A game by Leo Colovini
for 3 to 5 players, ages 8 and up
Components: 120 cards

ROARING 20s

Don't feel like reading the rules? Watch the video explanation:

roaring20s.deep-print-games.com

Object of the game

Welcome to the Roaring Twenties! You are competing to attract the trendiest Dino-guests to your glamorous party. Each round, you bid on a Dino or pass. As every Dino has different preferences, you need either the right snacks to convince it, or splendid gems to bribe it. The highest bid wins the Dino, while the other players pick a new Bid card from the display. Those who pass earlier have a wider selection to choose from. Think carefully about how to bid and when to pass.

Your goal is to have the most victory points at the end of the game. You earn points for each individual Dino, as well as for pairs and triplets. You also try to collect Dinos with consecutive numbers, as these sequences score extra points.

The Dino cards (25 cards):

Each Dino has a **number** from 1 to 10. Each Dino appears twice, except those in the middle range (4, 5, 6, and 7), which appear three times. There is also one Joker Dino.
The rhombus shapes on the edges show how many copies of each Dino there are.

2 each | *3 each* | *2 each* | *only 1*

The **stars** in the top right show how many victory points a Dino is worth at the end of the game (from 1 to 5). The further a Dino's number is from the middle range, the more points it is worth.

Sequences: You also earn victory points if your Dinos form sequences at the end of the game:

- A sequence is a set of three or more Dino cards with <u>consecutive</u> numbers. You can form multiple sequences.
- The longer the sequence (3-card sequence, 4-card sequence, etc.), the more points it is worth.
- Each number can be used only once per sequence. If you have multiple Dinos with the same number, you can use only one of them in each sequence.
- You can rearrange your sequences at any time until the final scoring.

3-card sequence

5-card sequence using a Joker

A **Joker** can replace a missing Dino (with any number from 1 to 10) in a sequence.

The Bid cards (85 cards):

Each Bid card has a value from 1 to 5. You use them to bid on Dinos, either with **snacks** OR **gems**. There are three types of snacks (drink, skewer, lava cake), and each Dino shows which snacks can be used to win it over. Alternatively, any Dino can be bribed with gems.

Three types of snacks:

4 x 2 to 5 of each type

12x

The 1-value snacks are special, as they can be used as any kind of snack.

Gems:

5 x 1 to 5

The Mine and Overview cards (5 cards each):

The Mine cards are used to indicate that you have passed in a round. On their backs is a Joker, which you can "buy" during the final scoring.
The Overview cards show how many copies and stars each Dino has and which snacks it prefers. Their backs show how the final scoring works.
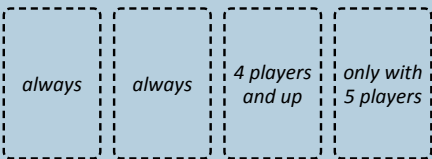

Setup

▶ Each player takes one **Mine card** and one **Overview card** of the same color.

▶ Shuffle the Bid cards and place them face down as the **Draw deck** in the middle of the table. Leave space next to the deck for a **discard pile** and a **display**. The display needs space for one card fewer than the number of players.

▶ Shuffle the Dino cards and place them face down as the **Dino deck** next to the display. Depending on the number of players, return cards from the Dino deck to the box <u>without looking at them</u>: 3 cards with 3 players, 2 cards with 4 players, and 1 card with 5 players.

Discard pile | *Draw deck* | *Display (size varies with player count)* | *Dino deck*

always | *always* | *4 players and up* | *only with 5 players*

▶ Each player draws **5 Bid cards** from the Draw deck into their hand. Players with a total card value under 10 may discard their cards face up onto the discard pile and draw 5 new cards (until their five cards have a total card value of at least 10).

▶ Choose a starting player to begin the first round.

Playing the game

The game is played over a series of rounds. At the start of each round, reveal the **top card of the Dino deck**. Then, draw **one card fewer than the number of players from the Draw deck** and place them face up in the display *(i.e., 2/3/4 cards in games with 3/4/5 players)*.

Draw deck empty? Shuffle the discard pile to form a new Draw deck.
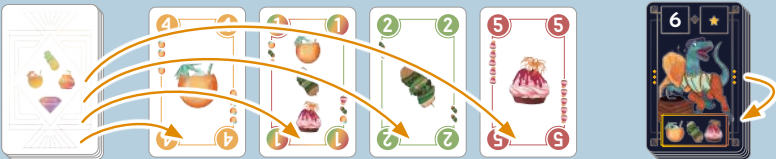
The starting player begins the round and play then continues clockwise.

Playing the game (cont.)

When it is your turn, you must either **bid** to make a higher offer or **pass**. This continues in turn until all but one player has passed.

Bidding

You place a bid by stating a number. This number indicates how much you are willing to pay for the revealed Dino in the form of Bid cards. You must outbid the current highest bid by stating a <u>higher number</u>. If no starting bid has been made, you may set any starting bid of 1 or more.

You bid either with **snacks OR gems**. At its bottom, each Dino shows which snacks are allowed and can convince it—these can be combined in any way. Alternatively, you can bribe any Dino with gems. However, you can <u>never</u> combine snacks and gems. *Note that the Joker Dino is special because it can only be bid on with gems.*

Skewers and lava cakes OR gems

Important: You only ever state a number. You never indicate whether you are bidding with snacks or gems. Only if you win the Dino do you decide how to pay your bid. You must never bid more than you can pay.

*Example: The Dino with the number 10 is up for bid. Hedda starts and bids **2**. Peter cannot or does not want to make a higher bid and passes. Anni raises the bid to **4**. You raise to **5**. Then Hedda passes and Anni raises to **6**.*
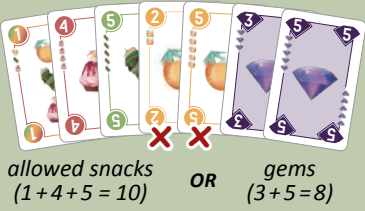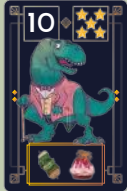
*It's your turn again. With your allowed snacks, you can raise up to **10**, as you can combine skewers and lava cakes and use the 1-value card as either. Unfortunately, your two drinks (2 and 5) are useless because the Dino does not like that type of snack. Alternatively, you can raise up to **8** with your gems (3 + 5).*

allowed snacks (1 + 4 + 5 = 10) **OR** *gems (3 + 5 = 8)*

Special case: If everyone drops out and so no starting bid has been made, the round ends immediately. Remove the auctioned Dino card from the game and discard all Bid cards from the display onto the discard pile. Begin a new round, the starting player remains unchanged.

Passing

When you pass, you drop out of the current round and can no longer make a bid. Reserve any <u>available</u> (i.e., non-reserved) Bid card in the display by placing your Mine card on it. At the end of the round, you will take this reserved Bid card into your hand.

Notes: • Passing is voluntary. However, if you cannot make a higher bid, you must pass.
• The starting player can also pass.

End of the round

The round ends as soon as all but one player has passed.

The player who made the highest bid wins the revealed Dino and must pay their bid with Bid cards from their hand. They select any number of Bid cards of the <u>allowed</u> snack types OR gems from their hand until their **total value** is at least equal to their bid and discard them face up onto the discard pile. Overpaying is allowed, but there is no "change". The player then takes the Dino and places it in front of them.

*Example: You won the Dino in the example above with a bid of **8**. You could pay with snack cards, but you would overpay (4 + 5). Therefore, you prefer to pay with your two gem cards (3 + 5) by discarding them.*

All other players take their reserved Bid card from the display into their hand and place their Mine card back in front of them.

A new round begins, with the player to the left of the player who just won the Dino card becoming the **new starting player**.

End of the game

The game ends after the round in which the last card from the Dino deck is auctioned. Then, the **final scoring** takes place. Each player scores their cards as follows:

First, you <u>may</u> choose exactly one Dino card that you have <u>more than one</u> of and remove it from the game. You will not receive victory points for this card. Instead, you flip your Mine card to its other side and use it as a Joker Dino in scoring step 3.

Then, score your cards:

1. **Stars:** For each star on your Dino cards, you gain 1 victory point (VP).

2. **Pairs/triplets:** For each pair *(two Dino cards with the same number)*, you gain 3 VP, and for each triplet *(three Dino cards with the same number)*, you gain 6 VP. Jokers cannot be used for this.

3. **Sequences:** Arrange your Dino cards into the longest possible sequences *(see the box Sequences on the front side of this sheet)*. Score each sequence according to its length:

3: 3 VP	4: 6 VP	5: 10 VP	6: 15 VP
7: 21 VP	8: 28 VP	9: 36 VP	10: 45 VP

4. **Hand cards:** Finally, you gain 1 VP for every two Bid cards remaining in your hand.

Scoring example for Anni:

Total stars on Anni's Dino cards:
4 + 0 + 2 + 1 + 1 + 4 + 5 = **17 VP**

4-card sequence: **6 VP**	no sequence

Anni has removed one of her duplicate Dinos to use her Mine card as a Joker.

1 pair: **3 VP**

5 remaining hand cards: 5 / 2 = **2 VP**

= **28 VP**

Whoever has the most VP wins. In the case of a tie, compare your hand cards—the player with the highest total value wins. If there is still a tie, all tied players share the victory.