Trias variant developed for use by the Smithsonian Dinosaurs and Diorama camp based the game by Ralf Lehmkuhl, published by Gecko Games.

Pangaea the world continent forms over the south pole in the Permian before the age of dinosaurs. During Mesozoic the age of dinosaurs, it breaks up leaving the continents as they are today. As the continents spread, the animals on the land went along for a ride. The object of the game is to disperse your herds onto as many landmasses as possible. Each turn a piece of Pangaea breaks off and you can spread you dinosaurs.

The game introduces the idea of plate tectonics and how animals can spread over the world to campers. An instructor or YTA acts as GM. They set up the map, hand out cards maintain turn order and do the final scoring. The game introduces concepts allows social interaction and has a non-confrontational format that is especially good for shy children.

The game consists of:

39 hex tiles in the style of Settlers of Cataan. There are three types of tiles: green forests, yellow steppes, and gray mountains. There are two water and one volcano hex. Settlers of Cataan hexes can be used or even have the campers make custom hex dioramas.

39 cards dived into desert, mountain, and plains with a comet card marking the end of the Mesozoic and the game. You can substitute the CCG Magic land cards for these or even candy land cards. Just mark one as the game ending card.

5 sets of 16 dinosaur figures. We use Safari Ltd Good Luck mini figures.

The GM Setup

GM gives each player a set of dinosaurs.

Prepare the map.

The one "South Pole" volcano hex is removed from the hexagons, and the remaining 38 are shuffled.

Place the volcano in the center of the playing table. Place the remaining Hexes around the volcano in 3 concentric circles, 2 hexes will remain. Everything that's not land is water.

The cards should shuffled without the comet card. Take the last 8 cards of the bottom and scuffle the comet into them and then place them back on the bottom of the deck. This creates a deck of 39 cards.

Each player starts with:

One card and 4 dinosaurs.

Players then take turns placing dinosaurs on the board. Each player places two dinosaurs in an empty hex, but not in the same hex, another player has chosen. This is repeated until all 4 dinosaurs are placed.

Sometimes a tile your herds were on disappears. The rules drily inform you that your herds are now called "swimmers" ...

A Typical Turn

Player Drifts a tile. Move 1 land hex, of the type you have a card for and one of your choice, one space away from the south pole. (Move 2 hexes each turn)

Drift rules include:

- You can only take a tile from a landmass on which you have at least one herd.
- Move a hex of the card type you have. If none can move pick any other type of hex.
- You can only reattach a tile further away from the South Pole than where it was before you removed it.
- You can only reattach a tile to the land mass from which it came.
- You can never drift the South Pole.
- You can never drift a one-hex island.

Three action points can be used for a combination of the below:

- For one action point move one herd (1 or more dinosaurs on the same hex) one space.
- For one action point add a dinosaur in the same space as one of my existing herds.
- For one action point move one swimmer group to an adjacent land hex.

End of turn:

Forests can hold up to four herds, steppes up to three, and mountains up to two. Any Excess dinosaurs on a hex are removed to the campers pile.

Any dinosaurs at sea are removed back to players pile.

Discard card and draw new card.

Each player repeats the above until someone draws the comet card and the game ends.

Scoring and Winning

At the end of the game, the GM scores each land separately. The player with the most herds on a landmass receives one point for each hex in the land mass. The second player gets one half that score, round up.