

DIZZY DIZZY DINOSAUR

RULES

Contents

Dizzy Dizzy Dinosaur, 20 Caveman Pawns (5 of Each Color),
2 Dice, Game Board

Object

Be the first player to reach the cave with all five of your cavemen to win!

Set Up

- Open the Game Board and lay it on a flat surface.
- Each player chooses a color and places all five of their Pawns on their START color.
- Place Dizzy off the board, within reach.

Play

- The youngest player goes first.
- On your turn, roll both Dice to see how you will move along the paw print path, or to see if Dizzy will make an appearance. Each paw print is one space, and you only move along your own color path that matches your Pawns.

Rolling Numbers

- You can make one Pawn move all of the number of spaces rolled, or you may split the roll between two Pawns. *For example*, if you roll a two and three, you may move one Pawn five spaces or you may move one Pawn two spaces and another Pawn three spaces.

Rolling One Dinosaur

- First, move a Pawn the number of spaces shown on the other Die. Then, wind up *Dizzy Dizzy Dinosaur*, holding the wheels on the bottom as you wind two or three rotations. Set him in the Cave area, aim him in any direction and let go!
- Once Dizzy rolls off the board or stops moving, any Pawns that he has knocked down go back to their Start area. Also, any Pawns that are moved *completely* off the paw print go back to Start.
- You then roll the Die with the dinosaur again and move a Pawn that number of spaces. If you roll another dinosaur, wind up Dizzy and put him down again! Then, reroll the dinosaur Die again.

Rolling Two Dinosaurs

- If you roll a dinosaur on both Dice, wind up Dizzy and let him zoom around the board. Then, wind him up *again* and set him down for a second time!
- Roll both Dice again.

Stacking

- Once you have moved *all five* of your Pawns out of the Start area, you can begin stacking your Pawns and move them as one Pawn.
- A stack may have two or three Pawns, but never four or five Pawns.
- You may make a stack when one of your Pawns lands on the same paw print as another one of your Pawns.



Stacked Pawns.

Reaching the Cave

- You don't have to reach the Cave by exact count. Once a Pawn or stacked Pawns reach the Cave, they are safe from Dizzy and should be taken off the Game Board and set aside.

Winning

Once you have reached the Cave with all five Pawns, you are the winner!

We want your comments about our games, puzzles and toys. Contact us at:

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