



Dino-Snore-Us

Race to collect your eggs in this fun dinosaur-themed board game! Roll the dice and move along the path but **DON'T WAKE THE T-REX!**

Contents

- 1 four-piece playing board
- 1 T-Rex character
- 4 dinosaur playing pieces
- 4 stands
- 24 eggs
- 4 nest collection boards
- 1 spinner board
- 1 two-part spinner arrow (separate the plastic arrow from the base and attach to the spinner board)
- 1 dice

Setting up the game

Assemble the playing board.

Place the eggs, spotty side up, on and around the top of the playing board.

Assemble the T-Rex and place it, sleeping side facing forwards, at the top of the board.

Insert the dinosaur playing pieces into the matching stands. Each player chooses a dinosaur and places it on the matching coloured start space on the board.

Attach the plastic arrow to the spinner board and place the spinner and dice in reach of all players.

Each player takes a nest collection board and places it in front of them.

The T-Rex has stolen your eggs!

Be brave and creep along the path to rescue as many as you can while he's sleeping.

1 Roll the dice

The youngest player starts.

Roll the dice and move your dinosaur playing piece along the path the same number of spaces.

If you land on a blank space play passes to the next player.

If you land on a dinosaur footprint pick up the T-Rex at the end of the board and turn him round so the other side is now facing forward. Roar or snore as you turn him round!

Turn the T-Rex!

Snore!

Roar!

Play passes to the next player.

2 When you land on the ?

If the T-Rex is **ASLEEP** when you land on the question mark at the end of your path...

...spin the spinner to see how many eggs you can take back from the T-Rex.

Place the eggs, spotty side up, on your nest collection board and return your dinosaur to your start space.

Play passes to the next player.

Note: The exact number does not need to be rolled to reach the question mark at the end of your path.

If the T-Rex is **AWAKE** when you land on the question mark at the end of your path...

...your dinosaur is frightened away so you **cannot spin the spinner** and must return your dinosaur to your start space. Play passes to the next player.

3 Count your eggs

Play continues until there are no more eggs to rescue from the T-Rex.

All players then turn over the eggs on their nest collection boards and count how many of their eggs have **NO** cracks.

4 The winner

The winner is the player with the **most uncracked eggs** at the end of the game.