


WARNING / AVERTISSEMENT:  CHOKING HAZARD - Small parts. Not suitable for children under 3 years. RISQUE DE SUFFOCATION - Petites pièces. Non recommandé pour les enfants de moins de 3 ans.

- Contents:**
- 1 Double-sided game board
 - 4 Dinosaur counters
 - 2 Number dice
 - 1 Operation die

2-4 Players

DINOSAUR MATH

AGES 5+
5 ANS ET PLUS

LSP 8465-S



- If a player lands on a rock marked "odds", he rolls the 1-6 number cube again. If the player rolls an odd number, he moves ahead that number of spaces and follows any directions on the board. If the player rolls an even number, he does not move ahead.
- If a player lands on an occupied rock, he rolls the operation cube. If he rolls a plus sign, he moves ahead one space. If he rolls a minus sign, he moves back one space.

6. It is now the next player's turn. Play continues clockwise to the left.

7. The first player to reach the "finish" space is the winner!

*See Note for using the number line. For subtraction, count back the number of spaces for the second number.



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(Level 1)

Object of the game: Be the first player to reach the dino home in the middle of the board and win!

1. This game uses the two number cubes.
2. Place the game board with the "Dino Tracks Addition" side facing up.
3. Each player chooses a dinosaur marker and places it on the same color "start".
4. The youngest player goes first.
5. Roll both of the number cubes and add the two numbers together. Move ahead that number of spaces.
6. Move clockwise around the board. When you reach your home path, on your turn, move your dinosaur by rolling only the 1-6 number cube. You must have an exact number to reach home.
7. The first player to move his dinosaur home is the winner!

*Note: Use the number line in the guide to help you check your addition. Start by looking at the cubes that you rolled. Find the highest number on the number line and then count ahead the spaces for the second number. This should be your answer. For example, if you rolled a 5 and a 6, find the number 6 on the number line and then count 5 more additional spaces. Your answer should be 11.



(Level 2)

Object of the game: Be the first to reach the finish and win!

1. This game uses both of the number cubes and the operation cube.
2. Place the game board with the "Dino Stomp" side facing up.
3. Each player chooses a dinosaur marker and places it on the "start" space.
4. Each player rolls the number cubes and adds the two numbers together. The player with the highest number goes first.
5. The first player rolls both number cubes and the operation cube and either adds or subtracts depending on the operation rolled. Move ahead that number of spaces on the board. If the rock you land on has instructions on it, follow the instructions given.
 - If a player lands on a space marked "trade places", pick any other player's dinosaur and trade places with that player.
 - If a player gets caught in the quicksand, the only way out is to land by exact count on the green "exit" space.
 - If a player lands on a rock marked "evens", he rolls the 1-6 number cube again. If the player rolls an even number, he moves ahead that number of spaces and follows any directions on the board. If the player rolls an odd number, he does not move ahead.