

SPINZINO

PRINT + PLAY / v1.2

TURN THE WHEEL. OUTRUN EXTINCTION.

A 2-4 player tactical race through the last safe Valley.



32-SPACE VALLEY BOARD / WHEEL / 4 RUNNERS / 12 EGGS / 60 EVENT CARDS

Print at 100% scale. Use heavyweight paper where possible.

BUILD THE VALLEY

WHAT IS IN THE KIT

1 Valley board, 1 wheel with pointer, 4 dinosaur runners, 12 egg tokens and 60 event cards.

ASSEMBLY

Print at 100% scale. Cut along the gold lines. Mount the board and wheel on card if you can. Punch the marked centres and fasten the pointer with a split pin or paper clip.

WIN THE RACE

Reach the Nest with three eggs. The board has 32 spaces in three spirals. Every runner enters on a separate trail. Lava cuts jump between rings, but every cut space is dangerous.

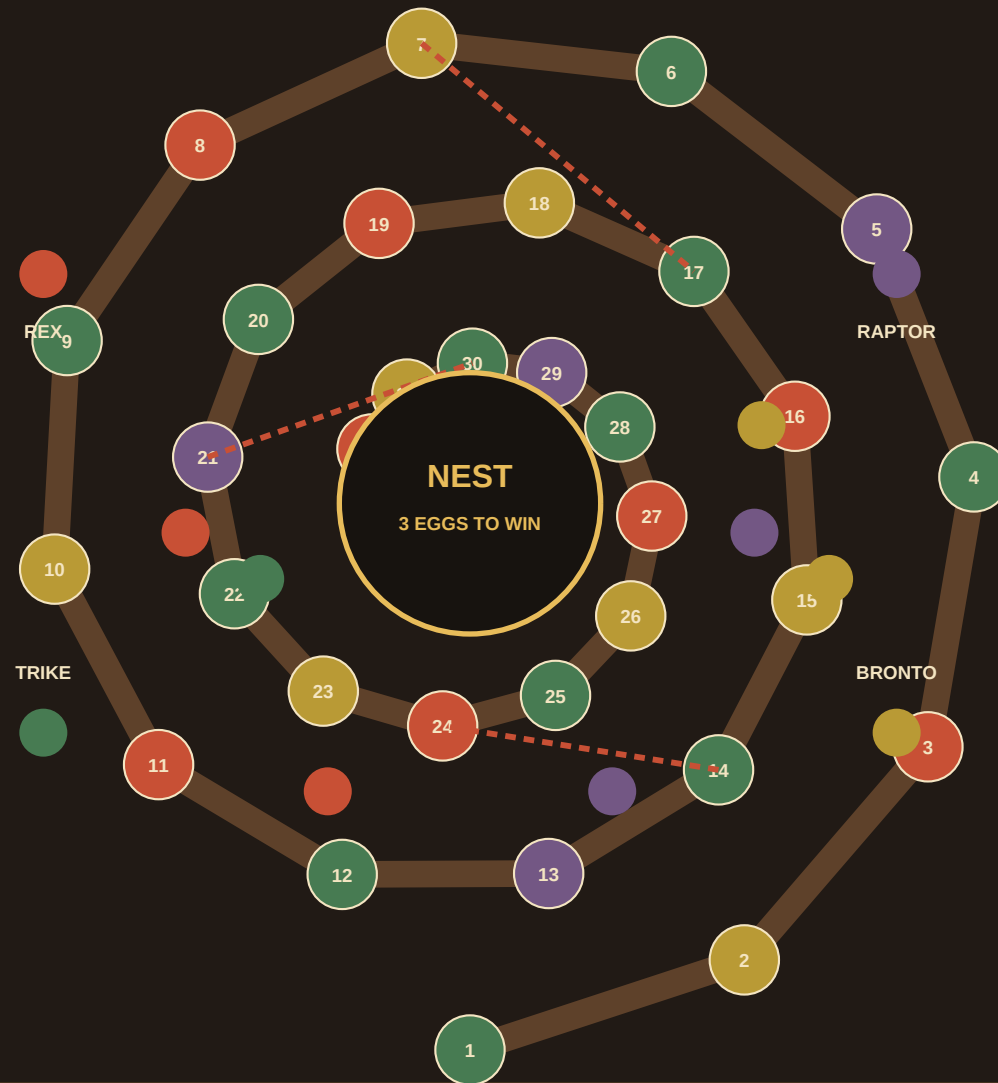
THE WHEEL

Lava gives 3 spaces. Jungle gives 2. Egg gives 2 and an egg. Meteor gives 1 and disrupts the leader. After your first spin, bank it or spin a second time. Add movement, but resolve the second element. A second Meteor means no movement, back 2 spaces and lose 1 egg.

EGGS ARE A RESOURCE

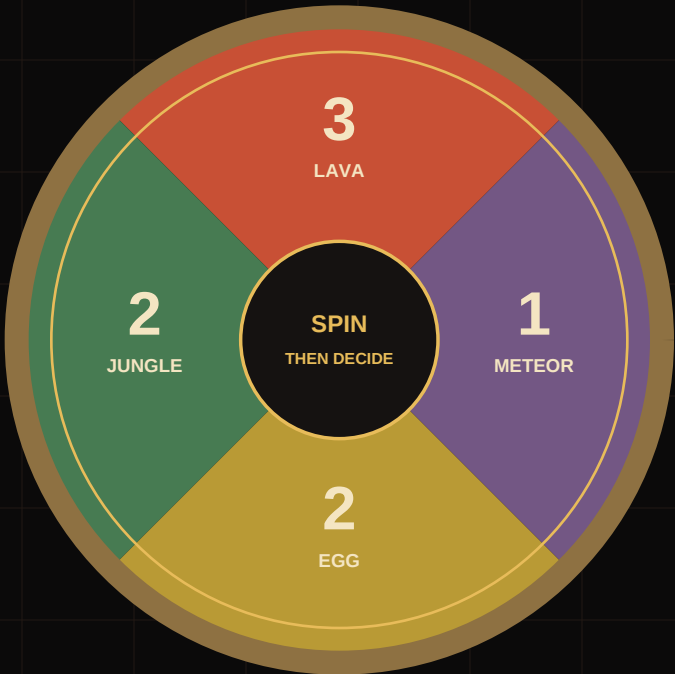
Eggs win the game, but may also be spent to re-spin a bad result or shield yourself from a hostile effect. In standard play, landing on another runner steals one egg. Family mode removes egg theft.

THE VALLEY BOARD



LAVA CUTS: TAKE THE SHORT ROUTE, PAY THE RISK

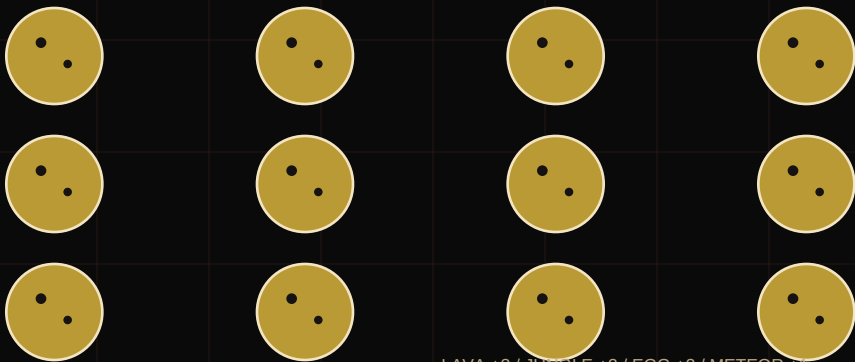
WHEEL + TOKENS



CUT THE WHEEL AND POINTER. PUNCH THE MARKED CENTRES.

First spin: choose to bank the movement or spin again. Second spin: add movement, then resolve only the second element. A second Meteor cancels movement, sends you back two spaces and costs one egg.

12 EGG TOKENS



LAVA +3 / JUNGLE +2 / EGG +2 / METEOR +1

RUNNERS + POWERS

**REX**

Lava ignores Rex. He takes lava cuts without the usual danger.

**RAPTOR**

In Jungle, Raptor may ambush a rival on an adjacent space and steal one egg.

**TRIKE**

Trike protects its eggs. They cannot be stolen by runners or event cards.

**BRONTO**

Meteors do not push Bronto back and do not take its eggs.

EVENT DECK / 1 OF 6

LAVA

GEYSER

Move forward 2 spaces.

SPINZINO / 01

LAVA

TRAIL COLLAPSE

Do not use a lava cut this turn.

SPINZINO / 02

LAVA

BASALT BRIDGE

Cross one lava cut for free.

SPINZINO / 03

LAVA

ASH CLOUD

The next runner moves 1 less space.

SPINZINO / 04

LAVA

HOT FOOT

Move forward 1 space, then draw again.

SPINZINO / 05

LAVA

MOLTEN SHORTCUT

Take the nearest lava cut now.

SPINZINO / 06

LAVA

CRACKED GROUND

Choose a rival: they move back 1.

SPINZINO / 07

LAVA

FIRELINE

Keep moving until you reach the next lava space.

SPINZINO / 08

LAVA

EMBER SHIELD

Ignore one hostile event before your next turn.

SPINZINO / 09

LAVA

LAVA POCKET

Spend 1 egg or move back 2 spaces.

SPINZINO / 10

EVENT DECK / 2 OF 6

LAVA

SCORCHED PATH

Swap places with the runner directly ahead.

SPINZINO / 11

LAVA

MAGMA RUSH

Move forward 3, then lose 1 egg.

SPINZINO / 12

LAVA

STONE SPLASH

Every runner on a lava space moves back 1.

SPINZINO / 13

LAVA

HEAT WAVE

No one may re-spin until your next turn.

SPINZINO / 14

LAVA

VOLCANIC LIFT

Jump to the next inner spiral.

SPINZINO / 15

JUNGLE

HIDDEN LIANAS

Move forward 1 and ignore the next Meteor.

SPINZINO / 16

JUNGLE

ANCIENT STAIRS

Jump to the next inner spiral.

SPINZINO / 17

JUNGLE

CAMOUFLAGE

You cannot lose eggs until your next turn.

SPINZINO / 18

JUNGLE

VINE BRIDGE

Choose one rival to move forward 1 with you.

SPINZINO / 19

JUNGLE

QUIET TRACK

Take another turn, but do not spin twice.

SPINZINO / 20

EVENT DECK / 3 OF 6

JUNGLE

FERN COVER

Cancel a hostile event targeting you.

SPINZINO / 21

JUNGLE

LOST TEMPLE

Trade places with the runner behind you.

SPINZINO / 22

JUNGLE

ROOTS

The leader moves back 1 space.

SPINZINO / 23

JUNGLE

SCOUTING CALL

Look at the next three event cards; reorder them.

SPINZINO / 24

JUNGLE

MOSSY LEDGE

Move to any Jungle space on your spiral.

SPINZINO / 25

JUNGLE

PACK INSTINCT

Take 1 egg from the supply.

SPINZINO / 26

JUNGLE

HIDDEN WATER

Bank your next first spin automatically.

SPINZINO / 27

JUNGLE

OLD TRACK

Move forward 2 spaces.

SPINZINO / 28

JUNGLE

CANOPY ROUTE

Ignore a lava cut penalty this turn.

SPINZINO / 29

JUNGLE

JUNGLE ECHO

Copy the last non-Meteor event.

SPINZINO / 30

EVENT DECK / 4 OF 6

METEOR

FALLING STONE

The leader moves back 2 spaces.

SPINZINO / 31

METEOR

CRATER

The leader loses 1 egg.

SPINZINO / 32

METEOR

SKYFIRE

Every runner on the inner spiral moves back 1.

SPINZINO / 33

METEOR

SHOCKWAVE

Choose two runners. Each moves back 1.

SPINZINO / 34

METEOR

DUST VEIL

No player may use a runner power until your next turn.

SPINZINO / 35

METEOR

BLACK RAIN

The leader cannot re-spin this round.

SPINZINO / 36

METEOR

IMPACT LINE

Close one lava cut until the next Meteor.

SPINZINO / 37

METEOR

PANIC

All runners with 2+ eggs move back 1.

SPINZINO / 38

METEOR

ORBITAL STRIKE

The farthest runner moves forward 2.

SPINZINO / 39

METEOR

BROKEN SKY

Draw another Meteor event.

SPINZINO / 40

EVENT DECK / 5 OF 6

METEOR

AFTERSHOCK

The active runner moves back 1.

SPINZINO / 41

METEOR

ASHFALL

Discard one shield or lose 1 egg.

SPINZINO / 42

METEOR

METEOR FIELD

Each runner chooses: back 1 or spend 1 egg.

SPINZINO / 43

METEOR

DARK HORIZON

The next wheel result is Meteor for all players.

SPINZINO / 44

METEOR

LAST WARNING

The runner closest to the Nest skips their next power.

SPINZINO / 45

EGG

FRESH CLUTCH

Take 1 egg from the supply.

SPINZINO / 46

EGG

NESTING GROUND

Take 1 egg or move forward 1.

SPINZINO / 47

EGG

HATCHLING CALL

Move to the next Egg space.

SPINZINO / 48

EGG

SAFE CACHE

Keep this card as a one-use shield.

SPINZINO / 49

EGG

CARRYING POUCH

Your next stolen egg is protected.

SPINZINO / 50

EVENT DECK / 6 OF 6

EGG

GOLDEN SHELL

Spend this egg later to re-spin for free.

SPINZINO / 51

EGG

SHARED FIND

Give one egg to a rival; both move forward 1.

SPINZINO / 52

EGG

FOSSIL NEST

Take an egg if you have none.

SPINZINO / 53

EGG

HIDDEN CLUTCH

Take 2 eggs, then move back 1.

SPINZINO / 54

EGG

WARM STONE

Bank your current movement and take 1 egg.

SPINZINO / 55

EGG

NEST MAP

Look at the next Meteor card; discard it or keep it.

SPINZINO / 56

EGG

OFFERING

Spend 1 egg to jump to the next inner spiral.

SPINZINO / 57

EGG

EGG TRAIL

Move forward 2 if you have fewer eggs than the leader.

SPINZINO / 58

EGG

SHELL ARMOR

Ignore the next egg loss.

SPINZINO / 59

EGG

LAST EGG

If you now have three eggs, move 1 toward the Nest.

SPINZINO / 60

QUICK RULES

TURN ORDER

Spin. Bank the first result or spin a second time. Move the total steps. Resolve the active element - the second one if you spun twice.

ELEMENTS

Lava is fast but risky. Jungle gives safe control. Egg builds your victory economy. Meteor hits the leading runner and keeps the race tight.

RUNNER CONTACT

Standard mode: landing on a rival steals one egg. Family mode: runners may share a space and never steal eggs.

THE FINISH

You need exactly what the Nest demands: reach its centre with three eggs. If you arrive early, wait on the Nest threshold until you have them.

MODE NOTES

Fast Spin: first player to the Nest wins, eggs are ignored. Solo: collect three eggs before the Meteor deck empties.

THE VALLEY IS OPEN.

Print. Cut. Spin. Tell the table what happened.