

# My FUNNY DINOS

Game Rules



7+



2-4



20'

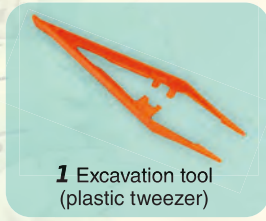
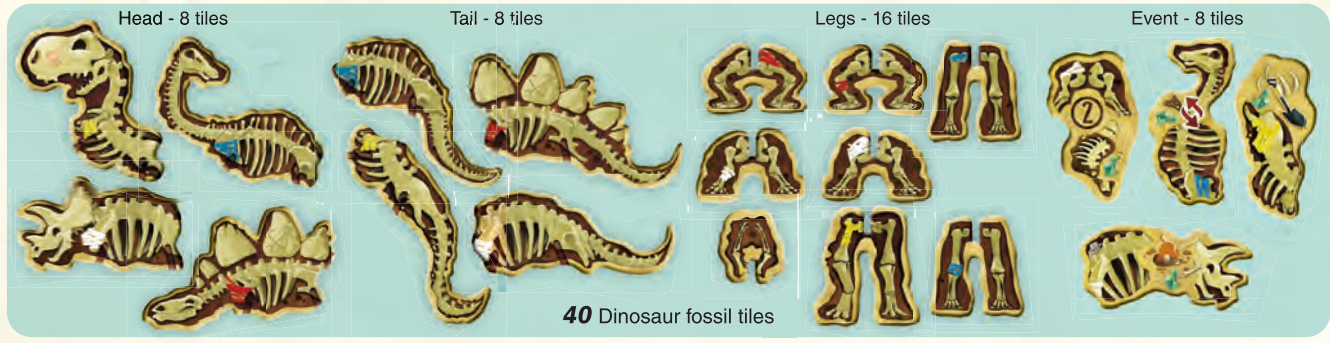




# My FUNNY DINOS

"This is the FUNNIEST dinosaur fossil site ever!"  
 An enormous amount of dinosaur fossils has been found. Excavation experts from all over the world gathered to excavate dinosaur fossils. Can we find and restore dinosaur fossils then become the best diggers? But be careful! If we rush or excavate too aggressively, the unstable excavation site may collapse!

## I. Game Components





## II. Overview

Players become experts in dinosaur excavation.

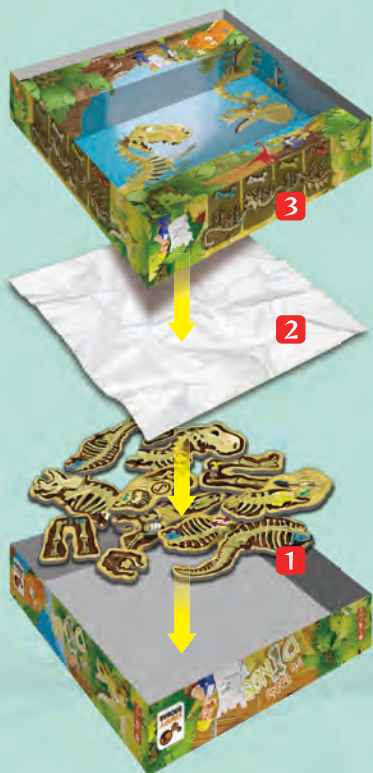
They will discover and restore dinosaur fossils buried under rocks. In their turn, they use tweezers to excavate fossil tiles. If a player collects one head, one tail, and two leg tiles of any dinosaur, they can restore and display dinosaur.

If a player restores one complete dinosaur with 4 parts same color, they will earn higher points. Additionally, the players can earn additional points if they achieve the mission on mission tiles.

At the end of the game, the player with the most points wins.



### Game Setup



## III. Game Setup

- 1 Put all the dinosaur tiles inside of the top box.
- 2 Properly **crumple** the paper board, then place the paper board face down on dinosaur tiles inside the box.
- 3 Place the bottom box, bottom side facing the paper board.
- 4 Flip the entire stacked box and components.
- 5 Lift and remove the top box.



## Game Setup



- 6** Place 4 base tiles on the dinosaur tiles, but they should not be overlapped.
- 7** Place three rocks stack up on each base tile.  
**Tip** If someone is playing this game first time, you will be able to use two rocks for easier game.
- 8** The person who recently watched a movie of dinosaurs becomes the first player (Otherwise, the youngest player goes first). The first player receives the tweezers and the amber token.
- 9** Each player receives two small bone tokens.
- 10** Shuffle the mission tiles with face down, then randomly choose three tiles and reveal them. The rest will not be used in this game.
- 11** Set aside the Exhibition tiles and remaining small bone tokens to make the supply.

## IV. How to Play

The game plays clockwise order starting from the first player.  
Each player's turn will proceed with the following order:

**1. Excavating a fossil tile (Mandatory)**

**2. Restoring dinosaur (Optional)**

At the end of the player's turn, pass the tweezers to the next player.








## 1. Excavating a fossil tile (Mandatory)

Take out one dinosaur tile from the excavation area using the tweezers. If a player pulls a tile out without letting any rock fall, the player succeeds in an excavation.

**Note** You should excavate the first tile you touched.  
You cannot change the tile you are trying to excavate.



### Excavation success!

Place the excavated dinosaur tile in front of you. If the dinosaur tile has an icon, it is an event tile. The player who excavates an event tile uses its effect immediately. All event tiles have a  icon.

Types of event tiles are as follows:



Immediately **exchange 1 dinosaur tile** with another player. You cannot exchange parts from an already restored dinosaur.

**Note** You can exchange any dinosaur tile or event tile including this tile.



Immediately **1. Excavating a fossil tile (Mandatory)** one more time.



Immediately **receive 1 small bone token** from each other player. You will not be able to get one from a player who does not have any small bone token.



At the end of the game, **get 2 points** (All the other event tiles worth 1 point each).



### Excavation failure!



Excavation fails when the following occurs:

**1 Stacked rock pieces collapsed**

**2 Fossil tiles fall outside the excavation area (paper board)**

If one of the above happens, the player should stop excavation immediately. They cannot get any dinosaur tile this turn but receive one small bone token instead. Then stack up the collapsed rock pieces again on the base tiles and put all fallen tiles on the center of the paper board. Pass the tweezers to the next player.

**Note** The player will be able to perform **2. Restoring dinosaur** even though they have failed excavation this turn.



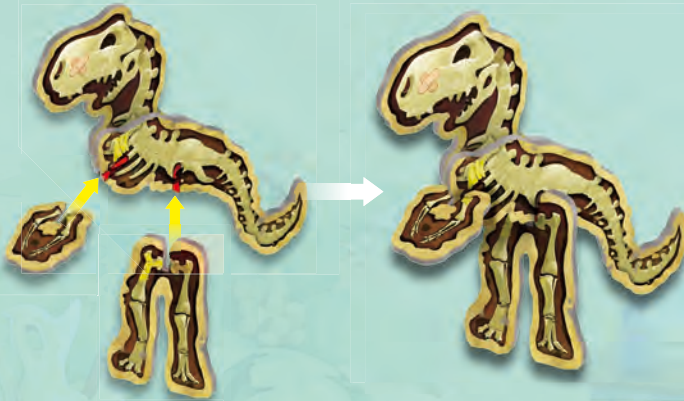
## 2. Restoring dinosaur (Optional)

The player may restore the dinosaur using the collected tiles. If a player owns one head, one tail, and two legs of dinosaur tiles, they can restore and display a completed dinosaur.

**Tip** The type of dinosaur can be identified by the color of the ribbon marked on the tile.

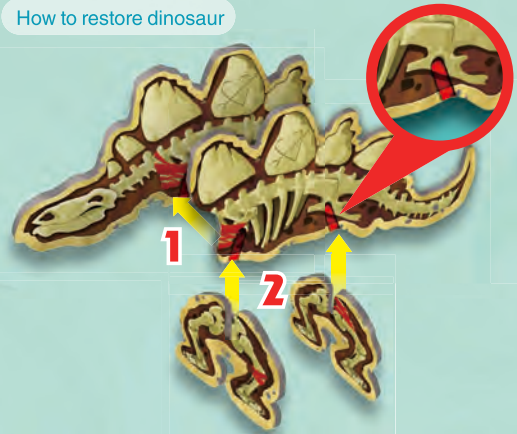
**Restoration rules** are as follows:

- 1 The player needs 1 head tile, 1 tail tile, and 2 legs tiles to restore. Special tiles cannot be used for restoration.
- 2 Overlap a head and body tile along the marks where legs tiles should be inserted. Then insert the legs tiles at appropriate positions. (Please see the image on the right.)
- 3 Bring a double-sided exhibition tile and place the dinosaur on it.
  - If a player restored a dinosaur to its original shape (using a single color), place the exhibition tile face up (the side with '10').
  - If a player restored a dinosaur to a funny mixed shape (using several colors), place the exhibition tile face down (the side with '6').
- 4 The player can only restore one dinosaur per turn.
- 5 The player cannot decompose the restored dinosaurs.



**Note** T-Rex should be restored using two different types of legs to get 10 points (but both yellow).

How to restore dinosaur



# Game End

When **five dinosaurs** are been restored during the game, players take turns to the right up until the player with the first player (with amber token). So when the game is over, there may be more than five dinosaurs that are restored. Those dinosaurs will not have the exhibition tile, but they can get also points. The player with the **highest points wins** after the score scoring. In case of tie, the player with most total number of dinosaur tiles among the tied players wins. If still tied, the player with the most number of small bone tokens wins.

## Scoring

### 1 Restored dinosaurs

- Dinosaur restored with only one color tiles: **10** points
- Dinosaur restored with two or more color tiles: **6** points

### 2 Remaining dinosaur tiles : **1** point each (including special tiles)

### 3 Small bone token : **1** point per 2 tokens. (0 point if you have only 1 token.)

### 4 Points shown on the acquired mission tiles

#### Mission Tile

**Black border tiles:** Get the tile and points at the end of the game.  
**Red border tiles:** Immediately get the tile and points when the condition satisfied.



Player with the most specific color dinosaur tiles at the end of the game: **2 points**

**Note** Event tiles also count as their colors.



Restoring a dinosaur with four color tiles: **3 points**



Own 6 small bone tokens: **3 points**



Acquire 3 special tiles: **3 points**

### Scoring example



**10** points



**6** points



**1** point + **2** points



**1** point (3 tokens)



**3** points


Total **23** points

### Credits



 Charles Chevallier

 Cyril Bouquet

 Ian Parovel

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# KNOW YOUR DINOS!

## Tyrannosaurus Rex

A large, carnivorous dinosaur that walked on two legs. Its name is from the Greek words meaning "tyrant", "lizard" and the Latin word for "king". Their teeth could reach a size of more than 25cm long. (The length of this box!)



## Stegosaurus

Stegosaurus (meaning "roof-lizard") was a type of plant-eating dinosaur. The plates on his back and the long spikes on his tail acted like a real armor, as it lived with meat-eaters



## Triceratops

Triceratops was a huge herbivorous ceratopsid dinosaur from the late Cretaceous. Its name came from having three horns on its head. They probably weighed around 5 tons.



## Diplodocus

Diplodocus lived during the Jurassic period, about 145 to 155 million years ago. It was a vegetarian, eating mostly leaves with its peg-like teeth. This long-necked, whip-tailed giant could grow up to 27m long and weighed approximately 23 tons.

