

QUICKPICK™

MUTANT DINOSAUR PARK

CONTENTS



48 Dinosaur Sound Cards



16 Dinosaur Tiles

GOAL

Collect more Dinosaur Sound cards than the other players.

SETUP

- Place the **16 Dinosaur tiles** face up in the middle of the table so they are visible and within reach of all players.
- Create a deck of Dinosaur Sound cards by randomly taking **6 Dinosaur Sound cards for each player**. Shuffle and place them face down on the table. Any remaining cards are returned to the box and will not be used this time.

Example 1: With 4 players, the Dinosaur Sound deck contains 24 cards. (6 cards x 4 players)

- The oldest player will be the first Imitator.

GAME TURN

The Imitator draws the top Dinosaur Sound card without showing it to others. After looking at it, the Imitator tries to act out the sound of the dinosaur on the card without giving any other clue. (See Example 2)



Example 2: Imitate the sound of the dinosaur shown

The other players act simultaneously, trying to figure out which dinosaur sound the Imitator is imitating and slap a hand onto the corresponding Dinosaur tile. (See Example 3)



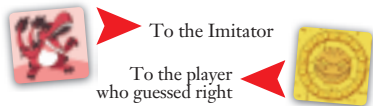
Example 3: Guess which Dinosaur is imitating

Note: You can choose only one Dinosaur tile, and once you put your hand on a Dinosaur tile, you cannot change your mind! If more than one player puts his hand on the same Dinosaur tile, only the first player to put his hand on the tile gets that tile.

When each player has made his choice, the Imitator reveals his Dinosaur Sound card.

If a player guessed correctly

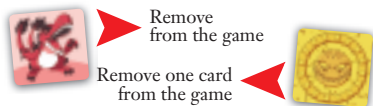
- The player who guessed right draws a Dinosaur Sound card from the deck, looks at it, and places it face down in front of him as a prize.
- The Imitator places his Dinosaur Sound card face down in front of him as a prize. (See Example 4)



Example 4: Two players get a card as prize

If NO player has guessed correctly

- No prize is awarded. The Imitator draws another Dinosaur Sound card from the deck but does not look at it. Both Dinosaur Sound cards in the Imitator's hand are removed from the game. (See Example 5)



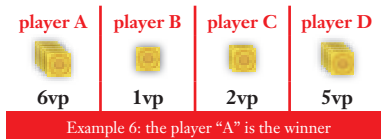
Example 5: No prize - remove two cards

The turn ends and the player to the left of the Imitator becomes the Imitator for the new turn.

GAME END – THE WINNER

The game ends when there are no more cards left in the Dinosaur Sound deck.

Each player counts the Dinosaur Sound cards they collected. **The player who has the most cards is the winner.** In case of a tie, the victory is shared. (See Example 6)



GAME VARIANT

If you find the game too difficult, you may agree to use gestures supporting the sound.

A Game Created by
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Retain this information for your records. **Warning.** Not suitable for children under three years. Small parts. Choking hazard.

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