



Dotty Dinosaurs

3 ways to play

Help the Dotty Dinosaurs find their missing spots by **matching either colours OR shapes**. For a more advanced game, roll both dice together to find the **matching coloured shapes**.

Contents

• 4 double-sided dinosaur boards • 24 coloured dots • 36 shapes • 1 colour spot dice • 1 shapes dice

GAME 1 Colours

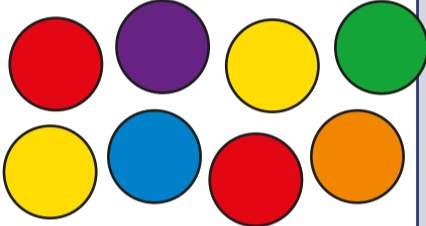
Setting up the game

Each player chooses a dinosaur board and places it in front of them, **colour spots side** face up.



For this game you will need the **colour spot dice**.

Spread the **coloured dots** (with the blue backing) face up on the table.



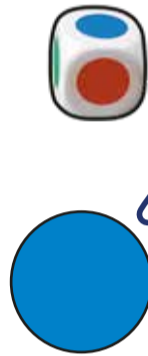
Note: The shapes (with the white backing) and the shapes dice are **not** used in this game.

1 Roll the dice

The youngest player starts.

Roll the colour spot dice and look for a coloured dot that matches the colour shown on the dice.

Place the dot on the matching coloured spot on your dinosaur.



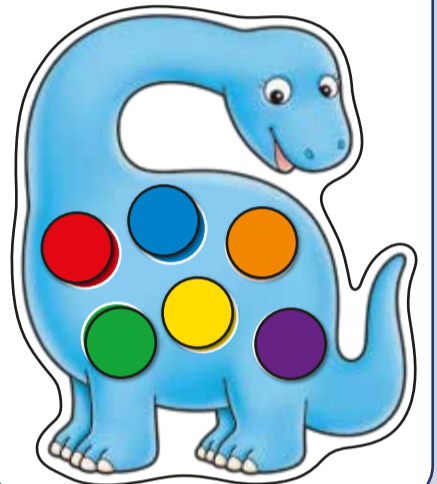
Play passes to the next player.

2 Miss a turn

If you roll a colour that you have already collected, play passes to the next player.

3 The winner

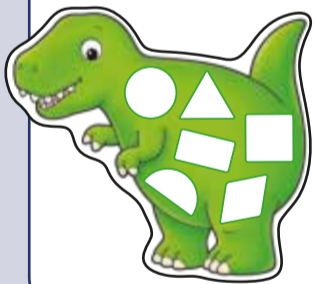
The winner is the first player to cover all the spots on their dinosaur with matching coloured dots.



GAME 2 Shapes

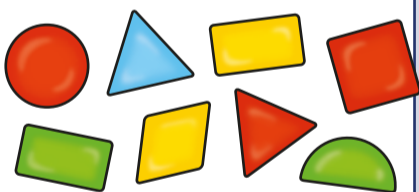
Setting up the game

Each player chooses a dinosaur board and places it in front of them, **shapes side** face up.



For this game you will need the **shapes dice**.

Spread the **red, blue, green and yellow** shapes (with the white backing) face up on the table.



Note: The orange and purple shapes, the coloured dots (with the blue backing) and the colour spot dice are **not** used in this game.

1 Roll the dice

The youngest player starts.

Roll the shapes dice and look for a shape that matches the one shown on the dice and that is also the **same colour as your dinosaur**.

Place the shape on the matching shape on your dinosaur.



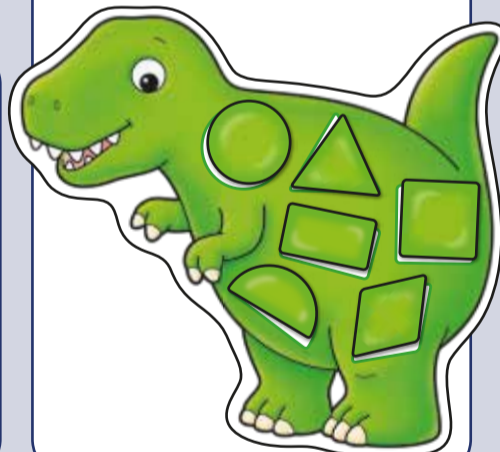
Play passes to the next player.

2 Miss a turn

If you roll a shape that you have already collected, play passes to the next player.

3 The winner

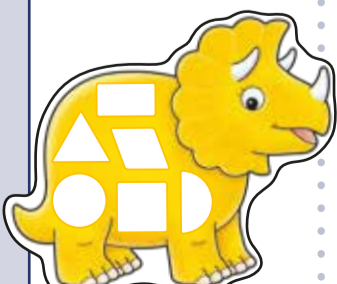
The winner is the first player to cover all the shapes on their dinosaur with matching coloured shapes.



GAME 3 Colours and Shapes

Setting up the game

Each player chooses a dinosaur board and places it in front of them, **shapes side** face up.



For this game you will need **both dice**.

Spread **all** the shapes (with the white backing) face up on the table.



Note: The coloured dots (with the blue backing) are **not** used in this game.

1 Roll the dice

The youngest player starts.

Roll **both** dice and look for a coloured shape that matches both the colour **and** the shape shown on the dice, eg. if you roll a **red** and a **triangle**, look for a **red triangle**.

Place the shape on the matching shape on your dinosaur.



Play passes to the next player.

2 Miss a turn

If you roll a colour/shape combination that has already been taken by someone else, play passes to the next player.

If you roll a colour/shape combination that is still available on the table and you have already covered that shape on your dinosaur, you can choose to swap. Play passes to the next player.

3 The winner

The winner is the first player to cover all the shapes on their dinosaur with coloured shapes.



Note: When players roll the dice they should be encouraged to say the combination out loud, eg. 'blue semi-circle!'