

*Not
the Mama!*

CARD GAME

For 2 to 4 Players

Contents: 72 cards

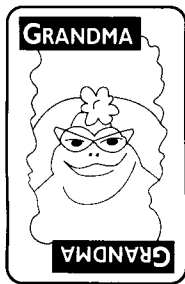
(14 Point Cards, 56 Dinosaur Cards and 2 Blank Cards)

Object

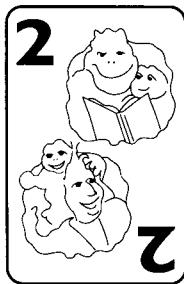
Score the most points by collecting sets of 3 of a kind.

Setup

1. Separate the Dinosaur Cards from the Point Cards in the card deck. (Remove the 2 Blank Cards from the deck and place them out of play. They may come in handy as replacements for lost or damaged cards.) See Figure 1.



A Dinosaur Card



A Point Card

FIGURE 1

2. Shuffle the Dinosaur Cards and deal 4 cards facedown to each player. Place the remaining cards facedown in the center of the play area to form a Dinosaur Draw Pile.
3. Now shuffle the Point Cards and place them facedown in a pile near the Dinosaur Draw Pile.
4. Place matching Dinosaur Cards together in your card hand. For example, if you have two Earl cards, put them side-by-side in your hand. Players should keep their cards secret from each other.

Now open booklet to page 2

How To Play

Choose one player to start. Play continues clockwise.

On Your Turn

Try to get a set of 3 matching Dinosaur Cards by doing EITHER of the following:

TRADE a card with any player

OR

DRAW a card from the Draw Pile.

HOW TO TRADE: Ask the other players for a Dinosaur Card you need. They may offer to give you that card in exchange for a card that they need. Then trade cards with any one player.

IMPORTANT: You can only trade one card per turn.

In Figure 2, for example, you need a third Earl card for a set. Ask for the card by saying, "Does anyone have an Earl card to trade?"

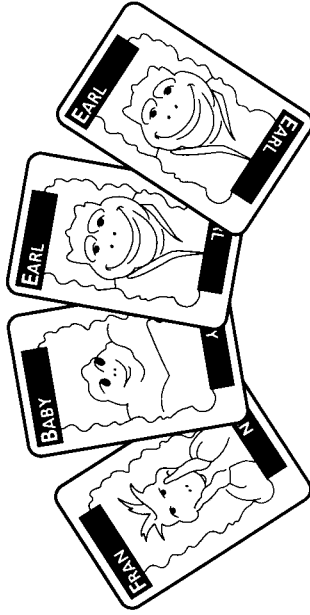


FIGURE 2: You have 2 Earls in your hand. Ask for another!

One or more players may respond to trade a card. For example, someone may say, "I'll give you an Earl for a Fran." Another player may say, "I'll give you an Earl for a Baby." It's your decision with whom you wish to trade.

NOTE: Players do not have to trade unless they want to – even if they have the "asked for" card.

If no one offers to trade, ask for a different Dinosaur Card. Sometimes no one will trade at all and then you must draw a Dinosaur Card.

DRAW A CARD: If you cannot make a trade with someone, or you don't wish to trade with anyone, simply draw a Dinosaur Card from the Dinosaur Draw Pile.

Ending Your Turn

After trading or drawing, your turn is over unless you lay down a set and/or play a Mr. Richfield Card.

Laying Down a Set

When you have 3 matching cards in your hand, you have a set. On your turn, lay the set down by placing it faceup in front of you. Then draw a Point Card from the Point Card Pile and place it faceup on the set. See Figure 3.

IMPORTANT: You can place only one set on the table per turn.

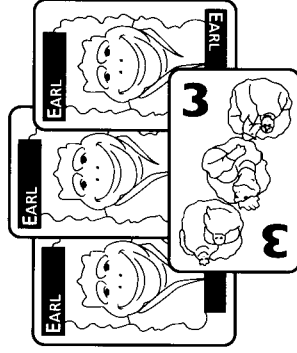
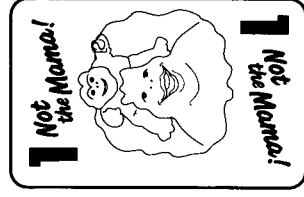


FIGURE 3: Wow! You got 3 points for a set of Earls!



Not the Mama! — A Special Point Card: When you draw this 1-Point Card, try to swap it immediately for a higher Point Card from another player's set! When you make the swap, you must say, "Gotta Love Me!"

In Figure 4, for example, you want to swap your newly-drawn Not the Mama Point Card for Allison's 3-Point Card on her Fran set. Place the Not the Mama Point Card on Allison's set of Frans and say, "**Gotta Love Me!**" Then take her 3-Point Card and place it on your set of Babys.

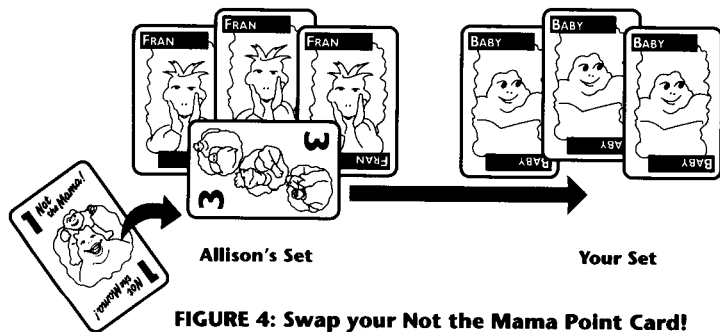
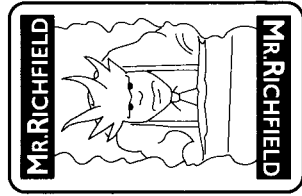


FIGURE 4: Swap your Not the Mama Point Card!

IMPORTANT: If there are no Point Cards to swap, or if you forget to say, "**Gotta Love Me!**" when you swap cards, you must place the Not the Mama Point Card on your own set. Once a Not the Mama Point Card is played on a set, the only way anyone can get rid of it is by playing a Mr. Richfield card.

If you have less than 4 cards in your hand after laying down a set, refill your hand back up to 4 cards by drawing from the Dinosaur Draw Pile.

If you already have 4 or more cards in your hand after laying down a set, do NOT refill your hand.



Mr. Richfield Cards

This special Dinosaur card cannot be traded. It can only be played on your turn when you want to switch one of your Point Cards for someone else's Point Card.

To play it, discard it faceup near the Dinosaur Draw Pile. Then switch one of your lower Point Cards on one of your sets (even a Not the Mama Point Card) with a higher Point Card of another player's set.

Play it after you trade or draw a card — or lay down a set — but before you refill your hand.

In Figure 5, for example, you want Allison's 3-Point Card on her Charlene set so you play a Mr. Richfield card! Now you can switch your 2-Point Card on your Robbie set for Allison's 3-Point Card.

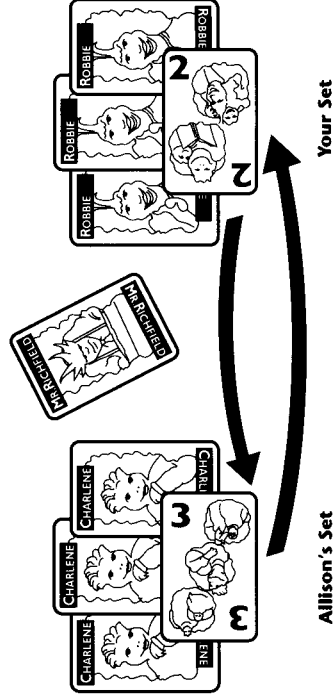


FIGURE 5: Play a Mr. Richfield Card for more points!

If you have less than 4 cards in your hand after playing a Mr. Richfield card, refill your hand back up to 4 cards by drawing from the Dinosaur Draw Pile.

If you already have 4 or more cards in your hand after playing a Mr. Richfield card, do NOT refill your hand.

Ending The Game

The game ends when the last Point Card is drawn and played on a set. If you run out of Dinosaur Cards in the Draw Pile before the last Point Card is drawn, refill your hand by taking cards from other players' hands. Remember, cards are kept secret!

How To Win

After the last Point Card is drawn and played on a set, players total their scores by adding up their Point Card numbers (or by counting the number of pictures on each Point Card). The player with the highest score wins. If there is a tie, then the player who collected the most sets is the winner.