

Dolphins and Dinos Rules

Introduction: You are the head of a major natural history museum and you want to obtain the best exhibits to show to your visitors. You travel around the world to find enticing creatures and fossils to display. But you have to be careful, because you have a limited budget. And you have you arrange the displays to have the maximum excitement.

Object: To make 3X3 museum with each row and column (“Hall”) having increasing values.

Players 2-6

Time 30-45 Minutes

Components

15 Exhibit cards

1 Restaurant card

Each player receives

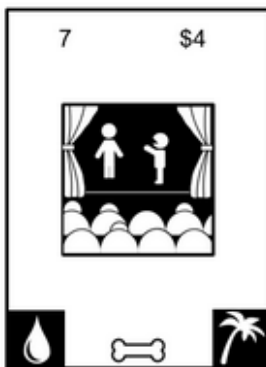
1 play/score sheet (printed out)

42 Money + 3 money/per player (not included)

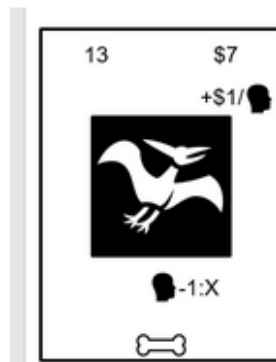
1 backing board (cardboard to allow player to write on play sheet without other players seeing what they have written. Not included)

Guide to cards

Value Cost



(Water. Ancient, Life)



Card costs an additional 1\$ per player who chooses it
It is removed if the number of players who choose it is at
at least one less than the total player #.

Features

Set up : Shuffle cards of value 1-12 and remove one card from the game without revealing it. Shuffle the restaurant card and the cards of value 13-15 with the rest of the remaining cards. .
Make a face down deck with these cards.
Draw 6 cards and make 2 columns of 3 cards each.

Play: The first round starts with the column on the left.

The game has 9 rounds, each round has the following steps:

1, Choose: Players secretly and simultaneously choose one of the three cards and write the value in one square of their 3X3 array. Players may not have 2 squares with the same value in their array. After the first round, values must be written in a square orthogonally adjacent to a previously played square.

At any time in the game, instead of choosing an exhibit or restaurant card, a player may choose a corridor and write "C" in a square.

2. Pay: each player pays the cost. For cards of value 13 and 14, each player pays an additional \$1/player who chooses that card. For The T. Rex (value 15), each player pays an additional \$2/player who chooses that card.

Corridors cost no money and may be played if a player does not have enough money to pay for a card they chose.

3. Remove: Cards of value 13 and 14 (Pterodactyl and Dolphin) are removed from the game if the number of players who choose that card is at least one less than the total number of players. The T. Rex card is removed if the number of players who choose it is at least 2 less than the total number of players. At least one player must choose a card for it to be removed. Players who can not pay for their cards do not count toward these totals.

4. Choose Features: Each player who chooses the lowest value **exhibit** card may draw one of the 3 features (water, ancient, life) for free beneath the number in their square. Every other player may do the same for \$1. These will be used for end game bonuses,

The restaurant card. If a player chooses this card, they assign it a value of 1-15 and write that number in parentheses in their array. (Remember it can not have the same value as another card in the array). They then receive money = $\frac{1}{2}$ of that value (rounded down).

Play example: The T. Rex, (15) Snake (11) and Trilobite (3) cards are available

Roger, and Jenny pick the T.Rex. Paul picks the Snake and Nancy picks the Trilobite

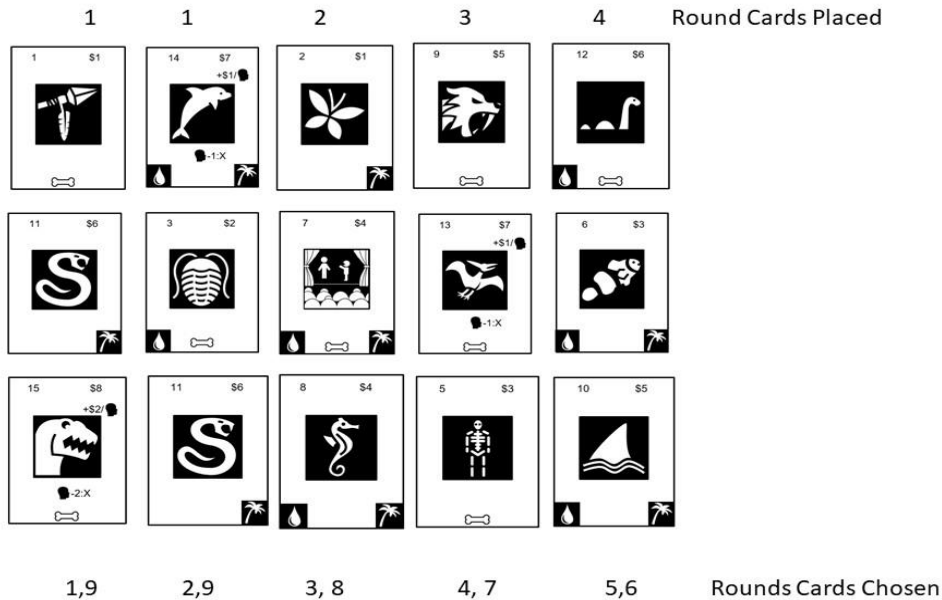
Each player puts the value in their array

Roger and Jenny each pay \$12 (\$8 + \$4 since 2 players chose it. The card is removed from the game since 2 players in a 4 player game chose the card.

Paul pays \$6 for the Snake and chooses to pay 1\$ for putting a life feature under the "11".

Nancy pays \$2 for the Trilobite and chooses to put a water feature under the "3"

End of round. At the end of rounds 1-4, add another column of 3 cards face up to the right of the rightmost column. The round will start with the column to the right of the previously chosen cards. For round 6, players choose from the same column used in round 5. For rounds 7-8, use the column left of the column just played. For round 9, players may choose any card from the leftmost 2 columns. The game ends after 9 rounds (all squares are filled). An example of card arrangement and how cards are played is shown here.



Scoring: for each column and row (hall) that is in ascending order of values (bottom to top, left to right) add up all the values in the **exhibits** in that row or column; the player receives that many points.








If such a scored hall also has the same feature in all **3** exhibits rescore the highest value exhibit as a bonus.

Corridors count zero points, but if the remaining exhibits in that hall are in ascending order, then those exhibits are scored.

Money Bonus Each player receives 2 points for every player that has less money remaining and 1 point for each player that has the same amount. A player must have at least \$1 to score here.

Winner: Whichever player has the most points wins! If there is a tie, the player with the most features wins.

Sample array with scores for halls at top or right of each hall

	22	22	18	
	7 	14 	13 	0
	6 	8 	(10)	14
	2 	C	5 	7

Notes Left most hall scoring includes bonus (7 points) for all 3 exhibits having life
 (10) represents the diner which scores no points, but the 2 halls which it is in are in ascending order so they score their exhibits

The top hall is not in ascending order so it does not score

The corridor scores no points

Total points for array 83