





(Fig. 1)

### Contents:

- 1 Splattosaurus Game Board
- 1 Dinosaur Mold
- · 4 Colors of Clay
- 1 Deck of game cards

# **Object of the Game:**

Be the first player to get two of your dinosaurs from the "Start" position to "Home".

### Before you start:

Each player selects a "Home" position and the matching color clay.

#### To Mold a Dinosaur piece:

Insert a small piece of color clay into the Dino mold. Close the cover and press tightly for 5 seconds (Fig 1). First remove the excess clay from around your molded dinosaur piece (Fig 2). Place clay not in use back into the plastic bag to avoid drying out. Carefully remove your dinosaur molded clay. Repeat until each player has two molded dinosaur pieces. (You can mold additional dinosaur pieces if needed.)

# Start the Game:

Item # P25126

Place your molded dinosaur pieces in your "Start" space. Shuffle the game cards and place them face down in the center of the board. One at a time, each player selects a card. The first player to select a "Splat" card will go first.

The player to the left will go second, and so on. Re-shuffle the cards and place them face down in the center of the board.

- To move out of the "Start" position you must draw a matching color card or a number card corresponding to the number right outside your "Start" space.
- Once you have a dinosaur piece out of the "Start" and in play, it can move in different ways:
  - 1. Draw a colored number card and move the specified number of spaces or move directly to the next corresponding color square.
  - 2. Draw a 2 color card and move to the next square of either color shown.
  - 3. If you draw a "Splat" card you can splat any one of your opponents' game piece (Fig 3), and then draw another card. Splatted dinosaur pieces remain on the board.
  - 4. Subsequent players must jump over splatted pieces. You cannot occupy the same space as another player or a splatted dinosaur. Move ahead to the next available space.
- Once you completed a rotation around the board, your selected card must match the number of spaces, or color in your "Home" area. If you do not match either, your turn is over and you must wait until your next turn to try again.
- If you run out of cards, re-shuffle the deck and continue play.
- To win the game, you must safely get two of your color dinousaurs "Home".

When the game is over, place each color clay back in plastic back to avoid drying out.

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This product meets or exceeds ASTM F963





(Fig. 2)



(Fig. 3)

