

DINO



HUNT DICE

a **ONE MORE ROLL!**™ game

*Bring back the dinosaurs for your zoo . . .
but don't get stomped!*

This game includes these rules, 10 dice, and a cup to hold them. You'll need some way to keep score. Two or more can play.

The first player is the one who won the last game, or the one who makes the best dinosaur noise. Remember who went first!

Play passes to the left.

THE DINOSAUR DICE

There are three kinds of dice . . .



RED ones are Tyrannosaurus – the most dangerous!



YELLOW ones are Triceratops – medium dangerous.



GREEN are Apatosaurus – not as dangerous as the others, but they can still stomp you!

Each die has three symbols:

- ♥ Dinosaur –    You caught the dino!
- ♥ Footprint –    You got STOMPED!
- ♥ Leaves –    The dino is hiding.

ON YOUR TURN

Shake the cup, take out three dice without looking, and roll them.

- ♥ DINOS can score for you – set them aside.
- ♥ FOOTPRINTS mean a stomp. Set THEM aside, too . . . unless all three dice came up footprints, in which case, you're done for now, and you don't score.
- ♥ LEAVES mean the dino is hiding. If you choose to roll again, you will re-roll all the dice that are showing Leaves.

Unless you got three stomps, you may choose to either stop or roll again.

If you decide to **stop**, score 1 for each Dino you have, and put all the dice back into the cup. It's the next player's turn.

If you choose to **keep going**, leave all your Leaves on the table. Unless all three of your dice are Leaves, draw enough random new dice from the cup to total three, and roll again. After you see your new dice, you can't decide to stop . . . you have to take at least one more roll.

If your new roll brings your total of Stomps to 3, your turn is over and you score nothing. Otherwise, as before, set your Dinos and Stomps aside, and decide whether to keep rolling.

You may keep rolling as long as you like. If your total ever reaches three Stomps, your turn is over and you score nothing. If you quit before you reach three Stomps, you score all the Dinos you have at that point.



RUNNING OUT OF DINOSAURS



You should always roll three dice if you can. If there are fewer than three dice left in the cup, you may not be able to roll three! In that case, roll as many as you can unless you decide to stop.

If you need to draw dice and there are NO dice left in the cup, it means you've found all the dinosaurs! You don't have to roll again. Turn all remaining Leaves into Dinos. Now score all your Dinos, and your turn is over.

WINNING

Play until one player reaches 20 Dinos. Then finish the round, so everyone gets the same number of turns. If you end up in a tie, the leaders (only) play a tiebreaker round.

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