

HOW TO PLAY?

- The first player to be the only one to have played their last card in a turn is the winner.
- Each time it's their turn to play, a player must place one of the cards in the correct space.
- If they fail, they return the card to the box and must draw another.



Possible locations:

In this example, there are five possible locations in which to place the Arthropleura.



Contents

110 cards with the name of an animal and the artwork representing it, and, on the back, this same information with the addition of the characteristics of the animal.

1 Common name.

2 Scientific name.

3 Artwork.

4 Diet, (if nothing is indicated, it's because there's not enough data to determine it).

5 Geological era.

6 Characteristics, (the weight of five animals are missing. It's because there's not enough data to determine it. If you're playing with the weight, don't use these cards).



FRONT SIDE



"CHARACTERISTICS" SIDE

Geological time scale

The geological time scale is a chronological sorting method which allows us to date all events since the creation of the Earth, which is why it starts over 4.6 billion years ago.



This scale is divided into eras (we're currently in the Quaternary Period of the Cenozoic Era), which are themselves divided into periods (one per color) for more precision. On the reverse of the cards we've indicated, using small white arrows the period (one arrow) or periods (between two arrows) during which these animals lived. We can, this way, easily see that the dinosaurs did not live at the same time as man or even the mammoths. We chose to begin the scale in the Cambrian period, which saw the appearance of the first hard-shelled animals, 542 million years ago.

Diet

Carnivores

These animals eat primarily or exclusively flesh or animal tissues. This group contains piscivores (who eat fish), insectivores (who eat insects), scavengers (who eat the flesh from carcasses), and predators (who eat meat they've killed themselves).



Herbivores

These animals exclusively eat living plants. This group also contains the frugivores (who only eat fruits), the folivores (who only eat leaves), the granivores (who only eat seeds), the nectarivores (who only eat the nectar of flowers), and the xylophages (who only eat wood).



The omnivores

These animals eat both foods having an animal and a plant-based origins.



Object of the game

To be the only player to no longer has any cards.

Setup

- 1** The players sit down around a table.
- 2** They agree on who will be the first player and with which characteristic the game will be played (size or weight).
- 3** The cards are shuffled.
- 4** Each player is dealt four cards with the “characteristics” side down. They must, under no circumstances, check the reverse side of the card (the “characteristics” side).

Note: Players are free to vary the number of cards to be dealt to each according to their experience.

- 5** The remainder of the cards will form a draw pile that will be placed in the middle of the table - “characteristics” side down.
- 6** The first card of the deck (called the initial card from now on) is placed in the middle of the table, and it is flipped so that its “characteristics” side is showing.

It's from this card that the line will be formed on which players will have to play the cards that they have in front of them.

- 7** You are now ready to play!



1 First player

2 Play area

3 Initial card

4 Draw pile

5 Cards dealt
to the players

Game overview

The players play in turn, in a clockwise direction. The first player must place one of their cards next to the initial card:

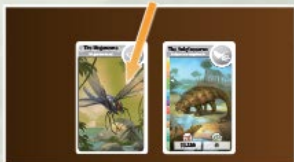
- If the player feels that the characteristic of the animal on their card is less than that of the animal on the initial card, they place their card to the left of the initial card.
- If the player feels that the characteristic of the animal on their card is greater than that of the animal on the initial card, they place their card to the right of the initial card.

Once played, the player flips the card over so that its “characteristic” side is visible, in order to verify that the value of the characteristic does correspond to the space it occupies in the line:

- If the card is properly placed, it remains where it is, “characteristic” side up. The player does not have to draw a new card from the deck, and play proceeds to the next player.

If the card isn't properly placed, it is returned to the box. The player must then draw the first card from the draw pile and place it in front of themselves with the “characteristic” side down, alongside their other cards.

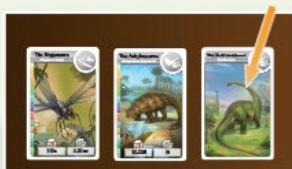
First player's turn



Play then moves on to the second player (the player to the left of the first player).

- If the first player has properly played their card, then the second player has a choice between three spaces to play one of their cards: to the left of the two cards already in play, to their right, or between the two.
- If the first player hasn't placed their card properly, the second player then only has the choice between two spaces (to the right or to the left of the initial card).
- If the second player properly places their card, then it remains in place with the "characteristic" side up. The line is simply reorganized so that there's always a space between each card.

Second player's turn



Third player's turn



It's now the third player's turn.

● If the two first players have played their cards properly, the third player now has a choice between four spaces.

● And so on...

End of game and victory

If a player is the only one to correctly play their last card during a round, then that player is immediately declared the winner.

If multiple players correctly play their last card in a given round, then they remain in the game and all other players are eliminated. The remaining players each get one card from the draw pile with which they will continue playing until only one player correctly places their card.

Special situation

During the game, it is possible that a player will play a card with the same characteristic value as one which has already been played. In that case, the two cards must be placed adjacent to each other. The order of these two cards does not matter.



www.asmodee.com



www.studiobombyx.com

Credits

Author: Frédéric Henry

Artwork: Gaël Lannurien

Encyclopedia research: Guide des dinosaures et des autres animaux préhistoriques (Delachaux and Niestlé, 1994), La grande encyclopédie des dinosaures (Gallimard, 1991), Dinosaures et autres animaux de la préhistoire (Könemann, 2000), Dinosaurs.about.com, Dinosoria.com, Lesdinos.free.fr, Jurassic-world.com, Kidsdinos.com, Dinosaur-jungle.com, Prehistoric-fauna.com, Dinosauria.org, Prehistoric-wildlife.com, Saurian database, Trilobites.info, Futura-sciences.com

Cardline Dinosaurs is a game co-published by Asmodee and Bombyx.
©Asmodee/Bombyx 2014 – All rights reserved