

DINOSAUR ESCAPE™

Instructions

Ages 4+
2-4 players
10 minutes

Includes



Three dinosaur friends are lost in the ferns and a volcano is threatening to blow. Can you help the three lost dinosaurs escape and get them safely to Dinosaur Island?

Object Work together to move the dinosaur movers around the board and uncover the matching dinosaurs under the fern tokens. If you can find and help all three lost dinosaurs escape to Dinosaur Island before completing the 3D volcano puzzle, you all win!

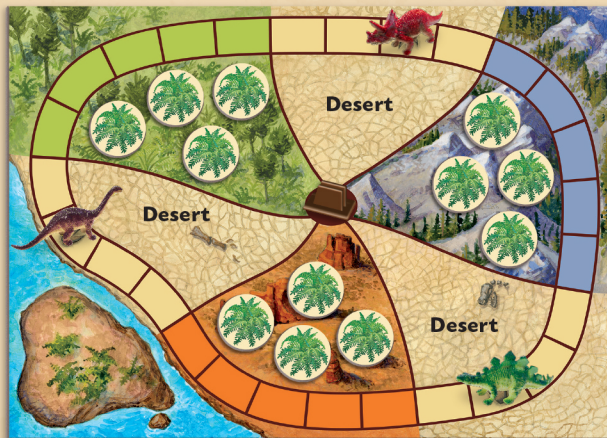
Cooperative play hints

Players can move any dinosaur mover. No one has his "own" dinosaur mover. Help each other remember what is hidden under the fern tokens, even when it's not your turn.

Set Up *(see board below)*

- Set out the board. There are three habitat areas: **Forest**, **Mountains**, and **Canyon**. Between each habitat are empty **Desert** sections that the dinosaur movers go through. **Dinosaur Island** is in the corner of the board. This is where dinosaur movers and tokens go after they have escaped. Dinosaur movers can help the lost dinosaurs escape only if they are in the same habitat as the matching dinosaur tokens.
- Place a dinosaur mover on each of the dinosaur start spaces indicated by the footprints on the path. Any dinosaur mover can start on any start space.

- Turn all of the fern tokens face down and mix them up. Place one fern token fern-side up on each circular space on the board (no peeking at what's on the other side!).
- Set out the volcano pieces and die near the board where everyone can reach them. Place the volcano stand on the Volcano Start space.



Mountains

The youngest player goes first. Play continues clockwise.



How to Play

On your turn, roll the die.

- If you roll a number, **move any dinosaur mover** the indicated number of spaces in either direction on the path. **Then turn over one fern token anywhere on the board.** If you reveal rocks, bones, or other items, flip the token back over.

If you reveal a dinosaur, and the dinosaur mover of the **same species** is in the **same habitat area** as the dinosaur token, move the dinosaur mover and the matching token to Dinosaur Island. Congratulations! You've helped a dinosaur escape!



If you reveal a dinosaur but the dinosaur mover of the same species is NOT in the same habitat area as the token, flip the token back over. In order to help a dinosaur escape, **the dinosaur mover must be in the same habitat** as its matching dinosaur token.

If you turn over the T-Rex, **RUN!** Move each of the dinosaur movers in play back to one of the start spaces. Any dinosaur can move to any start space, but they cannot share the same space.

- If you roll a volcano, place volcano piece number 1 in the stand on the board. Do not flip over a fern token. It is now the next player's turn.

Every time you roll a volcano, add a new piece in sequential order. After the fifth piece is placed, the game is over.

Game End

Find all three lost dinosaur tokens and move them and their matching dinosaur movers safely onto Dinosaur Island before the volcano has been built and everyone wins! If you build the volcano before helping all three dinosaurs escape, the game is lost. Start over and try again!

Dinosaur Island



Building the Volcano



Beginner Level

For the youngest players, try this easier version. Leave the fern tokens face-up after turning them over. Continue playing the game with the standard rules.

WARNING:
CHOKING HAZARD — Small parts.
Not for children under 3 years.

Lose a piece?
Contact us for free replacement of lost or broken pieces!
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Illustrations © 2014 Steve Johnson and Lou Fancher.
Game Design by Department of Recreation.
Peaceable Kingdom
Berkeley, CA 94710
peaceablekingdom.com
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