



Smithsonian Institution

For 2 to 4 players
Ages 6 and up

DIG THAT DINOSAUR

Game

RULES



Object:

Be the first player to collect your dinosaur's 6 missing bones cards.

Contents:

Game board, 30 top layer cards, 30 middle layer cards (with 24 bones cards, 3 ruby cards and 3 snake cards), 4 dinosaur boards, excavation tool.

Set Up:

Separate the 30 top layer cards (these are numbered) from the 30 smaller middle layer cards. The middle layer cards have the 24 missing bones cards, 3 snake cards and 3 ruby cards. Shuffle the middle layer cards and place them, face down, on the squares printed on the game board. Place the 30 top layer cards so that #1 is at the upper left of the game board and, going left to right in numerical order on each row, the cards end with #30 at the bottom right.

See illustration 1.

Place top layer card over middle layer card.

Place middle layer card face down within dotted lines.

Dinosaur boards:

2 players:

Each player takes 2 dinosaur boards and must complete both to win.

4 players:

Each player takes 1 dinosaur board

3 players:

Put one dinosaur board, along with its 6 matching bones cards, out of play. Each player takes one of the remaining boards. In set-up, do not put any middle layer cards in the bottom row, but still put all the top layer cards in place, including #25 through #30.

Players should try to remember that there are no cards underneath them throughout the game.

Playing:

Illustration 1

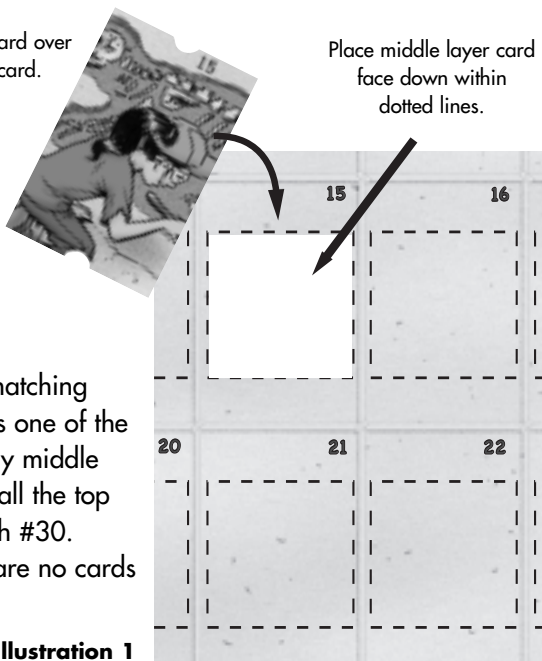
The youngest player starts the game, then play moves clockwise to the left.

On every turn you will turn over two cards.

Start by placing the excavation tool in the slot of any top layer card to lift it. Secretly look at the middle layer card that is underneath.

If you get a bones card that matches your dinosaur, place it face up where it belongs on your dinosaur board. Put the top card that you lifted back in place on the game board.

If you get a bones card that belongs to another player's dinosaur, keep it a secret! Don't



show the other players; just put it back on the game board, face down where it was found, and put the top card back on top of it.

Now turn over a second card as described above. The next player then takes his/her turn.

Special cards:

Ruby: if you uncover a ruby card, let all players see it. A ruby card can be traded in for an extra turn. You can use it on the turn you found it on or any time in the game, even if it is not your turn. Ruby cards are placed out of play after one use.

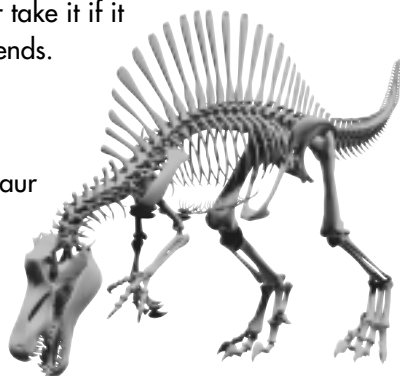
Snake: if you uncover a snake on your first card, let all players see it and then lift up another top layer card and its middle layer card. This time show the middle layer card to all players. If it's bones that belong to another player, you must give it to them, or take it if it belongs to your dinosaur. Now take the second half of your turn, turning over another top layer card in the usual way.

If you uncover a snake on your second card, you turn over a top layer card, reveal what is underneath and give it to whomever it belongs, or take it if it belongs to you as described above. Then your turn ends.

Snake cards are placed out of play after use.

Ending and winning the game:

The first player to find all 6 of his/her missing dinosaur bones cards wins.



We appreciate your comments on the Smithsonian Dig That Dinosaur game. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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