

# DINO JOURNEY RULES

-  1-5 players
-  4+
-  10 min
- For little children
- Teaches cooperation

## ABOUT THE GAME

A volcano began erupting on Dino Island! Dinos hastily aid each other to escape from the lava together. Roll a die each turn and move the dinos so that they could meet on the same tile. Sometimes, a lava sign is rolled, and then the volcano erupts! You win if you manage to make the dinos meet 6 times until you run out of 6 lava tokens.

## GAME COMPONENTS:



- 3 dino standees with stands.



- Double-sided game board.



- 15 meeting cards showing which dinos must meet and where.



- 6 lava tokens.



- Lava crystal.



- A die and a sticker page for it: prior to the first game put a sticker onto each side of the die.



- The rules you're reading.



- Build-up volcano: put three legs into each other and put an assembled volcano mouth onto them. Don't disassemble the volcano after the game: just put it into the box.

## GAME SETUP

- 1** Put the game board onto smooth surface. Use 6-sided tiles for the first game, so that playing it will be easier.
- 2** Shuffle all meeting cards and put 6 cards near the board. Put the rest back into the box.
- 3** Put the assembled volcano onto a tile with its picture.
- 4** Put any dino onto each tile with this symbol:  

- 5** Put the die, all lava tokens, and lava crystal near the board.



**!** The player who roars the loudest will be the first to make their turn. Give the die to them.

## GAME TURN



Roll the die and move any dino by the number of tiles you've rolled. If you rolled lava, read the «Volcano» part of the rules.

- You can't move by a smaller number of tiles than the number of tiles you've rolled.
- You can move onto a tile if it's adjacent to at least one side of a tile with a dino on it.
- Dinos can't move over the tiles they've just been to, and over lava and volcano tiles.
- Only one or two dinos can be on the same tile at the end of a turn.

Try to move dinos so that they could meet each other. After moving a dino, pass the die to the player sitting by your left hand — now it's their turn.

## DINO MEETING



Look at the meeting cards. On these cards you can see which dinos must meet, and where their meeting must take place. The meeting occurs only at the end of the turn. As soon as it does, immediately flip related meeting card face down. You win when you flip all 6 meeting cards!



***Example:** Red and green dinos must meet near the lake. The red one is already on the lake tile, while the green must be brought there. Annie rolls the die and gets 4. Annie moves the green dino so that he could end up on the lake tile by his fourth step. The meeting is on! The card may be flipped.*



## VOLCANO



- If you roll lava on the die, take lava crystal, and throw it into the volcano. Put a lava token on a tile where the crystal landed. A dino can't move to this tile now - it's too hot there!
- If there's a lava token already, place a new token on a tile above, below, to the left or to the right of it.
- If you need to place a lava token on a tile with a dino, move the dino to the closest tile without lava.
- If the crystal got stuck, flew over the board, or it's not clear which tile it touched, throw the crystal into the volcano once again.
- If you must place a lava token while there are no tokens in the pool, you lose.

## GAME END

The game ends if:

- You've flipped the last of 6 meeting cards. Great job, you've won! Try the difficult mode next time — flip the game board the other side up during setup.
- You need to place a lava token while there are no tokens in the pool; or if a dino was completely encircled by lava. You've lost, but you can always try again!



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