Number Track on the Racetrack and Bet Tracker Ring to help players around the table visualize each Round's Challenged Boast. The Bet Tracker Ring can also be used to track each Boast during gameplay.



EXAMPLE:

EDWARD



The current Boast is **Edward's** 16 Purple.



Othniel has a 0 Purple in his hand and does not believe the total of all Purple Cards will be 16 or more. He chooses to Challenge, ending the Boasting.



Edward's Boast of 16 Purple is now locked in as the Challenged Number and Color.

3. PLACE YOUR BET



A Challenged Boast puts the whole group on the spot. **Every player**, not just the most recent Boaster and the Challenger, now **secretly Bets** on how confident the players are the Boast will hold up.

IMPORTANT: Keep your Bet behind your Player Screen until all players are ready.

A. Choose a side of your Bet Board



BOAST SIDE (BLUE):

A player Bets on this side if they believe the revealed total of all cards of the Boast Color will reach, or exceed, the Boast Number.

NOTE: The Boaster, the person whose Boast was Challenged, must use this side.

CHALLENGER SIDE (RED):

A player Bets on this side if they believe the revealed total of all cards of the Boast Color will fall short of the Boast Number.

NOTE: The Challenger, the person who Challenged the Boaster, must use this side.



B. Place Marker

Place your Footprint Marker on one of the 4 levels of your chosen side.

When you place your Footprint Marker on the lowest level ( or ) it means you are confident that either the Challenger (*red side*) or Boaster (*blue side*) is correct.

The +/- adjustment to a higher level applies only to the player who chose that level. It never changes the Boast Number for anyone else.



BOASTER SIDE (BLUE)

The higher your level, the more you are claiming the total will beat the Number. You succeed if the revealed total of a Boast is at **least equal or greater** by:



Equal or Greater than Boast



Equal or Greater than Boast by +1, +2, or +4



CHALLENGER SIDE (RED)

The higher your level, the more you are claiming the total will fall short of the Number. You succeed if the revealed total is **less than** the Boast Number by:



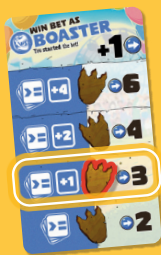
Less than Boast



Less than Boast by an extra -1, -2, or -4

EXAMPLE:

EDWARD



OTHNIEL



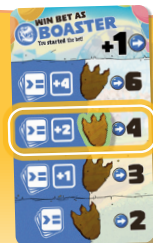
Edward Boasted 16 Purple, Challenged by **Othniel**. **Edward** must place a Marker on his **Boast** side and **Othniel** must place a Marker on his **Challenge** side. The rest of the players may **choose** which side to place a Marker on.

Mary has a 6 Purple in her hand. She chooses the Boaster Side and places her Footprint Marker on the +2 level.

This means **Mary** wins her Bet only if the total of all Purple Cards is at least 18, which is 2 greater than the Challenged Number.



MARY



4. REVEAL

Now the truth comes out. Every player reveals the **Dash Card** in their hand that matches the Boast Color. Add the values of all revealed cards together to get the total.

THE ROUND IS WON BY:



The Booster – If the revealed total is at least equal to or greater than ($\geq$) the Boast Number.



The Challenger – If the revealed total is at least one less than ($<$) the Boast Number.

If you Bet higher than the lowest level $\geq$ / $<$ you only win if:



The Booster's Side – the revealed total is at least equal or 1 ($+1$), 2 ($+2$), or 4 ($+4$) greater than the Boast Number.



The Challenger's Side – the revealed total is at least 2 (-1), 3 (-2), or 5 (-4) less than the Boast Number.

EXAMPLE:



MARY



OTHNIEL



EDWARD



YANG



MIGNON



LOUIS

Each player reveals their Purple Card. The total is 17 Purple. Since the total is at least 16, **Edward's** Boast is true and the Booster Side wins.



Edward placed his Footprint Marker on the +1 level, so he wins his Bet. **Mignon** and **Louis** placed their Footprint Markers on the lowest level, so they also win their Bets.



Mary placed her Footprint Marker on the +2 level, but the total needed to be at least 18 for her to win. **Mary** loses her Bet.

Othniel and **Yang** Bet on the Challenger Side, so they also lose their Bets.



5. MOVE YOUR DINOS

Players now take turns moving their Dinos on the Racetrack.

Players who won their Bet move their Dinos the number of spaces listed on the Bet Board beside where their Footprint Marker is.

Players who lost move 0 spaces as their Dinos crash!

Move your Dino that many spaces clockwise around the Racetrack. A Boost Space may add further movement (see pg 11). If the players land on a special Racetrack space they resolve that space immediately (see pg 11).



OUTWIT BONUS:

Move your Dino +1 space if you were the actual winner of the Challenge. The Booster if the blue side wins or the Challenger if the red side wins.

This bonus is awarded to the Booster or Challenger regardless of where they placed their Footprint Marker.

EXAMPLE:

Edward, **Louis**, and **Mignon** won their Bets and move their Dinos forward.



Louis moves 2 spaces for placing his Footprint Marker on the lowest level.



Mignon moves 2 spaces for placing her Footprint Marker on the +0 level.



Edward was the Challenger and won the Challenge, so he gains the Outwit Bonus and moves +1 space, plus 3 spaces for placing his Footprint Marker on the +1 level.

LAST GASP BONUS:

After all Dinos have moved the player(s) in last place move their Dinos +1 space as they stumble along to catch up with the group.

EXAMPLE:

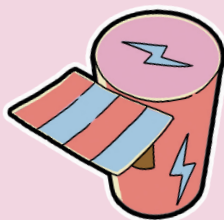


SPECIAL RACETRACK SPACES:

ENERGY DRINK SPACE:

When your Dino finishes its movement here, you may immediately perform an Energy Drink action by discarding a card and drawing up to 3 cards from the matching deck. Keep 1 and place the rest back on top of the deck, face down, in any order.

You may never draw more cards than the deck holds.



REINFLATION STATION SPACE:

When your Dino finishes its movement here, flip your Reinflate Token back to its ready side if it has been spent.



BOOST SPACES:

Some Racetrack spaces are marked with Boost symbols, in two types. If your Dino is on a Boost Space when a Challenge is called:



BOOST BOOST SPACE:

If you win a Boost Bet, move an additional 1 (🔵) or 2 (🔵🔵) spaces.



CHALLENGE BOOST SPACE:

If you win a Challenge Bet, move an additional 1 (🔴) or 2 (🔴🔴) spaces.

STARTING A NEW ROUND:

If no Dinos have crossed the **FINISH** line, Discard all revealed cards of the Boast Color, and the next Round starts with the winner of the last Challenge, the Booster or Challenger, becoming the Lead Player.

Every 7 Rounds, each Dash Card Color will have been Challenged and discarded, and all players' hands will be empty. Shuffle each Discard Pile back into their respective decks. Each player draws the top card of every deck, forming a new hand of 7 Dash Cards.

END OF THE GAME

WINNING THE GAME

If any Dino crosses the **FINISH** line, it wins the race. You rule as King of the Blow-Up Tyrant Lizards. Congrats!

If two or more Dinos cross the **FINISH** line in the same Round, the one that traveled **farthest past the FINISH line** wins.

If those Dinos are still tied, whoever moved the **most spaces this Round** wins. If still tied, the players share the victory.

TWO-PLAYER GAME

Play as normal, with two changes:

- » Skip the winning-side Outwit Bonus (*the Booster / Challenger +1*).
- » Do not use Reinflate Tokens.

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DINO CARDS COUNT REFERENCE

Each Dash Card Color has
15 Number cards:

NUMBER	COUNT
7	1
6	1
5, 4, 3, 2, 1	2
0	3

The maximum possible total
of all players' Numbers
depends on the player
count.

PLAYER COUNT	MAX TOTAL
2 PLAYERS	13 MAX
3 PLAYERS	18 MAX
4 PLAYERS	23 MAX
5 PLAYERS	27 MAX
6 PLAYERS	31 MAX
7 PLAYERS	34 MAX

TIP: Never Boast above the
Maximum total!



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