

2 MINUTE DINO DEAL



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Overview

The Time Scoop works! Now you can reach back in time to seek out prehistoric monsters. Your goal is to sell these dinosaurs to theme parks and zoos, earning enough money to start up your own Mesozoic Park before your rivals can do so. You have just two minutes to sell off the dinosaurs and make the most profit. Every 30 seconds, your options become more valuable – but the longer you wait, the more you risk another player stealing “your” dinosaur!

Components



18 Time
Scoop cards



18 Trade
cards



18 Buyer
cards



48 dinosaur
tokens



32 cash tokens



80 tokens in
5 different colors

Not Included: you also need a stopwatch with a clearly visible face — such as the one included in any smartphone.

Setup

1. Each player takes 16 numbered tokens of the same color, numbered 1-4.
2. A stopwatch is placed in the middle of the table, where it's visible to everyone.
3. Shuffle the three card decks separately — Time Scoop, Trade, and Buyer — then draw the correct number of cards from each deck and place them in three groups on the tabletop. The leftover cards go back in the box.
 - **Two players** – 5 cards from each deck
 - **Three players** – 6 cards from each deck
 - **Four players** – 8 cards from each deck
 - **Five players** – 9 cards from each deck

You can leave the dinosaur and cash tokens in the box for now – they are only used to score and make calculations at game end.

Example of setup for two players



How To Play

The oldest player starts the stopwatch. **All players play simultaneously.** You simply place a numbered marker on a card *that does not have a marker already on it*.

The marker you place must match the stopwatch's time:

TIME

- 01-30 seconds – you may place “1” markers
- 31-60 seconds – you may place “2” markers
- 61-90 seconds – you may place “3” markers
- 91-120 seconds – you may place “4” markers

IMPORTANT: You can only place FOUR total markers during the course of the game. Once you have placed your fourth marker, your plays end, regardless of what numbers you have played.

The number on the marker indicates the number of times the player can use the assigned card at the game's end.

When a player is not actively placing a marker, he must keep his hands to himself, not blocking or hovering over the board. If two people simultaneously go for the same card, the first one there gets it. If you can't tell who got there first, both markers are placed on the card, *but that card can't be used at game end*, so those markers are invalidated.

TIP: *if you see someone else lunging for the card you want, and you think you'll get there simultaneously, it's best to back off so you can keep your marker valid for another use. Remember, you only get to place four of them, even though you have sixteen available.*

If a player accidentally or otherwise ends up with more than four markers on cards, then the other players get to choose which one(s) must be discarded.

End of Game

Once the timer hits 2 minutes, the game ends. Any markers not yet placed are out of the game.

To count your money, use your cards in the following order: Time Scoop, Trade, then Buyer. You can use the dino and cash tokens to help you calculate.

If you have several cards of the same type (for example, two or more Time Scoop cards), you can use them in any order you please.

TIME SCOOP CARDS

These are used simply to gain dinosaurs.



The player takes 1 triceratops and 1 T-rex.



The player takes 4 pterosaurs.

TRADE CARDS

These are used to trade dinosaurs for other dinosaurs.



The player can exchange, 1 time, 1 triceratops for 1 pterosaur.



The player can exchange, up to 2 times, 1 T-rex for 2 triceratops.

BUYER CARDS

These are used to sell dinosaurs for cash money.



The player can sell, up to 3 times, 1 brontosaurus AND 1 triceratops for \$3 each time.



The player can sell, one time, 1 pterosaur for \$1.

Scoring

The easiest way to score is to simply take “your” four cards (those with your markers) and place them in front of you. Use your time scoop card(s) first, then your trade card(s), then your buyer card(s). Use the dinosaur and cash tokens in the box to help make your calculations. If either of those tokens runs out, you can use any suitable replacement.



The purple player takes 4 T-rex and 2 brontosaurus.



He then exchanges, one time, 2 brontosaurus for 1 pterosaur.



He then sells 1 pterosaur AND 1 T-rex, for \$3. His final money is \$3 with 3 T-rex left over.



Once you finish adding up your money, you're done. The player with the most money is the winner. If two players have the same amount of money, they can either rejoice in their shared victory, or you can play another game of Two Minute Dino Deal!

Campaign Games

While a single 2 minute game is complete, we find that a campaign of several games in a row adds some exciting new twists for your tactics! To play a campaign, follow these additional rules:

- Play a series of games, retaining money earned at the end of each game. After the campaign, the player with the most accumulated money wins.
- Before the first game, decide how many games the campaign will be (we recommend 5 games for a short campaign, and 10 or 15 for a longer one).
- Dinosaurs you sell for cash are returned to the pool. But excess dinosaurs (ones you cannot or choose not to sell) you keep with you, and you may use these dinosaurs for trade or selling in the next game(s) in the campaign.
- At the start of each game you always begin with all 16 player tokens of your color.
- At the end of each game, discard **ONLY** those Time Scoop, Trade, and Buyer cards that had player tokens placed on them. Unused cards remain face up in the playing area. Deal out enough Time Scoop, Trade, and Buyer cards to the playing area to re-fill it for the appropriate number of players. (In longer campaigns you'll likely have to re-shuffle the decks as your cards run out).

TIME REFERENCE

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- **91-120 seconds** – you may place “4” markers

Designer's Notes

- The stopwatch is never stopped once it starts, till it reaches 2 minutes.
- Any leftover dinosaurs at game end are simply wasted.
- A marker placed on a card can't be taken back until after the game.
- Remember again you can only place **FOUR** markers total.
- Yes, I know that pterosaurs are not actually dinosaurs. Deal with it.



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