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ARE YOU GAME?



**SCHOLASTIC MONKEYS JUMPING
ON THE BED GAME**

Ages 6 and Up
2 to 4 Players



**SCHOLASTIC SCAVENGER
HUNT ACTIVITY GAME**

Ages 6 and Up
2 or More Players



**SCHOLASTIC ALPHABET
MATCH-UP GAME**

Ages 3 and Up
2 or More Players



**SCHOLASTIC ROLL AND
MATCH MATH GAME**

Ages 6 and Up
2 or More Players

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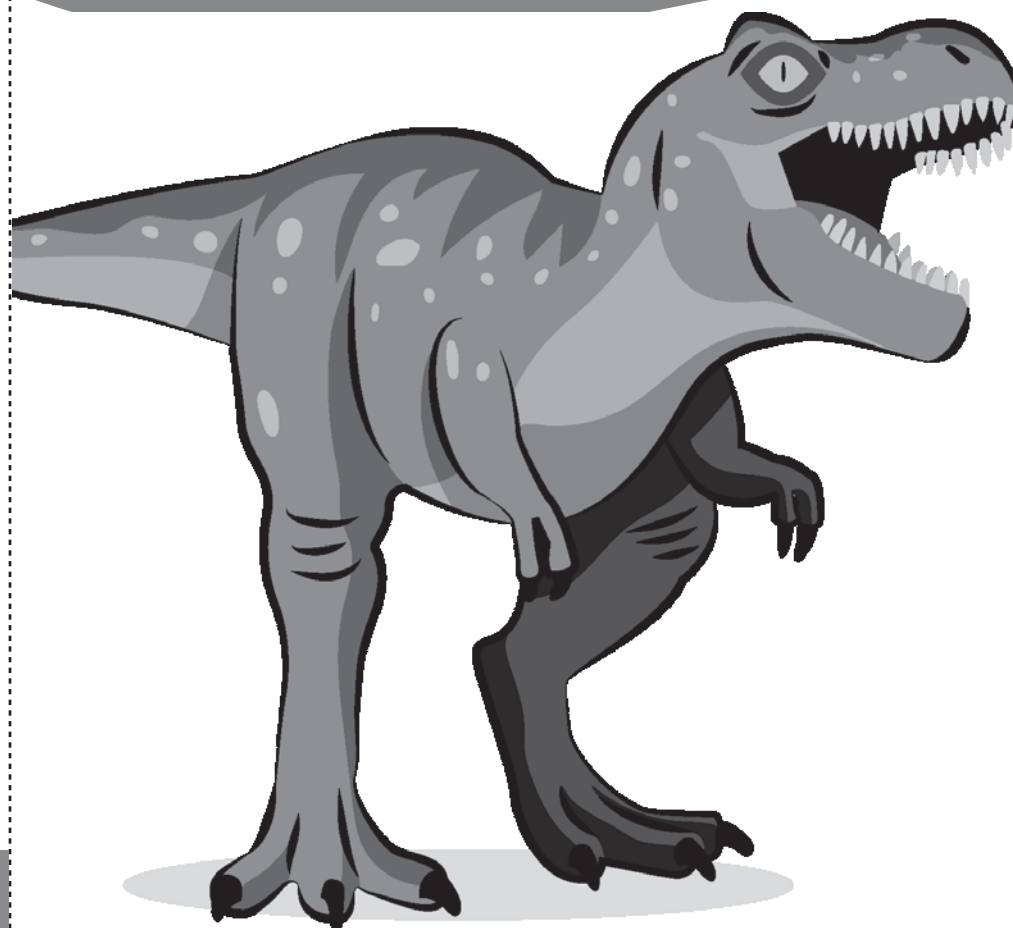
BRIARPATCH

SCHOLASTIC

Ages 6 and Up
2 to 4 Players



T-REX ADVENTURE GAME



INSTRUCTIONS

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CONTENTS

- Game Board
- 16 Dinosaur Playing Pieces
- 1 T- Rex Playing Piece
- 2 White Dice
- 1 Black Die

OBJECT OF THE GAME

Be the first player to get all of your Dinosaurs from START to FINISH on the Game Board.

SETUP

1. If this is your first time playing the game, punch out and assemble the Dinosaur and T-Rex Playing Pieces and Stands.
2. Each player selects a color of Dinosaur (Blue, Red, Yellow or Green) and places all Dinosaurs of that color at the DINOSAUR START space on the Game Board.
3. Place the T-Rex at the T-REX START space on the Game Board.
4. Place the Dice where they are accessible to all players. The White Dice will be used for moving Dinosaurs, and the Black Die will be used for moving the T-Rex.

PLAYING THE GAME

1. The youngest player begins the game by rolling all three Dice.
2. The player first moves the T-Rex the number of spaces shown on the Black Die. The T-Rex can move backward or forward but can only move in one direction per turn.
3. The player then can either move one of their Dinosaurs the total number of spaces between both White Dice or two of their

Dinosaurs, one for each of the White Dice. Dinosaurs must move clockwise on the Game Board.

4. Play continues clockwise, with players rolling the Dice and moving the T-Rex and their Dinosaurs around the Game Board.

T-REX

If the T-Rex lands on the same space as a player's Dinosaur, that Dinosaur is captured and must go to the T-REX space on the Game Board. Dinosaurs who have been trapped by T-Rex can only be saved if their players roll a six with a White Die on their turn. If players are able to roll a six on their turn, they can free their captured Dinosaur and place it back on the DINOSAUR START space on the Game Board.

WINNING THE GAME

The first player to get all of his or her Dinosaurs to FINISH on the Game Board wins the game. The roll doesn't have to be exact.

