

BATASAURUS



Age: 5-99 years



Number of players: 2-4



Contents: 48 dinosaur cards (4 sets of 12 dinosaurs). Each dinosaur is associated with a number from 1 to 12 indicating its strength (12 being the strongest and 1 the weakest).



Compsognathus



Kentrosaurus



Pteranodon



Ankylosaurus



Stegosaurus



Dimetrodon



Triceratops



Velociraptor



Styracosaurus



Spinosaurus



Diplodocus



T Rex



Object: Win as many fights as possible to win the most dinosaur cards.



Preparing to play: Players each take one set of 12 dinosaurs. They shuffle their cards and lay them down, face up, one by one in the order in which they come off the top of the pile. Players can lay out their cards in two rows of six cards, or three rows of four cards. They take 30 seconds to memorise the position of their 12 dinosaurs then everyone turns their 12 cards face down leaving each card in its place.

How to play: The youngest player starts. On their turn, players turn over a card of their choice from their 12 cards and place it in the middle of the table. Then, with play moving clockwise around the table, the other players in turn each choose one of their cards, and place it in the middle of the table. Whoever played the strongest card wins all the cards played and puts them in a pile to one side as a stock of points won. The player who has just won the trick leads into the next trick, and so on.

Special cases: When several players lay down a card of the same strength, there is "war" between them: the players involved each lay another card of their choice face down on top of the card they just played. Once all of the players have done so, they all turn over their cards at the same time.

Whoever turns up the strongest card wins all of the cards played in the middle of the table.

If two or more players have again played cards of the same strength, they and they alone continue the war in the same way until a player wins the trick.

Please note: - If several players lay down the same card, but another player plays a stronger card, there is no war. It is the player with the stronger card who wins the trick.

- At the end of a game between three or four players, it is possible that some players will be left with one or more cards; in this case the players add these cards to their pile of cards won.

Winning: The player who has won the most cards wins the game.

A game created by Gregory Kirszbaum and Alex Sanders

DJECO

Warning: Small parts.