GB If You See A Crocodile...

Contents:
30 double-sided colour spot cards (5 each of 6 colours with crocodiles or water splashes on the reverse), 6 'finish' spot cards, 4 characters, 4 character stands, 1 game board, 1 3D boat house, 1 3D boat, 1 colour spot dice

Setting up
- Assemble the game board. Place the 3D boat on the boat space and 3D boat house on the boat house space on the game board. Place the characters into the character stands.
- Shuffle the 30 double-sided colour spot cards and place them coloured side up, in the middle of the board.
- Each player chooses a character and places it next to the start (the white spot) on the jetty.
- The youngest player rolls the colour spot dice, which determines what colour the 'finish' card will be. The corresponding 'finish' spot card is placed in the hole by the 3D boat house.

Object
To be the first player to reach the boat house.

To play
- The youngest player begins by placing their character on the white spot on the jetty and rolling the colour spot dice.
- They then choose a colour spot card from the middle of the board that matches the spot colour shown on the dice.
- If the reverse of the card chosen shows a water splash the player moves their character to the next colour spot of that colour on the game board.
- If the underside of the card chosen shows a crocodile, the player screams and their boat character remains where it is.
- The colour spot card is then discarded and placed into the 3D boat. N.B. If a player rolls a colour when all the colour spot cards of that particular colour have been picked up, all those colour spot cards are put back into play and one card is chosen.
- Play then moves to the next player.
- Play continues until a player reaches the 'finish' colour spot by rolling the correct colour (and avoiding the crocodiles). That player can then place their character into the boat house and is the winner.
  N.B. Younger players may move directly to the 'finish' spot card (if the correct colour is rolled), without having to turn over a colour card from the middle of the table. This may shorten the length of play in some instances.

The winner
The winner is the first player to reach the boat house.

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