

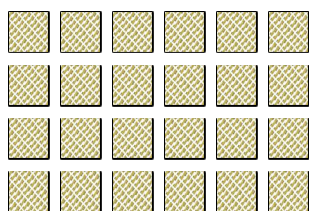
GREAT DINOSAUR MISTAKES CARD GAME

Illustrated Stieven Van der Poorten, from the book written by Dr Adam S. Smith & Jonathan Emmett

For 2-4 players • 5 years and older

Each player is a palaeontologist trying to discover as many different animals as they can. Animals are discovered by finding the past and present card for each animal.

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Shuffle the cards and then lay them out, face down, in a 6 by 4 grid as shown.



The player whose birthday is next starts by turning over one of the cards. If it's an animal card, they must try to

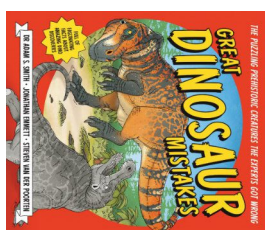
find the matching card by turning over another card. If they find a matching card, the player keeps both cards. If they turn over a different card, both cards are turned face down again. Other players must be able to see the cards as they are turned over so that they can try to remember where they are. Once two cards have been turned over, it's the next player's turn.

Mistake Cards: Hidden among the animal cards are 6 red mistake cards. If a player turns over one of these, their turn ends immediately after they've followed the instructions on the card. If a player turns over an animal card first, they must turn it face down again.



Palaeontology Past: If you turn over this card, you must pick up all the remaining face down cards, shuffle them and lay them out face down again.

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Palaeontology Present: If you turn over this card, you must give a pair of cards you've collected to a player of your choice. If you haven't collected any cards yet, then don't do anything.



Palaeontology Future: If you turn over this card, you must miss your next turn.

After they've followed the instructions written on a mistake card, players should keep the card as it might be useful when the game ends.

The game can end in either of two ways:

1: When all of the face down cards have been turned over. If this happens, the player with the most animal cards wins. If it's a tie, the tied player who has collected the most mistake cards wins. If players are still tied, then both players share the glory.

2: If a player turns over 4* mistake cards: If this happens, the player's fortune is reversed and they win the game immediately.

* For 2 player games, players must, turn over 5 mistake cards.

You can turn this rule sheet into an envelope to keep your cards in. Cut carefully around the solid line, then fold along the dotted lines. Fold in the two side flaps and put a little glue on them (as shown in the photo). Then fold the bottom half of the card up and stick it onto the flaps to make your envelope.



Based on the book by
Dr Adam S. Smith,
Jonathan Emmett
& Stieven Van der Poorten,
published by Fox & Ink Books
Find out more about the book at
jonathanemmett.com

