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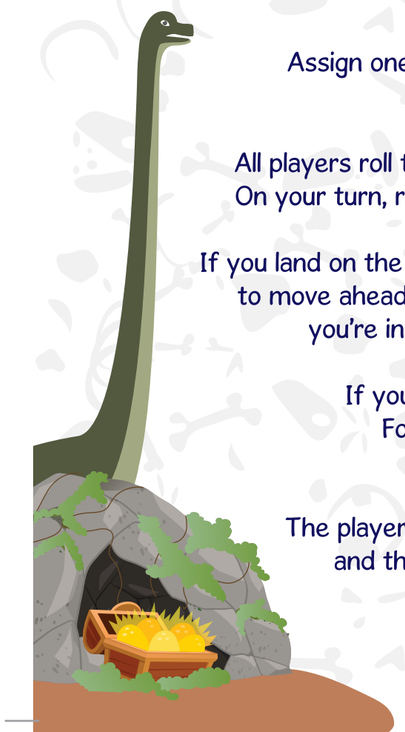
CONTENTS
- 1 Dino Trail game board
- 4 Game pawns
- 1 Dice

3+ AGES
2-4 PLAYERS

Zayn & Zoey

DINO TRAIL

OBJECT
To be the first to reach the treasure chest.



SETUP
Assign one pawn to each player. Place all pawns on START.

HOW TO PLAY
All players roll the dice. The player with highest roll starts the game.
On your turn, roll the dice and move your pawn forward accordingly.

If you land on the tail of a brachiosaurus, go up the long tail and long neck to move ahead in the game. If you land on the mouth of the T-rex, you're in danger! It will eat you and you go down its tail.

If you roll a six on the dice, you get to play again.
Follow the other instructions on the board.

GAME END
The player to reach the treasure chest first wins the game and the game ends! You may continue to play until all players reach the treasure chest.

Back

CONTENTS
52 cards (13 different dinosaurs x 4 cards each)

3+ AGES
2-4 PLAYERS

Zayn & Zoey

DINO DECK

DINO DECK can be used as regular playing cards to play any card games.
Here are some popular games with instructions for play.

MEMORY GAME

OBJECT
To collect the most number of pairs.

HOW TO PLAY
Shuffle the cards and place them all face down. Lay them in rows. Any player can start, and the game proceeds clockwise thereafter.

On your turn, flip over any two cards face up. If the two cards match, keep the pair. Play again. If they don't match, turn them back over in the same place. It is now the next player's turn.

GAME END
The game ends when all cards have been matched. The player with the most number of pairs wins.

GO FISH

OBJECT
To collect the most number of pairs.

HOW TO PLAY
Shuffle the cards and give each player 7 cards (if there are four or more players, give 5 cards each). The remaining cards are placed in the centre in a draw pile.

Each player sees his or her own cards and discards pairs, if any, face up. The game begins with the rest of the cards in hand.

Any player can start, and the game proceeds clockwise thereafter. The first player can ask any one of the other players for a specific card to form a pair.

For example, Zayn asks, "Mom, do you have a Triceratops?" If Mom has the card, she must hand it over to Zayn. Zayn will discard the pair face up in front of him. He can continue his turn and keep asking any player for cards.

If Mom doesn't have the card, she says, "GO FISH!" Zayn will then pick up a card from the centre draw pile. If he gets a pair, he must discard it face up. If he doesn't make a pair, he gets to the keep the card. In both cases, the turn goes to the next player, clockwise.

GAME END
The game ends when players have no cards in hand, or if the draw pile gets over. The player to discard all cards first wins. OR The player with the most pairs wins.

VARIATION
Each player must collect all four cards of a kind, instead of just a pair. In this version, when the player asks for cards, the opposite player must give all cards he has.
For example, Zayn asks, "Mom, do you have Stegosauruses?" Mom may have 1, 2 or 3, and she must give all of the kind. If she doesn't have any, she says, "GO FISH! and the game continues. At the end, the player with the most number of dinosaur sets wins.

SLAP THE T-REX

OBJECT
To collect all the cards.

HOW TO PLAY
This is a dino version of the popular card game, Slapjack.

Shuffle all the cards and deal the cards to all players, one at a time, face down. It doesn't matter if they are not equally distributed. Players must not look at their cards, and should shuffle and place them in a pile in front of them. Any player can start, and the game proceeds clockwise thereafter.

The first player flips open the top card and places it in the centre. The next player flips his or her top card on top of this centre card. This continues until one of the players flips open a T-rex card.

When a T-rex card is flipped open, the first player to SLAP (place his or her hand) on the card gets to keep the entire pile in the centre. The player must shuffle these with the cards in hand, and place the pile down. He or she then starts the game again by placing a new card open in the centre.

RULE OF CAUTION
If a player SLAPS on the middle pile when there's no T-rex card, that player gives one card from his pile to player that played the top card.

If a card is played on the T-rex card without it being SLAPPED, the T-rex card is missed and game continues.

A player who runs out of cards has a chance to get back in the game by slapping at the next T-rex played. However, he or she is out of the game if the chance is missed.

GAME END
The player who collects all the cards wins the game. Alternatively, there can be a time limit to the game. The player with the most number of cards wins.

DINO THIEF

OBJECT
To be left with no cards in hand.

HOW TO PLAY
Remove one Velociraptor from the deck, and place it on the side.
The game is played with 51 cards.

Shuffle all the cards and deal the cards, one at a time, face down.
It doesn't matter if they are not equally distributed.

Players must remove any pairs present in their set of cards.
Place them face up in a discard pile in the centre.

Going clockwise, each player pulls a card from the player to the right.
If a pair is formed, the player must put it in the discard pile, face-up.
If not, hold on to the card that was pulled. It is the next players turn.

GAME END
The game continues until one player is left with one Velociraptor card – the DINO THIEF!

VARIATION
Instead of removing the Velociraptor card, shuffle all the cards and remove any one card without looking. Until the end of the game, no one will know which dinosaur is the thief!