



Bitin Off Hedz

25th Anniversary Edition

Rules Version 1.61, 1/22/24

Prehistory: Hot, Majestic, Dull. You've got a brain the size of a walnut, but you're still pretty sure it's been 25 million years since anything interesting has happened. So you and your pals have decided to race each other to extinction, in a no-holds-barred chase across Skull Island.

Players: 2 to 8

Playing Time: 20-30 Minutes

You Need: A pawn for every player, 40-ish rocks, and two 6-sided dice.

Setup: Players choose a pawn to represent their dinosaur. If there are 2 or 3 players, each player chooses two pawns, as described below.

Put a supply of rocks in the lagoon, or where everyone can reach them. Place your pawns in the space labeled "Start." The oldest player goes first, and play proceeds to the left.

Game Play: You are racing into the Volcano, which is space 100. Normally, you will roll two dice to move. Many things can change this, as described below. The winner is the first player to jump into the Volcano.



Note that in all cases, you must move at least *one space forward* before you interact with anything on the board (rocks, other players, and so on).

Rocks: Rocks are basically your *energy*. You start with one rock, and you will collect and spend them throughout the race. You can use them for three things: to *re-roll dice*; to *throw* at other players; and, if you're in last place, to *take an extra turn*. Details are below.



Rock Spaces: When you land on a rock space, take one rock from the supply. This includes the Start space, so everyone starts with one Rock.

Rocks on the Path: Sometimes, extra rocks will be sitting on the path, where players have dropped them on previous turns. You can scoop up these rocks *as you pass by*; you do not have to land on them exactly.

More about Rocks:

Re-Rolling: After you roll, but before you move, you may spend a rock to re-roll one die. You can spend as many as you wish, one at a time, re-rolling one die with each. Leave the rocks that you spend *on the trail* where you started your turn.

Throwing Rocks: The dotted lines are *lines of sight*, which let you see other players and throw rocks at them. If you can see another player, you may throw a rock to try to knock them off the trail. If you succeed, you will *switch places with them*.

Stopping to Throw: You may stop to throw a rock *in the middle of your move*. If you pass through a space where you can see another player, as long as you have taken at least one step first, you can stop and throw a rock. This ends your move; you can't keep moving after the throw, even if you miss.

To throw a rock at another player, start by handing them a rock. Then, each player rolls a die, and the higher roll wins. If the rolls are the same, the winner is the player on the *high ground* (the space with the higher number).

If the attacker wins, the turn is over, and the two dinos switch places. If the attacker loses, nothing happens. But they may immediately try again until they succeed, give up, or run out of rocks.

Extra Turns: If you are *alone in last place* at the end of your turn, you may spend one rock to take another turn. That rock stays on the trail. You may do this only once after each normal turn. *Note: "last place" means you are on the lowest numbered space. If your space does not have a number, you can figure it out by counting backwards from the next numbered space.*

Rock Limit: You may carry only *six rocks at a time*. If you have more than six rocks at the start of your turn, return the extras to the supply.

Mudd Pits: If you start in a Mudd Pitt, then you roll only one die, not two.

The Start space is a Mudd Pitt, as are the last three spaces before the Finish. These last ones are actually helpful, because you have to hit the Finish with an exact roll.



BOO!: When you land on a "BOO!" space, it means you are frightened by another bigger dinosaur. Roll again!

THINK!: On each Think space, you have a choice of two possible routes. Choose wisely.



Learn to Fly!: The transparent spaces after “Learn to Fly” will not support you. If you stop on one of these spaces, you fall into the ocean, lose all your rocks, and go back to the Start.

Note that sometimes in the endgame, it is smart to *fall into the water on purpose*, so that you can go back and harass the players near the Finish.

Hot Lava: Lava spaces are similar to Mudd Pitts. You roll only one die when you start in Lava. Also, when you land in Lava, you *must spend one rock* to survive. If you do not, you lose all your rocks and go back to Start.

Rocks spent on Lava spaces return to the supply. Aside from the required rock, you cannot spend rocks for any reason on a Lava space, either to re-roll, to throw at other players, or to take an extra turn.



The Shortcut: If you start on a Lava space, you can step *directly into the Volcano* (and win the game) with an exact roll, treating the volcano as space 77. If you overshoot this shortcut, you cannot re-roll, so you must continue around the long path.

Pushing Other Players: If you would move *past another player*, you may *push* them instead. If you push someone, you steal one of their rocks, and they must finish out your move. Pushing may sound strange, but sometimes you’d prefer to put someone in a bad position, rather than landing there yourself. And it’s always risky to be the player in first place.

When you push someone, you stop where they were standing, and they carry out the rest of your move. They will make all decisions, like which way to go at a Think space, who else to push, and so on. If you push someone onto a Boo! space, they even get to roll again!

Bitin’ Off Hedz: If you finish your move exactly on another player, you can bite off their head. This means you steal all their rocks, and send them back to Start. Or, if you prefer, you may ignore them and peacefully coexist.

Exceptions: Hed-biting is not permitted anywhere on Safety Beach, spaces 0 through 10.

Note that you *cannot bite off someone’s head* if you stopped in the middle of your move, for example to push another dinosaur, or to throw a rock at someone else, and also just happen to be on the same space as a target. Head-biting requires nothing short of a perfectly aimed roll.

Finish: To win, you must hit the Finish space exactly. If your roll would overshoot the Finish, you do not move at all, but you can still spend rocks to re-roll. You can also reach the Finish directly from the Lava, as described above, if you can do it with an exact roll. You can help yourself by bringing a lot of Rocks with you, to give yourself plenty of chances of hitting the Finish.

Rules for 2 or 3 Players:

With 2 or 3 players, we suggest playing with two dinosaurs apiece. Each pawn is like a separate player, with their own turns, their own rocks, and so on. Arrange a set of pawns around the table, matching the ones on the board, to keep track of the turn order, and which dino owns which rocks. As the turn moves to the left, each player will move two dinos in a row.

Your dinosaurs are *allies*, which means that they can't push each other, can't bite off each other's heads, and can't throw rocks at each other.

The winner is the first to get just *one of their dinosaurs* to the Finish.

Alternative Dinosaur Types: Here are some early rules for different dinosaur types. Most of these abilities are better than a normal dinosaur, but clearly some are also better than others. If you want complete fairness, then everyone can play as the same dino type.

Tyrannosaurus Rex: You may ignore one of your dice. For example, if you roll a 2 and a 6, you may move 2, 6, or 8 spaces. However, because of your tiny arms, you can carry only 3 rocks.

Stegosaurus: You cannot be pushed.

Dimetrodon: If you wish, you may re-roll both dice by spending only one rock, and you have +1 on your defensive rolls, when someone throws a rock at you.

Triceratops: When you push someone, you may steal up to *three* of their rocks.

Ankylosaurus: You have +2 on your defense rolls, when someone throws a rock at you.

Velociraptor: Unless you are in Lava or Mudd, you may spend one rock to roll a third die. Do this before you roll.

Brachiosaurus: You may treat Mudd Pitts as ordinary spaces. Declare this intention before you roll. However, your rock limit is 5 rocks.

Fliers: You may treat air spaces and Mudd Pitts as ordinary spaces; you must declare before you roll. However, you can't push.

Parasaurolophus: If you get your head bit off, you go back to the closest "Think" space instead of the Start.

Cavemen: You may throw ALL of your rocks for a guaranteed hit. However, this must be your first throw. Also you "stab-with-spear" instead of bitin' off hedz, but it's basically the same thing.

Mammoths: You may treat Mudd Pitts as ordinary spaces; decide before you roll. However, you cannot throw rocks.

Mice: You roll three dice for movement, except in Mudd Pitts and Lava, where you still roll just one. However, your carry limit is just 2 rocks.

FAQ and Credits

Timing Question: Suppose I have no rocks. I want to stop and throw a rock at another player, and the space where I will stop has a rock on it. Can I stop there, knowing that I'm about to get that rock, then pick it up and throw it?

Answer: Yes. You're very clever.

Timing Question: If I push someone, can they stop immediately in the same space where I stopped? For example, to throw a rock?

Answer: No, they must move forward by at least one space before they can interact with anything. However, YOU may throw a rock from the space where you stopped, after the other player has finished your move.

Space Question: If I am hit by a thrown rock, and I switch places with someone who was standing on a rock space, do I get to pick up a rock from the board?

Answer: Sure, why not?

Resource Question: What should I do if the supply runs out of rocks?

Answer: Get more rocks. There are always more rocks.

Bitin' Question: If I land on two players, can I bite off both their hedz?

Answer: Yes, and they deserve it for peacefully coexisting.

Game Design: James Ernest with help from Toivo Rovainen, Jeff Vogel, and the prehistoric ancestors of Cheapass Guinea Pigs. Original dino abilities suggested by Ken Young.

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Send us your thoughts! This is an open beta version of *Bitin' Off Hedz*. Please print and enjoy the game, and send us your feedback at Crab Fragment Labs.