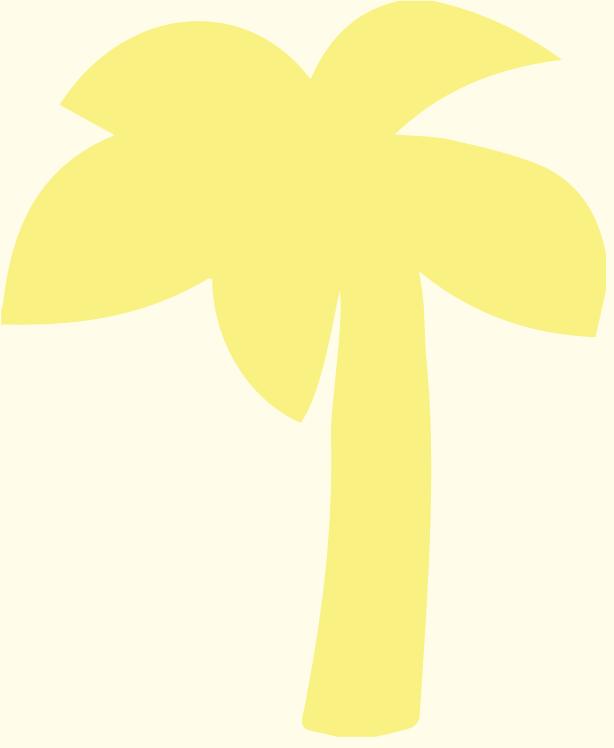
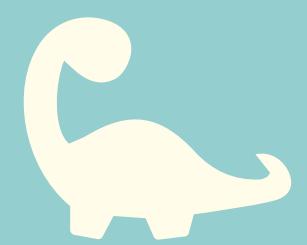


save the



DINO



Welcome to the Jurassic Period, Where Dinos
rule the Earth! Step into an adventure with
our game, Save the Dinos!
Can you SAVE YOUR DINO?



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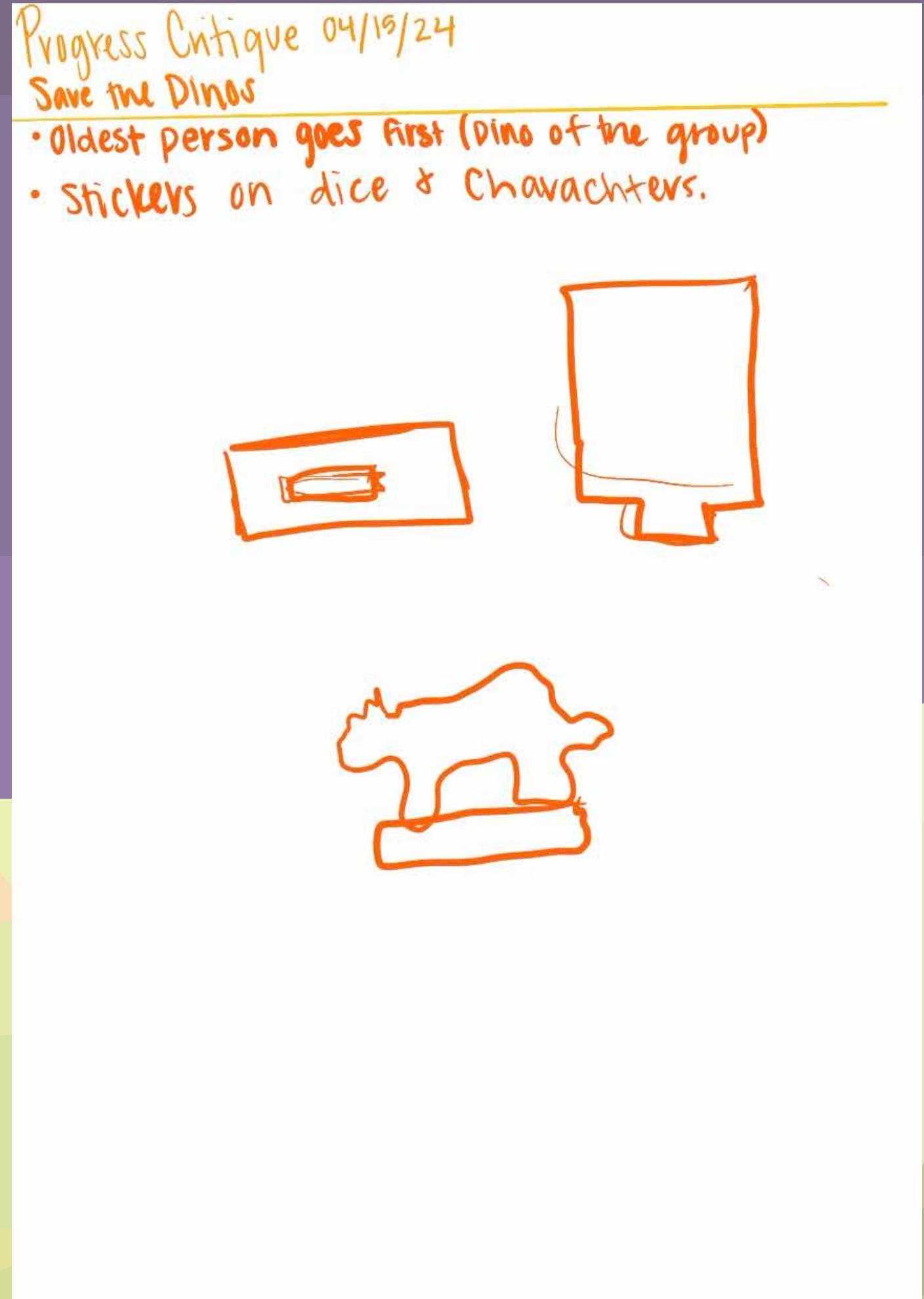
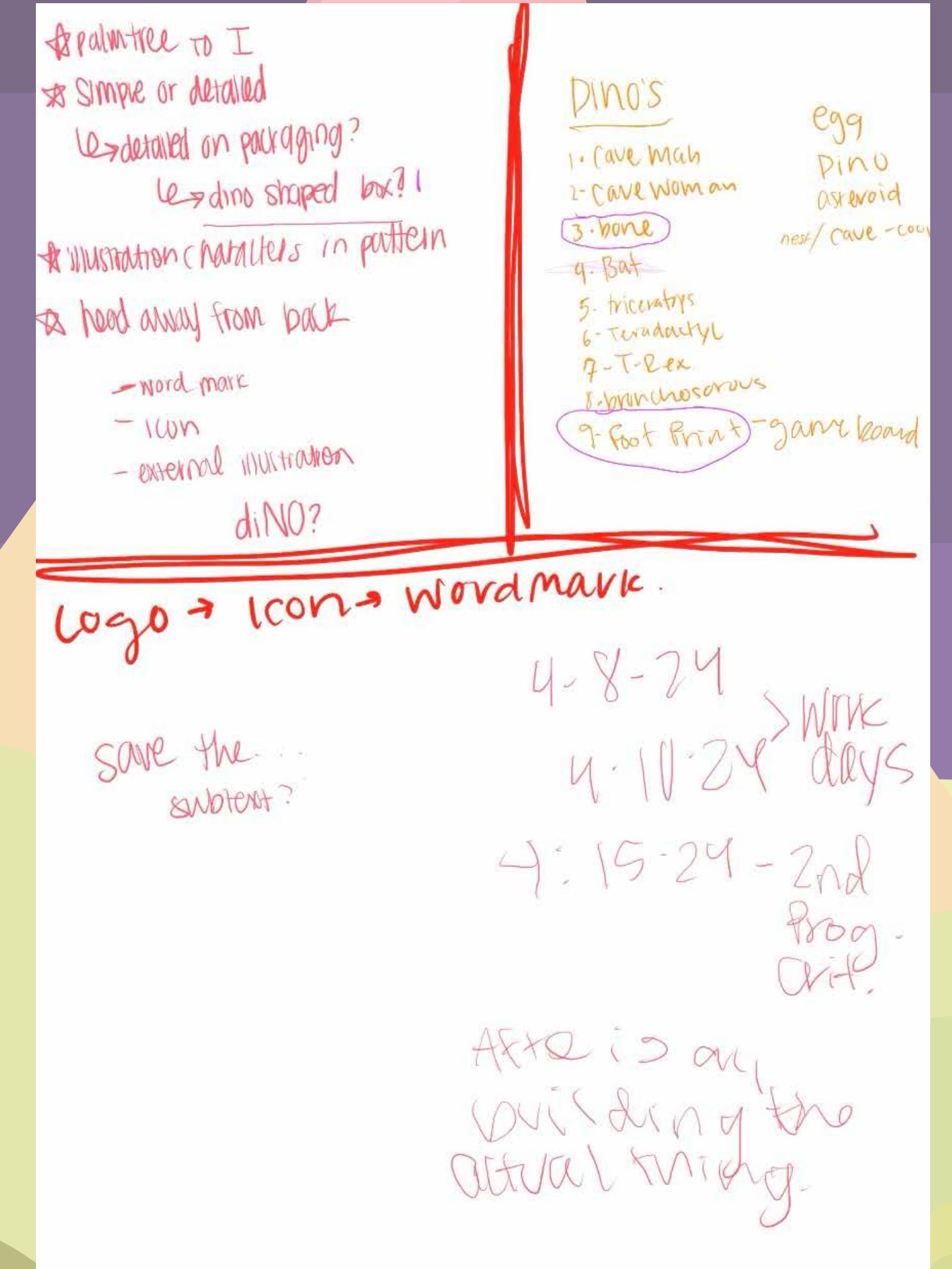
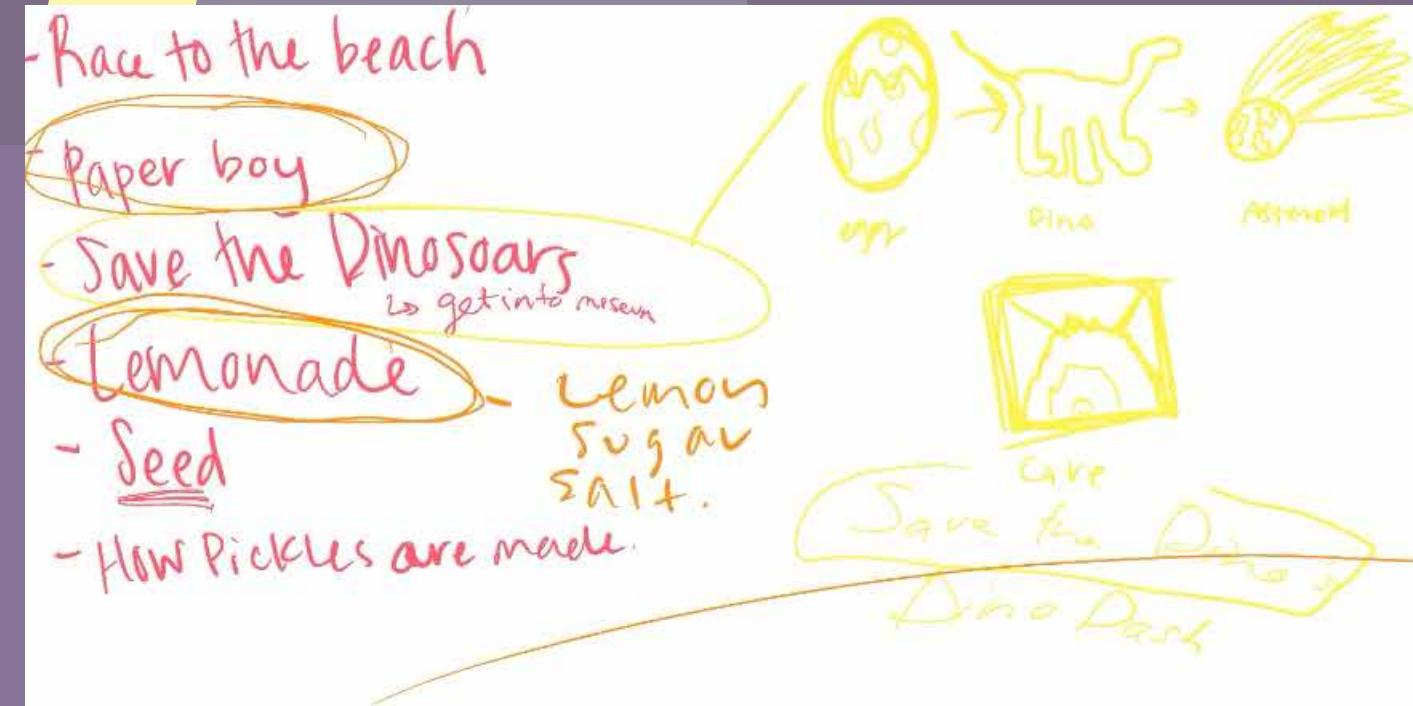
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- ii. Identity System**
- iii. Application**

PROGRESS



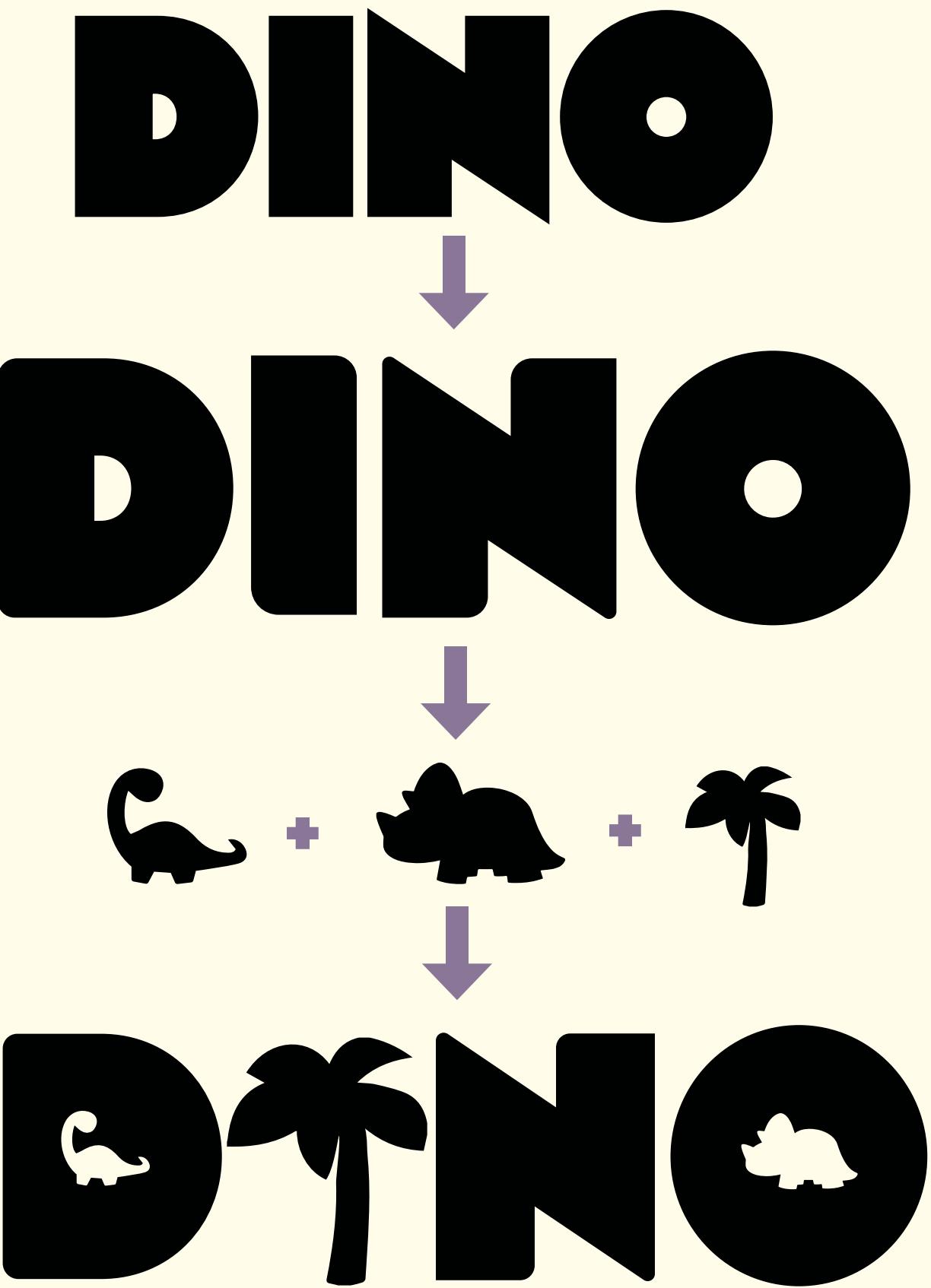
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RESEARCH



LOGO DEVELOPMENT

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WORDMARK



SECONDARY LOGOS

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COLOR PALETTE

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#15113d



#2d0d3e



#95ced0



#f38c8b



#c9da76



#faf181



#edc878

PATTERN & ILLUSTRATIONS

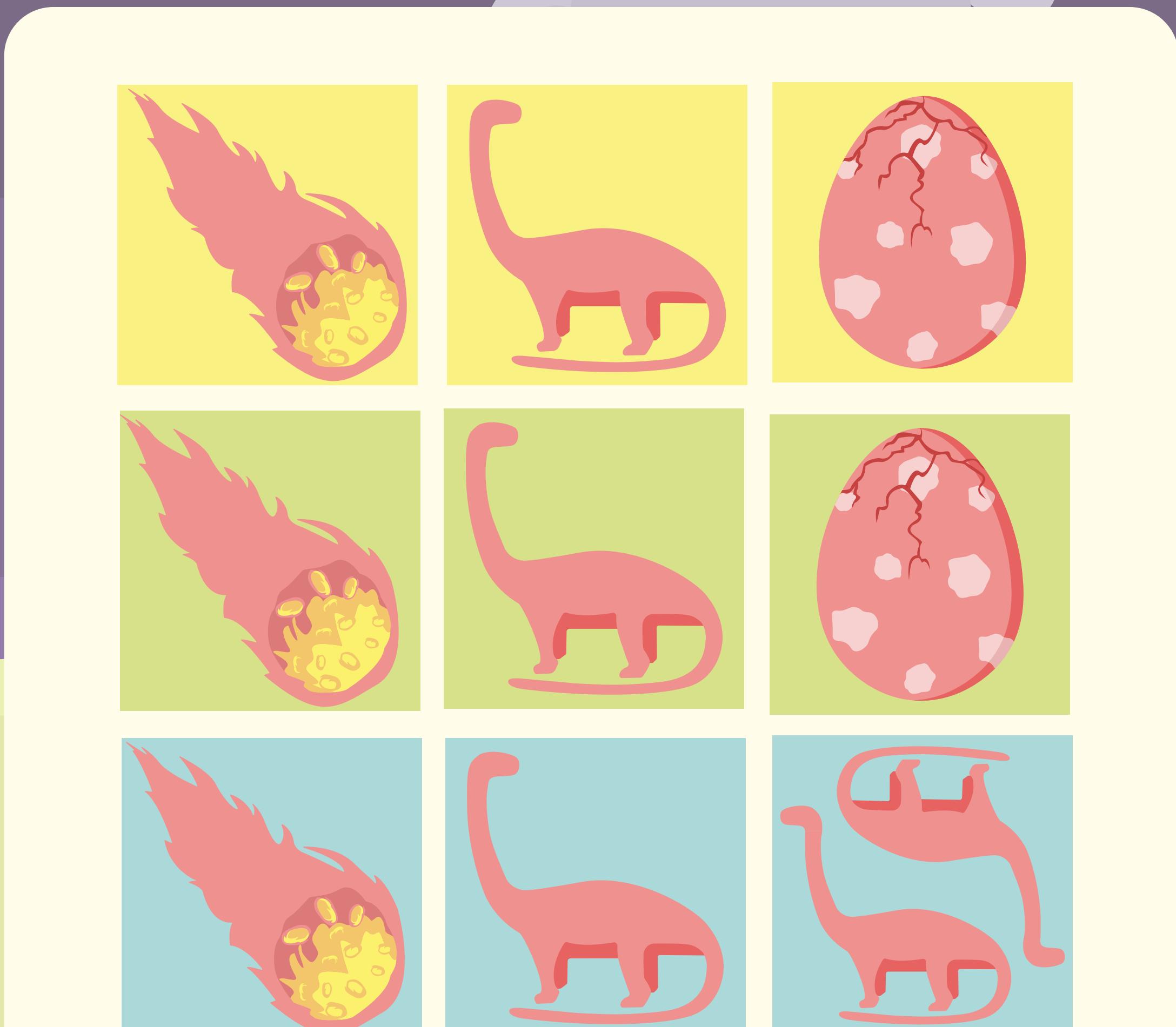


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DICE ICONS

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PLAYER ICONS

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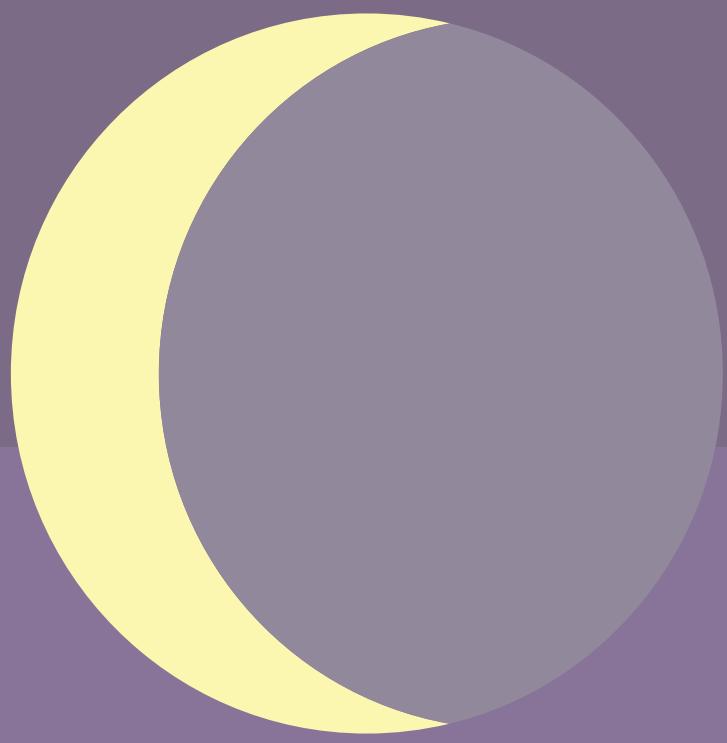
TYPOGRAPHY

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ARBOTEK

**Aa Bb Cc Dd Ee Ff Gg Hh Ii
Jj Kk Ll Mm Nn Oo Pp Qq Rr
Ss Tt Uu Vv Ww Xx Yy Zz
• 1 2 3 4 5 6 7 8 9**

BOARD DESIGN



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BOX DESIGN



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PLAYER DESIGN

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INSTRUCTION MANUAL

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GAME PIECES

- 4 GREEN DICE
- 4 BLUE DICE
- 4 YELLOW DICE
- 9 CHARACTERS
- 1 CLOTH BOARD

PLAYING YOUR TURN

At the beginning of your turn, you must chose from 2 options

- GO FOR IT
Take all of the dice passed to you & roll 'em!
- OR
- OPT OUT
Return all BLUE & GREEN dice passed to you back to the nest, & lose one point for being a weakling. Now take the 4 remaining white dice & roll 'em.

Note: if you OPT OUT while on the STARTING SPACE, you do not lose 1 point

After your first roll, set any of your DINOS to the right and ASTEROIDS to the left. DINOS will score you points, but if at any point during your turn you have rolled 3 ASTEROIDS or more across all of your dice, you've SPLIT! Your turn ends, and you score zero points. See more on "YOU SPLIT!"

SETUP

- Place the cloth board within
- Each player chooses a character and place on the start spaces.
- Arrange the BLUE DICE and the GREEN DICE in rows inside the Nest at the center of the board.
- The dinosaur, or oldest player will go first.
- Give the 4 YELLOW DICE to the starting player.

SAVING DICE

If you did not split after your first roll, then leave any BLANK DICE and DINO EGGS in the middle. For each DINO EGG symbol rolled, add a die from the Nest to the middle. When adding dice, if there are no longer any BLUE DICE in the nest, BLUE DICE are riskier but also more rewarding. If no dice are in the Nest, you do not add another die. Any added dice are treated as if they are blank.

COUNTING YOUR DINOS

When your turn ends with less than 3 ASTEROIDS, score 1 point for every DINO rolled - moving your CHARACTER one space per point around the board. The DOUBLE DINO on the BLUE DICE is worth 2 points! Pass all of your dice to the next player clockwise. It is now their turn.

YOU SPLIT

If 3 ASTEROIDS or more are showing a cross all your dice, your turn ends as the asteroids hit earth and destroy all the dinos. Return all BLUE AND GREEN DICE to the coop and score zero points. Then pass all 4 YELLOW DICE to the next player clockwise. It is now their turn.

END OF GAME

When a player ends their turn with 25 OR MORE POINTS, the game ends immediately and that player has won!

You now have a choice to REROLL ALL DICE in the middle. OR STOP AND COUNT YOUR DINOS (see below)

If you chose to reroll, remember you must ROLL ALL OF THE DICE in the middle - this includes your blank dice, dice showing DINO EGGS, and any newly added dice to the mix.

You only get ONE REROLL PER TURN, so after this reroll, your turn will be done. If you did not split after this reroll, save any new dice and count your Dinos.

PRODUCT SHOTS



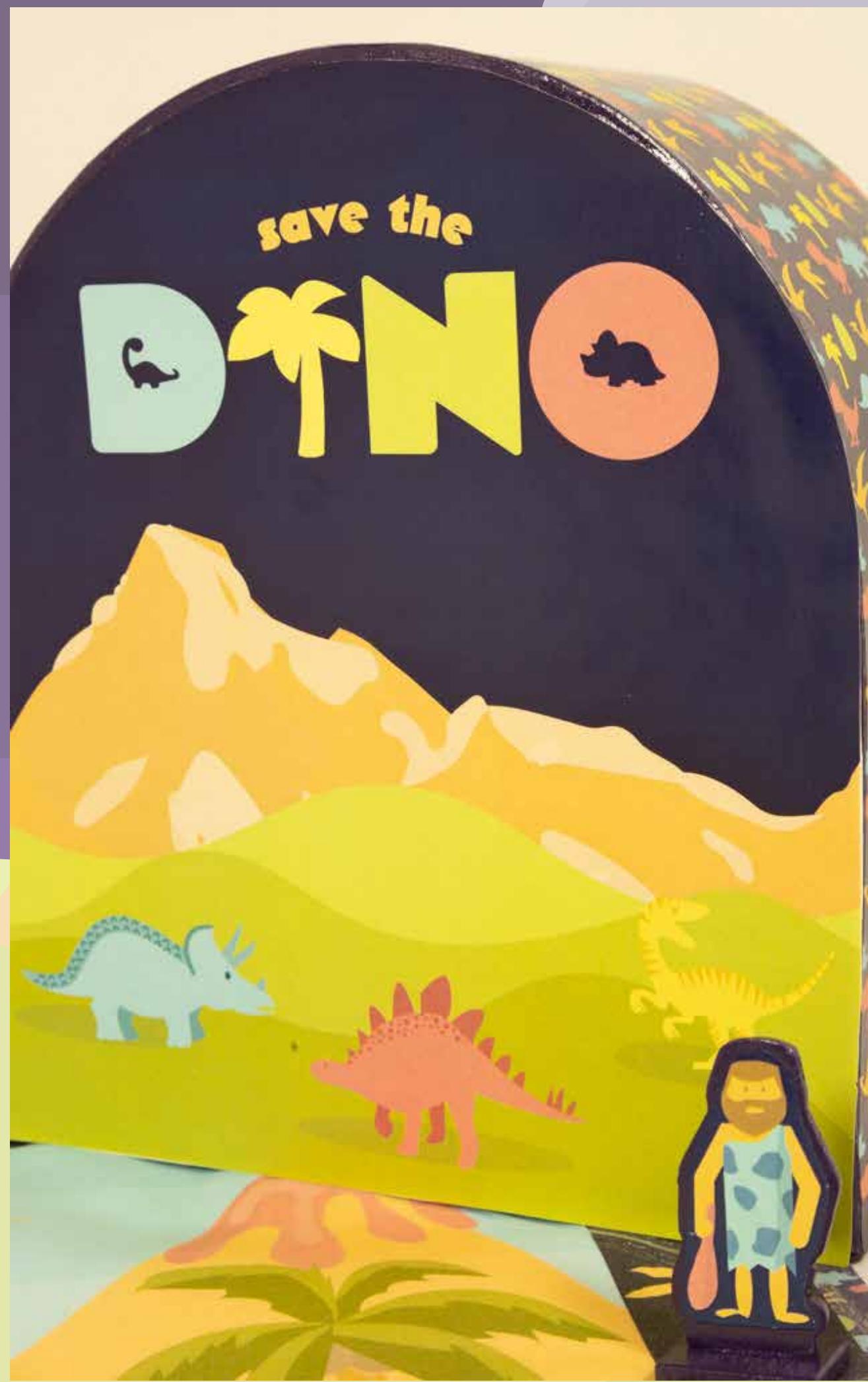
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THANK
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