

# JURASSIK

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## rules game

You are paleontologists who are looking for dinosaur bones that are gathered on a new excavation zone. Will you manage to discover and expose dinosaur skeletons and become the most famous paleontologist ?



### IN THE BOX

- 32 **dinosaur** cards (8 dinosaurs x 4 cards per dinosaur) :
- 22 **action** cards / 1 **beginning of excavations** card (flag) :



front side back side



front side

rock  
(x6)

discarding  
(x4)

exchanging  
(x4)

stealing  
(x4)

playing twice  
(x4)

beginning  
of excavations



### BEFORE YOU BEGIN THE GAME

- Shuffle 22 **action** cards and remove 7 cards face down ("question mark" face up)(a).
- Then shuffle the 15 remaining **action** cards with 32 dinosaur cards and the **beginning of excavations** card. The **dinosaur** cards have to be with the face "skeleton" showing and the **action** cards with the face **question mark** showing.
- Put the cards on the table with the face **skeleton** and **question mark** showing in a square of 6x8. You have just delimited " the excavation zone "(b).
- Choose the first player (the last one who digged a hole in the ground begins).
- The first player removes the **beginning of excavations** card, which creates a free space between the cards: the game begins!!!



### DURING THE GAME

The paleontologists play clockwise.

- On his turn ,the player takes an accessible\* card in the excavation zone (▲):
- The player can take a **dinosaur** card and put it in front of him(c). If the player takes the 4th card of a dinosaur and he already has the 3 first ones, he reconstitutes the puzzle of 4 cards and turns them over with the face **living dinosaur**

showing (d).

- The player can take an **action** card , reveal it, and do the action immediately. Action cards that have been turned over (face up) are removed from the excavation zone(e), except in the case of a "rock" card which remains where it was revealed (f).

\* A card is said "accessible" when one of its sides is next to a free space created by cards that have previously been removed from the excavation zone (▲).

#### ACTION CARDS :

- **Stealing:** this **action** card allows the player who turned it over to steal a card of his choice from another player. However , 4 cards of a complete dinosaur cannot be separated.

- **Rock:** the player who turned this card over finishes his turn and leaves the rock face up on the place where he found it.

- **Exchanging:** this **action** card allows the player who turned it over to choose one of his own cards and exchange it with a card of his choice of another player's hand. However, 4 cards of a complete dinosaur cannot be separated.

- **Discarding:** the player who turned this **action** card over , has to choose a card in his hand and discard it. However, 4 cards of a complete dinosaur cannot be separated.

- **Playing twice:** this **action** card allows the player to take 2 new **dinosaur** cards from the excavation zone. The player cannot take a new action card.

*It is possible that a player cannot do an action ; in that case the card is removed without having any effect on the game.*



#### END OF THE GAME

The game ends when the last accessible **dinosaur** card is taken from the excavation zone. It is possible that some action cards or "inaccessible" cards remain (g).

Each player is going to count his points in the following way:

- 1 isolated card of a dinosaur gives 1 point
- 2 cards of the same dinosaur give 3 points
- 3 cards of the same dinosaur give 6 points
- A complete dinosaur ( 4 cards) gives 10 points.

**The player who has the most points is the best paleontologist of the game. The score can be even, so there can be several winners. In that case, play again to decide who's the best!**