

Contenu – Contents – Inhalt Contenido – Contenuto – Inhoud





Ready, Set, ROAR!

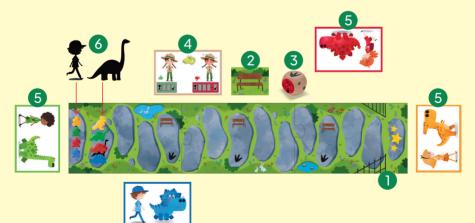
In BalaDino, the race is on at Dino Park—and you must be the first to get your dinosaur to the park gates. But watch out for Billy, the park keeper, who won't let any dinosaurs stray too far from their owners.

This easy-to-learn yet tactical racing game is perfect for children and families. Choose your dino, and let the race begin!

Aim of the game: Be the first to get your dino over the fence.

Game setup:

Before playing for the first time, carefully remove the duo cards, Billy card and bench cards from the punchboards.



1. Assemble the playing board and place it in the middle of the table.

2. Shuffle the bench cards and place them in a pile next to the playing board with the bench facing up.

3. Prepare the dice next to the player.

4. Place the Billy card next to the playing board so that all of the players can see it clearly.

5. Each choose a duo card and place it in front of you. Then also take the person and dino in the same color.

6.All place your person (dino's keeper) on the first space on the playing board and your dino on the second space.

How to play:

The last person to have seen a dinosaur bone starts. Play then continues in a clockwise direction.

The game ends immediately when a Dino reaches the last square of the path.

Playing your turn

When it's your turn, roll the die and perform the action you've rolled:

exactly the number of spaces shown.

You MUST move your dino to the next space with dino footprints. If there aren't any more dino footprints ahead of you, then leave your dino where it is.



: Watch out, Billy is blowing her whistle! She doesn't want the dinos to stay too far from their keepers and will now check on them.

- The player's dino is behind their keeper or a maximum of three spaces ahead of them: Whew! Billy is satisfied that the dino is close enough to their keeper.

Nothing happens.

- The player's dino is more than three spaces ahead of their keeper: Oh dear, Billy isn't happy! The keeper should take better care of their dino!

The whistle calls the player to order: They MUST fetch their dino back and place it on the same space as the dino's keeper.

This overview reminds of the rules:



In both cases, the player must then move either their person or their dino forward one space.

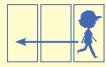
It's now the next player's turn to roll the dice.

The bench cards:

Sometimes it's good to have a little sit down, take a break and think how you can make your outing even more exciting!



If the person whose turn it is lands on a space with a bench, they take the top bench card in the pile and immediately perform the action shown.



: Oh no! I've lost my keys and will have to go back and look for them! The player moves a person <u>of their choice</u> back two spaces.



: The flowers are so pretty! Come take a closer look. The player moves a dino <u>of their choice</u> back one space.



: What's that up ahead? Come on, let's go take a look! The player moves a dino of their choice forward one space.



: Your Dino is so cute! The active player immediately gets another turn and can roll the die again.



End of the game:

When a player's dino reaches the end of the path and lands on the other side of the fence, they immediately win the game.



Credit

Authors: Jonathan Favre-Godal, Corentin Lebrat Illustrations: Ludi Copper Acknowledgments:

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