

Disney · PIXAR

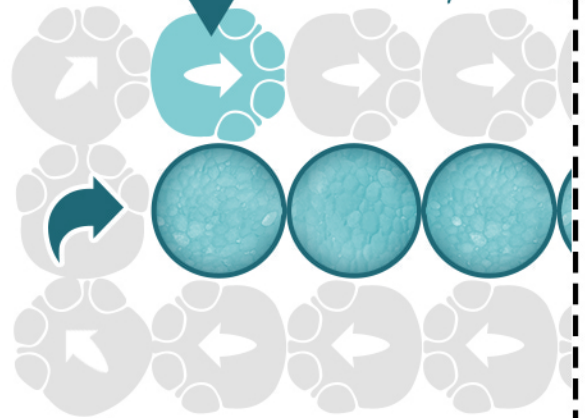
THE GOOD DINOSAUR

IN THEATERS NOVEMBER 25

DINO ADVENTURE GAME

How to play

1. Players take turns to roll the die and move all 4 of their counters individually around the board
2. Each counter must travel around the board and up the player's own coloured spots to reach 'home'
3. Players must roll a 6 to move a counter from their start area and begin its journey around the board
4. If a player rolls a 6 at any time, they get to have a bonus turn
5. If a player lands on the same spot as an opponent, that opponent must put their counter back in their start area
6. A player cannot have 2 of their own counters on the same spot. If a player cannot therefore move the exact number of spots that they rolled, they miss a turn
7. The winner is the player who gets all 4 of their counters 'home' first





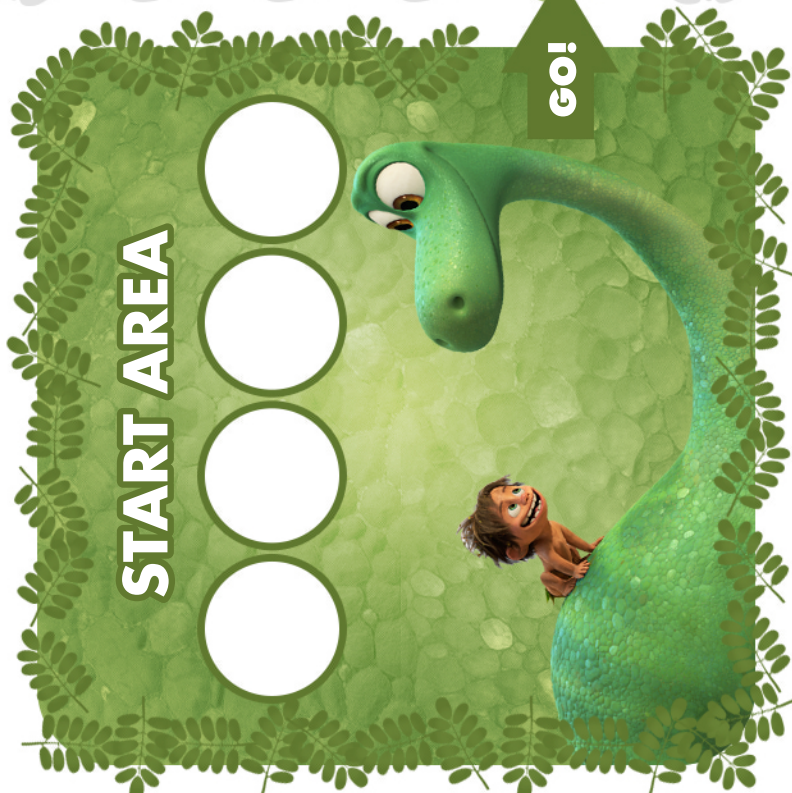
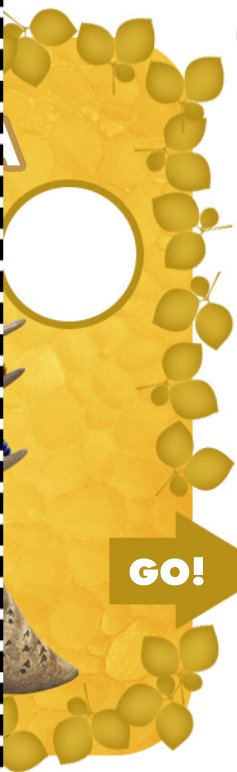
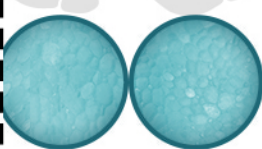
START AREA



START AREA



HOME



START AREA

Go!



Counters and Die

Make your own dinosaur tail counters - just cut the counters out, roll into a cone shape and stick with glue or sticky tape. Then cut out the die, fold into a cube and use the tabs to stick it together. Have fun!

