

SUPER TOOTH

The Card Game

Rules of Play

Contents:

Cretaceous Coins and Reference Cards
(set these aside, you will need these later)
 62 Playing Cards



Plant Eaters: identified by the Leaf icon



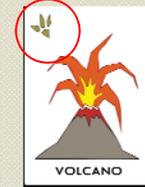
These cards are **good!** Collect these cards and exchange for Cretaceous Coins.

Meat Eaters: identified by the Steak icon



These cards are **bad!** They stop you from collecting Plant-Eaters; you need to resolve these before you may take a Plant-Eater

Events: identified by the Footprint icon



Indifferent; some will help, some will hurt. Events must be resolved first, even before Meat-Eaters. See "Event Cards" section & reference cards for more detail.

To begin the game:

Shuffle the 62 Super Tooth playing cards and make a face-down draw pile in the Landscape. At the start of your turn, place cards from the draw pile face up until there are 3 face up in the landscape.

Note: on the first turn of the game, the starting player will always turn over 3 cards, on subsequent turns you may need to turn over fewer as there may already be 1 or 2 cards face up from the previous player's turn.

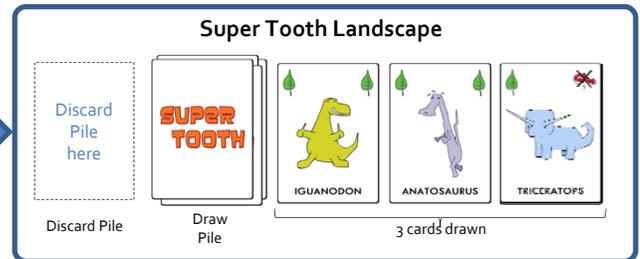


Diagram of a Turn

Turn over cards from draw pile to start your turn until there are 3 face-up cards in the Landscape

Is an Event card (s) face up?

Yes

No

Resolve all Event cards.

In the case of multiple Event cards, active player determines order of resolution (See "Event Cards" page for Event card resolution details)

Is a Meat Eater card face up?

Yes

No

Resolve all Meat Eater cards.

In the case of multiple Meat-Eater cards, active player determines order of resolution
 Did you resolve all Meat Eater Cards?

No

Yes

Discard all cards in Landscape.
 Your turn ends.

Collect Plant-Eaters from Landscape
 See 'How to collect Plant-Eaters from the Landscape' for more details

Exchange sets of matching Plant Eaters for Cretaceous Coins
 Your turn ends.



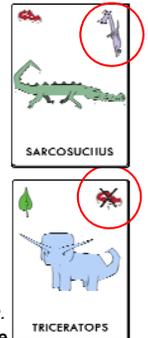
How to resolve an Event card

Each Event card has a unique resolution. In the case of multiple Event cards, active player decides order of resolution. See "Event Cards" section for more details.

How to resolve a Meat Eater card

If a Meat Eater card is present, you have 3 options:

- Ignore it:** Discard all cards from the Landscape, your turn ends.
- Feed It:** Choose a Plant-Eater card from the Landscape or your hand that matches the Plant-Eater on the upper right corner of the Meat-Eater card, discard both cards, continue your turn. *Do not replace fed or eaten cards in the Landscape.*
- Chase it away:** Choose a card from your hand or the Landscape that can chase away a Meat-Eater (has icon in the corner), discard both cards, continue your turn. Triceratops can chase away Meat-Eaters. *Do not replace chased cards in the Landscape.*



How to collect Plant-Eaters from the Landscape

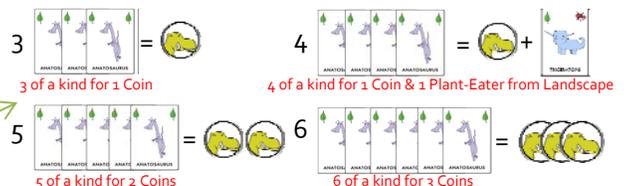
If no Event or Meat-Eater cards are face up in the Landscape, you may take a Plant-Eater card as follows:

- Take any 1 Plant-Eater card, OR
- Take 2 or 3 matching Plant-Eater cards. A match implies same picture and name.



How to exchange sets of matching Plant-Eater cards for Cretaceous Coins

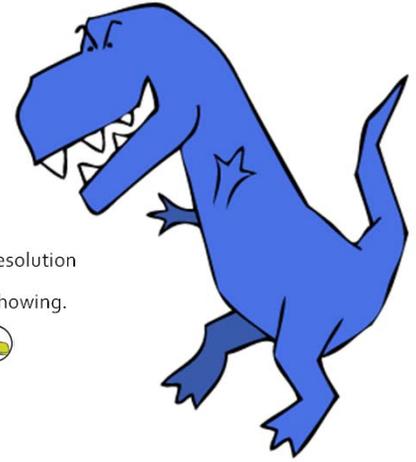
After you have collected a Plant-Eater(s) from the Landscape, you **may** exchange them for Cretaceous Coins. Note: you cannot exchange cards if you did not collect a Plant-Eater card during your turn.



The first player to collect 3 Cretaceous Coins (4 in a 2-player game) is the winner!

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Turn Summary and Example of Play



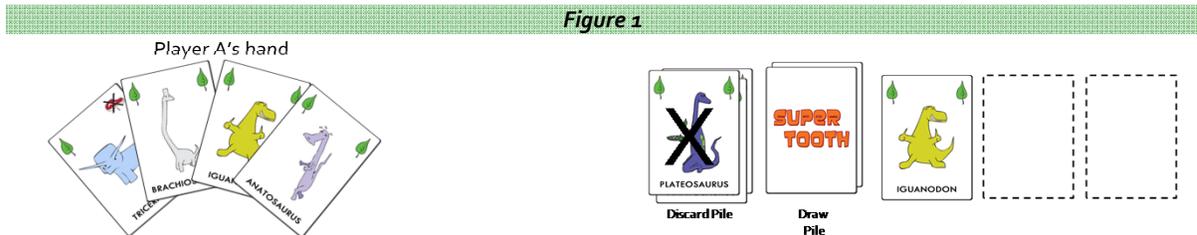
Turn sequence:

1. The first action a player takes on his or her turn is to draw cards from the draw pile and place them face-up until there are 3 cards face-up in the Landscape.
2. Resolve Event cards  In the case of multiple Event cards, active player determines order of resolution
3. Resolve Meat-Eater cards  In the case of multiple Meat-Eater cards, active player determines order of resolution
4. Take Plant-Eater card into your hand  May take 2 or 3 Plant-Eater cards if there is a pair or 3-of-a-kind showing.
5. If you take a Plant-Eater card(s), you may exchange matching sets of Plant-Eaters for Cretaceous Coins 
6. Turn ends

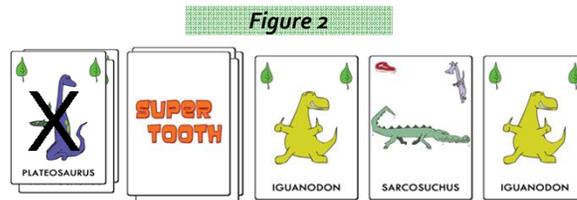
Example of Play

Player A Turn Example

At the start of player A's turn, she has 4 cards in her hand from previous turns, and there is 1 card already turned face-up in the Landscape (see figure 1).



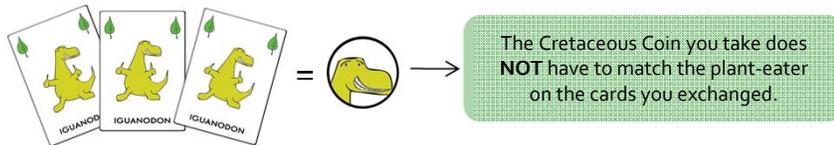
During her turn, player A turns over 2 more cards from the draw pile, placing them face-up in the Landscape (for a total of 3 face-up cards in the Landscape). She has turned over a Sarcosuchus and an Iguanodon (see figure 2).



Player A would really like the 2 Iguanodon cards for her hand, but she can't take them while the meat-eating Sarcosuchus is in the Landscape. Player A has 3 options for her turn:

1. Do nothing. In this case, she discards the 3 face-up cards in the Landscape and her turn ends.
2. Chase the Sarcosuchus away with the Triceratops card in her hand
3. Feed the Anatosaurus card in her hand to the Sarcosuchus

If Player A chooses option 2 or 3, she plays the desired card from her hand and both the Sarcosuchus and the Triceratops or Anatosaurus (whichever is played) are discarded. There are now just 2 cards face-up in the Landscape (and no Events or Meat-Eaters). Player A may now take both Iguanodon cards into her hand (because they match)...and since she now has 3 Iguanodon cards, she may exchange them for a Cretaceous Coin!



When you exchange cards for a Cretaceous Coin, place the cards used in the exchange into the discard pile.
Note: if the draw pile runs out at any time during the game, shuffle the discard pile and make a new draw pile.

Acknowledgements:

I would like to thank my wife Katie and our awesome children (Addie, Oscar, Finn & Zinnia) for their inspiration, patient play testing, and art critique, without which this game would never have materialized. Also thanks to our wonderful friends and family who play-tested and helped work out the kinks: Matt & Anne Timm and family, Sam & Anna Bolshaw, TK421 Creative (Travis Kirsch), Kevin Burge, Jordan Schlautman, and Kam "12th Planet" Ochsner & family, Tim Alexander & family, Li Hannaford & family, and to all who ventured into the Super Tooth Landscape at PretzCon. To Jesus Christ, to whom I owe everything.

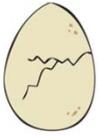
If you have any questions regarding the rules to Super Tooth please contact us at info@FarmFreshGames.com

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SUPER TOOTH The Card Game

Event Cards



EGG: Replace the Egg card in the Landscape with any card from the discard pile (Plant Eater, Meat Eater or Event card). Discard the Egg card. Active player continues turn.



QUETZALCOATLUS: Replace the Quetzalcoatlus card in the Landscape with a card randomly drawn from a player's hand (active player's choice). Discard the Quetzalcoatlus card. Active player continues turn.



VOLCANO: Player to the left of active player selects one card in the Landscape to be consumed (discarded) by the volcano. Discard selected card and Volcano. Active player continues turn. At end of active player's turn, discard all cards in the Landscape (including Hot Sun, Foliage, Roaming Daspletosaurus, and any Time Travelers) and shuffle the discard and draw deck together.



TYRANNOSAURUS-REX: All players give all cards from their hand to active player. Active player shuffles all cards from all players' hands (including active player's hand) and deals them back out evenly, starting with the player to left of active player. Discard T-Rex card. Active player continues turn.



HOT SUN: Leave Hot Sun face up in the Landscape (place the Double-Sided Hot Sun card in the Landscape if you have it). While Hot Sun is in the Landscape, there will be 1 additional card face-up each turn (i.e. 4 instead of 3). Hot Sun is discarded when Volcano, Asteroid, or Stampeded Events occur.



ASTEROID: All Plant-Eater and Meat-Eater cards in the Landscape are banished from the game (set aside and removed from the game). Any Time Travelers in the Landscape are also banished. Discard Asteroid (and Hot Sun, Foliage, and Roaming Daspletosaurus). Active player starts turn over by turning over 3 new cards from the draw pile into Landscape.