

DINOSAUR TEA PARTY

RULE BOOK

IT'S THE MOST SOUGHT-AFTER SOCIETY INVITATION:
DINOTON ABBEY FOR HIGH TEA.

YOU'RE GUSSIED UP IN YOUR FINEST DUDS AND
READY FOR TEA AND CHAT. THERE'S ONLY ONE PROBLEM:
YOU CAN'T REMEMBER ANYONE'S NAME.

WHO'S THAT SPORTING THE FANCY BROOCH
WITH HER PET CHICKEN? JEANNINE? BEATRICE?
OH, DEAR.

COMPONENTS

- 20 dinosaur tiles
- 20 dinosaur cards
- 3 quirk tokens
- 14 sugar cubes
- 75 trait tokens
- 5 reference cards

OBJECTIVE

Be the first to collect three sugar cubes by guessing three of the guests' names. The first player to do so is the winner. Cheerio!



TIME TO SET THE TABLE!

1. Place the dinosaur tiles face up on the table.
2. Give each player a set of trait tokens. Set the sugar cubes in a pile to one side.
3. Shuffle the dinosaur cards and turn over three, one at a time. For each one, place a random quirk onto that dinosaur's tile so that three different dinosaurs have a quirk. Reshuffle all the dinosaur cards.
4. Deal each player a secret dinosaur card. This is who you are. **Don't show anybody!** Place the remaining dinosaur cards face down to the side of the table.
5. The youngest player starts.

DINOSAUR TRAITS

All of the dinosaurs at the party have certain traits shown on the bottom of their tiles and on their cards. The traits are:



In a GREEN, PURPLE, or ORANGE room.



STRIPED or SPOTTED skin (or neither).



EATING or DRINKING (or neither).



Wearing GLASSES, a FLOWER, a HAT, and/or JEWELRY.



With a PET.



Showing SPIKES, a TAIL, or TEETH.

GAME PLAY

On your turn, either **INQUIRE** about a guest or **GUESS THEIR NAME**.

INQUIRE:

1. Politely ask another guest if they have a certain trait.
Example: "Hello, luv. Wonderful party, isn't it? Are you, perchance, wearing a **HAT**?"
2. Your chosen guest will answer **YES** or **NO**. Example: "Oh, heavens no, I don't have the face for a hat."
The guest takes that trait token from their pile and puts it in front of them, showing the **YES** or **NO** side.
3. If the guest answers **YES**, you get another turn! You may **INQUIRE** or **GUESS THE NAME** of the same guest or a different guest. If the guest answers **NO**, your turn is over.



YES



NO

QUIRKS

Beware: some dinosaurs have quirks that might cause them to give false answers!

Dinosaurs with quirks always answer the way their quirk says when someone inquires about a trait. (The quirks do **NOT** apply when someone guesses their name.)

ALWAYS SAYS "NO"

Always answer **NO** when a player inquires if you have a trait, even if the correct answer is yes.

GUESS THE NAME:

1. Ask the guest's name. Example: "We lunched at Dalton's last fall, didn't we? Your name is Yorick?" They must answer YES or NO honestly (even if they have a quirk).
2. If your guess was **INCORRECT**, your turn is over. Try not to be too embarrassed about your faux pas.
3. If your guess was **CORRECT**, take a sugar cube from the pile! If you have three sugar cubes, **YOU WIN THE GAME!**

Otherwise, the other player discards their dinosaur card, turns the matching dinosaur tile face down, removes all trait tokens in front of them, and draws a new dinosaur card. They now play the new dinosaur. Your turn is over.

END OF GAME

Play passes to the left until someone gets their third sugar cube (by guessing three dinosaurs correctly), thereby winning the game. Manners dictate that the other players give a rousing "Pip pip! Good show!"

ALWAYS LIES

Always answer falsely when another player asks if you have a trait. If your answer would normally be YES, you must answer NO, and vice versa.

SWITCHES ANSWERS

Answer either YES or NO to the first question asked to you, no matter what the correct answer is. After that, always answer opposite what your prior answer was. Example: "Yes, no, yes, no, etc."

CLEVER PLAY

If you want a more challenging game, make one simple rule change: when you answer NO to an Inquiry, do NOT put down a token. Only put a token down when you answer YES. Other players will have to remember your NO answers.



No self-respecting dinosaur serves cheesy puffs with their tea. If you want to class up your tea party, may we suggest these delicious treats?

TEA SANDWICHES

- 2 tablespoons butter, softened
- ¼ teaspoon black pepper
- 1 lemon
- 16 slices of white bread
- 1 seedless (English) cucumber, peeled and sliced as thin as possible
- 2 tablespoons chopped fresh dill



1. Mix the softened butter with the black pepper and ¼ teaspoon zest from the lemon.
2. Spread the butter mixture evenly on 8 slices of bread.
3. Add one to two layers of cucumber to each slice.
4. Top with a sprinkle of freshly chopped dill and squeeze a drop or two of fresh lemon juice.
5. Top each slice with another slice of bread.
6. Cut the crusts off the sandwiches, then slice diagonally twice to create a total of 32 triangular finger sandwiches.

OATMEAL SHORTBREAD

- ½ cup rolled oats
- 1 ⅔ cups all-purpose flour
- ⅔ cup granulated sugar
- ½ teaspoon salt
- 1 teaspoon vanilla extract
- 2 sticks (1 cup) cold unsalted butter, cut into ½-inch chunks



1. Heat oven to 325°. Pulse oats in a food processor until a fine powder, about ten 5-second pulses.
2. Add the flour, sugar, and salt, and pulse for 5 seconds to combine.
3. Add butter and vanilla extract, and pulse to fine crumbs, about ten 1-second pulses. Pulse a few more times until some of the crumbs start toglom together. Do not overmix though!
4. Pour the crumbly dough into an ungreased 8- or 9-inch square baking pan, or a 9-inch pie pan and press it down evenly. It will look sandy.
5. Bake for 20 minutes. Remove from the oven. Prick dough all over with a fork.
6. Return to the oven and bake until golden brown, about 15 to 20 minutes for the 9-inch square (or pie pan), 25 to 30 minutes for the 8-inch.
7. Transfer to a wire rack. Cool for 5 minutes. Cut into squares, bars or wedges.



GAME HISTORY

In 1976, Parker Brothers released a fun little deduction game called "Whosit?". As with many games of the time, and in a bit of ironic coincidence given the game's theme, the name of the designer does not appear and remains a mystery. The game itself is simple but intriguing, a deductive guessing game. It is very much a product of its time, with some dated terminology and uncomfortable stereotyping. But as quick games of pure deduction go, it can't be beat. So we updated the look, tweaked a couple of rules and, oh yeah, added dinosaurs. Because dinosaurs.

CREDITS

Restored from: Whosit?, published by Parker Brothers

Game Restoration: Rob Daviau, J.R. Honeycutt, and Justin D. Jacobson

Graphic Design: Jason Taylor and Lindsay Daviau

Illustrations: Matijos Gebreselassie

Production Artist: Lindsay Daviau

Editor: Jean Clare Sarmiento

Playtesters: Karla Andrich, Shawn Andrich, Steven Baker, Becca Blenkhorn, Mason Blenkhorn, Conor Hanover, Erik Hanson, Raina Hanson, Michael Haire, Jara Jacobson, Jady Jacobson, Ariel Jaffee, Melanie Johnson, Jeff Kent, Eric Lintala, Russell Miner, Jeff Paradiso, Kim Paradiso, Jeff Piroozshad, Mark Rickard, Michael Ruiz, Ryan Schreyet, Bill Shube, Sarah Shube, Joshua Weston

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