

SAVE THE DINOSAURS!

BE QUICK AND DON'T BLINK,
IF YOU DON'T SAVE A DINOSAUR,
YOU MAY BECOME EXTINCT!

INCLUDES:

- 1 Dinosaur-based Card Deck
- 7 Meeple Dinosaurs
- 2 Whiteboards
- 1 Erasable Marker
- 1 Winner Token
- Instructions Booklet

Age:
7+

20-30
min

3-8
players



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The Objective:

Do not be the last player to grab a dinosaur meeple when any player achieves 5 matching dinosaur cards, otherwise, you risk becoming EXTINCT!

The Set Up:

For each player, select 5 matching dinosaur cards. Remove the remaining cards from the game.

Set out one less dinosaur meeple than the number of players on the center of the table within arms reach of all players.

Write each player's name on the erasable board. If more than 4 players, use both boards.

How To Play:

1. The dealer shuffles the cards and deals each player 5 cards face down.
2. The dealer says "Ready, Set, PASS", and every player passes one card from their deck face down to the player on their left. Cards should be passed by each player at the same time.
3. The dealer repeats this action until a player collects 5 matching cards.
4. Once a player has 5 cards of the same dinosaur, they must grab any dinosaur meeple from the table as quickly as possible. Every other player must rush to grab one remaining dinosaur meeple until a player is unable to grab one. This ends the round.
5. At the end of each round the following actions are taken:
 - The player with no dinosaur meeple gets two letters from the word E X T I N C T written next to their name on the board.
 - The first player to grab a dinosaur meeple gets the winner's token.
 - The remaining players get one letter written on the board.
 - The cards are collected, reshuffled, and redistributed for the next round.
6. Any player who is first to touch a dinosaur meeple without having 5 of a kind gets one letter written on the board. If this happens, gameplay continues without restarting the round. Mischief encouraged! Faking having 5 of a kind and pretending to grab a dinosaur meeple to get others to grab one is allowed.
7. If a player wins the winner's token twice in a row, they get to remove a letter from their E X T I N C T word.
8. If a player finishes spelling the word E X T I N C T, they lose the game.