

The DINOSAUR Card Game



8 Great Games to Play!

For 2-4 players • Ages 4 & up
Contents: 40 cards (2 20-card decks)

Digging up Dinosaurs!

Objective:

To find cards that match the cards in your hand.

Before you begin:

Shuffle the yellow deck and place all 20 cards facedown on the table, in 4 rows of 5. Shuffle the green deck and deal out 5 cards to each player. Place any remaining cards aside.

Playing the game:

The youngest player begins by turning up any one facedown card on the table. When the card is placed face-up all players look at it and quickly search their hand. If you have a card in your hand that matches the face-up card, quickly place it on the table.

The player who is the first to lay out a matching card gets to keep the match. It is now this player's turn to choose any facedown card and place it face-up.

If no one has a match, then the card is placed facedown again, and another card is placed face-up.

The game continues with players turning up cards on the table and trying to match the cards in their hands.

Winning the game:

The first player to match all 5 cards in his/her hand is the winner.

Dinosaur Duo

Object of the game:

To be the first to get rid of all your cards.

Before you begin:

Shuffle the yellow deck and place it in the center of the table. Shuffle the green deck and deal 5 cards to each player. Any extra green cards are set aside.

Playing the game:

When everyone has their 5 cards in their hand and they are ready to play, the dealer says, "one, two, three" and turns over the top card of the yellow deck. All players, at once, look at their hands and try to find a card that matches this face-up card. If you have a match, you quickly put it on top of the card. Now all players look over the two cards to be sure they match. If they do, you say, "One, two three", and turn over the next yellow card from the deck. Again, all players look to see if they can match the card, and try to beat any other player by quickly placing their card down first.

Penalty for making a wrong match:

If you played a card and it is discovered that it does not match the yellow card in play, you must take your green card back, and, even if you have a match, you cannot lay a card down on the next turn.

Winning the game:

Whoever is first to get rid of his/her cards is the winner. The game can play quickly, so players can decide to play several rounds. Whoever wins the most rounds is the winner.

Double Dinosaur

Object of the game:

To get rid of all the cards in your hand by matching them to cards in the draw pile.

Before your begin:

Separate the two decks of cards. Shuffle and place the yellow deck in the center of the table. Turn the top card face-up next to the deck, forming a discard pile. Shuffle the green deck and deal out 4 cards to each player. The rest of the green deck is set aside.

Playing the game:

The youngest player begins. On your turn, look at the top card on the discard pile. If it matches any of the cards in your hand, state the name of the dinosaur shown on the matching card, claim this card and place the 2-card matching set face-up on the table in front of you.

If the card on the top of the discard pile does not match any of the cards in your hand, turn over the next card in the yellow discard pile. If this matches a card in your hand you should lay down this two-card set, again, saying the name of the dinosaur aloud for all to hear.

If there is still no match, your turn is over. It is the next player's turn. If there is no turned up card, this next player turns up the top card from the draw pile. He/she looks at the top face-up card and hopes to have a match.

Play continues as each player hopes to find 2-card matches. If all the cards in the draw pile are turned over before someone wins, it is reshuffled and started again as a new draw pile.

Don't forget, on your turn, if the first turned up card does not match a card in your hand, you can turn over one more card from the draw pile. If neither card matches any in your hand, your turn is over.

Winning the game:

The winner is the player who gets rid of all his/her cards first, by making 4 matches.

Dinosaur Snap

Object of the game:

To collect the most cards.

Before you begin:

Shuffle all 40 cards together and deal them out to all players. Players should keep their cards facedown in a pile in front of them.

Playing the game:

Choose a game leader, who gives the command, "One, two, three, Go!" All players, at once, turn over their top card and place it in the middle of the table so that all can see. Quickly look at all the face-up cards. Do any of them match? If not, the game leader repeats the command, "One, two, three, Go!" and all players turn up the next card from their piles, on top of the first cards played. As long as no matches are shown, play continues as described.

Spying a match:

If you see a match among the face-up cards (either 2, 3 or 4 cards the same), you must quickly slap your hand down on the table and state the name of the dinosaur on the cards that match. If you are the first to find the match, you get to take back not only your cards, but all the other face-up cards on the table! Add these cards to the facedown pile in front of you

If you call out a dinosaur name and there is no match, or if you call out the wrong dinosaur name when there is a match, you do not get to take the face-up cards, and you must give 1 of your facedown cards to every other player.

Winning the game:

When one player has won all the cards the game is over. That player is the winner!

Dinosaur Match-up - A Cooperative Game

Object of the game:

Players work together to match the dinosaur cards. They must use their memory skills to succeed!

Before you begin:

Shuffle the yellow deck of cards and place them all face-up in 4 rows of 5. Choose a dealer who shuffles and holds the green deck facedown.

Playing the game:

All players look at the face-up cards on the table and try to remember how they are placed. It helps to say the names aloud and to try to remember where they are in relation to each other.

Now, keeping the cards in the same position, turn them all facedown.

The dealer now turns over the first card in the green deck he/she is holding. Do the players remember where there is a matching card on the table? When all players agree which card matches, the card is turned up, revealing the hidden dinosaur.

If the players are correct, the match is put aside - now there is one less card on the table to remember!

If the players are incorrect, the card taken from the deck is taken out of the game. The card on the table is placed facedown again.

Play continues as the dealer turns over one card from the deck at a time and players work together to find its match. Each time they are correct, the match is put aside. Every time they are incorrect, the card from the deck is taken out of the game and the card on the table is placed facedown again.

Ending the game:

When the dealer has turned over all the cards in the green deck, the game is over. If the players have managed to find all the matches, they have superior memories. If they have missed some matches, there will be cards left facedown on the table. Count how many cards are left. Now, play again and see if you can improve and have less cards left unmatched!

Note: Don't forget, you are making 2-card matches. Even though there may be more than one matching card facedown on the table, you are only looking to match one card from the green deck to a card from the yellow deck.

Dinosaur Rummy

Object of the game:

To be the first player to match all the cards in his/her hand.

Before you begin:

Choose a dealer who shuffles both decks together and deals 5 cards to each player. The remaining cards become the draw pile, which is placed facedown in the center of the table. Turn the top card from the pile face-up to form a discard pile.

Playing the game:

The youngest player begins by taking either the top card of the draw pile or the top card on the discard pile. The player must then choose which card in his/her hand to discard, as each player must always hold 5 cards. Play passes to the next player. Play continues as players try to match sets of cards - 3 cards with the picture of the same dinosaur and 2 cards with the picture of another dinosaur.

For example:



If all the cards in the draw pile are used before there is a winner, the discard pile should be shuffled and used for the draw pile.

Winning the game:

The winner is the player who forms 2 sets of matching cards first. Place the sets on the table for all to see.

Advanced Dinosaur Rummy

In this version, players play several rounds and count points.

Before you begin:

The cards are dealt as in the rules above, 5 cards to each player. The remaining cards form the draw pile. Turn over the top card on the draw pile to start the discard pile.

Playing the game:

Players follow the rules above, but put their matches down face-up as they collect them. Now players may play additional cards on their own or other players' cards.

For example:

Player A may put down 2 Stegosaurus cards. Player B can now put down the single Stegosaurus card he/she has.

Play continues until a player lays down all his/her cards.

Winning the game:

The other players add up the number of cards remaining in their hand. These points are awarded to the player who laid down all his/her cards first (you may want to keep the tally on a piece of paper).

The first player to get 20 points is the winner.

Fishin' for Dinos

Object of the game:

To have the most sets of dinosaurs at the end of the game.

Before you begin:

Shuffle the two decks together and deal out 5 cards to each player. Place the remaining cards in the center of the table facedown, as the draw pile.

Playing the game:

The youngest player starts to game. On your turn, look over your hand. Choose one of the dinosaurs you hold and ask any other player if they hold this card in their hand. If they do, they must give it to you. If they don't they say, "Go fishin' for dinosaurs!" You must take the top card of the discard pile.

Whenever you collect all 4 like dinosaurs, you can show them and lay the set in front of you.

Winning the game:

When all the matches have been made, the player with the most sets of 4 matched dinosaur cards wins the game.