

**MARIE, FREDDY, NESSIE** and **LOUIS** grew up together in the amazing Valley of Fire, home of the dinosaurs. As usual, the four friends met around the lake to play. All of a sudden, the earth began to shake and noise rumbled from below. The sky quickly darkened and the air began to change. **DISASTER!** The four volcanoes, which were had peacefully lain dormant for years, have begun to erupt at the same time! Hurry! Find safety in the tall mountains to avoid the lava flows and save the eggs!

## CONTENTS

► 4 Dinosaur figurines

**LOUIS**

Yellow Stegosaurus

**NESSIE**

Pink Diplodocus

**MARIE**

Blue Triceratops

**FREDDY**

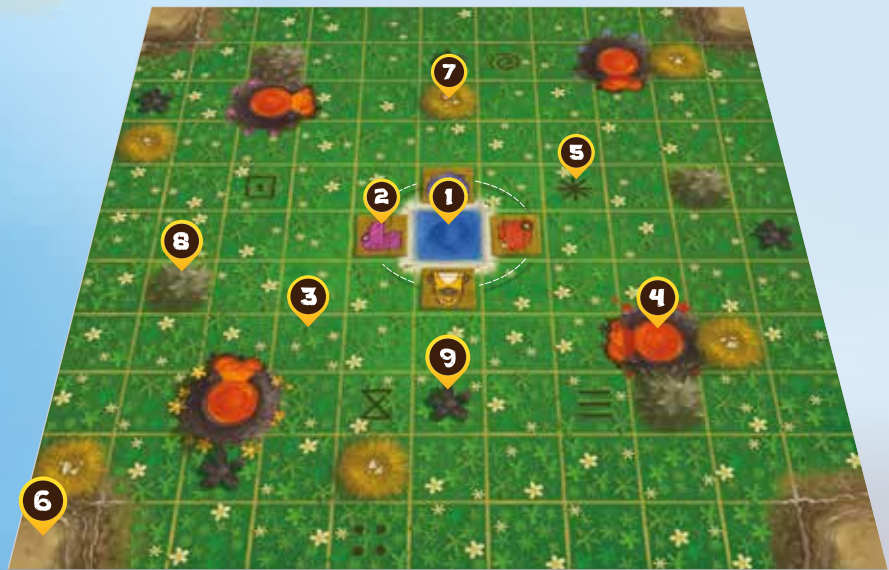
Red Tyrannosaurus



► 1 gameboard

Different types of spaces are shown on the gameboard:

- |                   |                     |
|-------------------|---------------------|
| 1 Lake space      | 6 Mountain space    |
| 2 Starting space  | 7 Nest space        |
| 3 Grass space     | 8 Pointy Rock space |
| 4 Volcano space   | 9 Thorny Bush space |
| 5 Meteorite space |                     |







**▶ 4 Volcanos**

Each Volcano represents the starting point for different lava flows.



**▶ 4 Mountains**

Safe spaces for Dinosaurs.

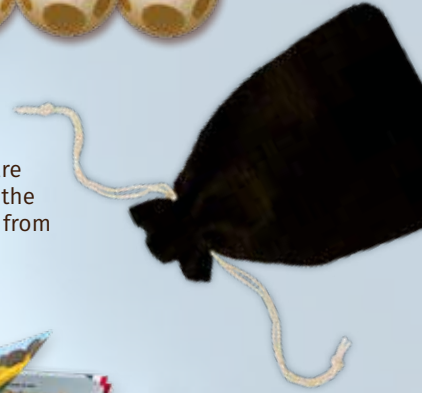


**▶ 6 Dino Egg tokens**



**▶ 1 big fabric bag**

All the Lava and Meteorite tiles are placed in the bag at the start of the game. You will randomly draw tiles from the bag during the game.



**▶ 9 Obstacles**

Obstacles are spaces on the board onto which neither Dinosaurs or Lava can move. These spaces are represented by:

**\* 4 Pointy Rocks**



**\* 5 Thorny Bushes**

Only used for the Thorny Bush variant (see p.13)



**▶ 1 rulebook**



**▶ 58 Danger tiles**

There are different types of Danger tiles:



**\* 48 Lava tiles**

Each tile is associated with a specific lava flow.

**\* 4 Volcano tiles**

They are placed under the Volcanos in the beginning of the game.

**\* 6 Meteorite tiles**

Each tile corresponds to a specific space on the gameboard.



# SETUP

1 Place the gameboard in the middle of the table.

2 Put the 4 Volcano tiles on the Volcano spaces on the board, matching the colors of the flowers.

Then, place the 4 preassembled Volcanos on top of the Volcano tiles, matching the color of the flowers and the direction of the Lava drawn on the gameboard.

3 Place the 4 Dinos on their corresponding spaces around the central Lake.

7 Assemble the 4 Pointy Rocks and put them on the 4 Rock spaces.

6 Put all the remaining tiles in the fabric bag and mix them up without looking at them.

5 Place the 6 Egg tokens on the Nest spaces.

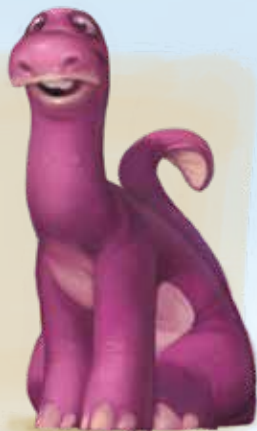
4 Assemble the Mountains and put them on the 4 Mountain spaces in the corners of the gameboard.





## OBJECT OF THE GAME

**SOS DINO** is a cooperative game in which you must move Lava, then move Dinos on the board. You are trying to get the Dinos to safety on top of the Mountain, but you must also save the Eggs spread across the board on the way. **If you successfully save all the Dinos and Eggs, your team wins the game!**



## GAMEPLAY

The game plays over many turns until the game-end conditions are met. Each player plays in turn, in a clockwise direction. Each turn has three Phases, played in this order:

1 DRAW A RANDOM TILE FROM THE BAG

2 PLACE THE TILE ON THE GAMEBOARD

3 FINALLY, PERFORM THE ACTION SHOWN ON THE TILE

The player with the shortest arms plays first!

1 DRAW A NEW TILE

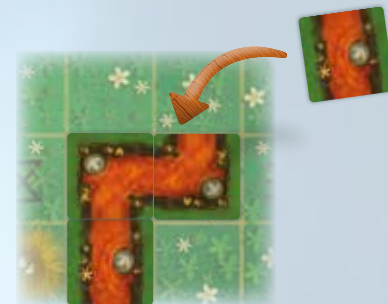
The active player randomly draws a tile from the fabric bag and shows it to everyone.

2 PLACE THE TILE ON THE GAMEBOARD

There are different placement options, depending which tile you draw.

### \*Lava Tile

If you drew a Lava tile, extend the lava flow that has flowers of the same color. Lava tiles must be placed on an empty space, never on another tile, Lake, or Obstacle.



**Important:** if a Dinosaur or an Egg is on the space where you place the Lava tile, it is eliminated and immediately removed from the game.

## ENDS OF LAVA FLOWS

One or more lava flows may be blocked by the tile that you drew, if it:

- \* ends a Lava Flow;
- \* joins together two existing Lava Flows;
- \* extends a Lava Flow to the edge of the board or against an Obstacle, Volcano or Mountain.



Whenever a lava flow is blocked, pressure begins to build up inside the Volcano. The next time a player draws a Lava tile that is the same color as the blocked Lava Flow, **DISASTER STRIKES... THE VOLCANO ERUPTS!**

If this happens, remove the Volcano from the board, revealing the Volcano tile with 4 Lava Flows, The active player must then place the drawn tile so that it extends one of the new paths, and perform the action shown on the tile.

## ENDS OF LAVA FLOWS (2)

If the Volcano has already erupted and the lava flows are finished again, put the drawn tile back in the box and draw a new tile. Players cannot perform actions shown on Lava tiles removed from the game.

### \*Meteorite tile

If you draw a **Meteorite tile**, put it on the space with the same symbol as the tile you drew.



If a Dino is on this space, the Dino is eliminated. Put the Dino back in the box and put the Meteorite tile on the corresponding space.

If the symbol is already covered by a Lava tile, simply put the Meteorite tile back in the box and draw a new tile. Players cannot perform actions shown on Meteorite tiles removed from the game.

## NOTE

Once you place it on the board, the Meteorite is considered to be an Obstacle.

## 3 PERFORM THE ACTION SHOWN ON THE TILE

After placing the tile on the gameboard, you must perform the action shown on the tile. It will either tell you to move one or more Dinos or to immediately draw another tile.

The actions are:



Move **one** Dino **one** space.



Move **two** Dinos of your choice **one** space each.



Move **one** Dino **two** spaces. You can move any Dino you want, regardless of its color.



Draw a **new** tile.

### \*How do I move Dinos?

Dinos can move forward, backward, or to the side, but never diagonally. They cannot move onto a space with another Dino.

**Important:** you cannot move a Dino that is the same color as the flowers on the Lava tile.

#### Example



Certain spaces are considered to be Obstacles. Dinos cannot move onto these spaces.

## TIP

The back of the Lava tile shows which Dino you cannot move.

Dino not affected by this tile



Flowers showing the flow and Action symbol

### \*How do I save the Dinos and Eggs?

If you move a Dino onto a Mountain, the Dino is saved! They stay up high, protected from Lava and Meteorites until the end of the game and can no longer be moved. You are allowed to place multiple Dinos on the same Mountain.

If you move a Dino over or onto a Nest space with an Egg token, the Egg is saved! Take the token and put it on a Mountain.



## END OF THE GAME

The game ends in one of three different ways:

- \* The last Dino on the board climbs a Mountain.
- \* The last Dino on the board is eliminated by Lava or Meteorites.
- \* There are no more Danger tiles in the bag.

Once the game ends, add up the points you scored:

- \* Each Dino on a Mountain gives **2 points**.
- \* Each Egg saved gives **1 point**.
- \* Eggs still in their Nest do not give any points. Dinos still on the board and not on a Mountain at the end of the game do not give any points either.

## THORNY BUSH VARIANT



If you are used to the normal game and want an even greater challenge, play with the Thorny Bush variant. Place the 5 Thorny Bushes on their corresponding spaces during Setup. There are now more Obstacles along the Dinos' way to safety!

It is also possible to play with the Thorny Bushes instead of the Pointy Rocks. Pointy Rock spaces are no longer considered to be Obstacles. It's up to you!

## CREDITS

DESIGNERS: Ludovic MAUBLANC and Théo RIVIÈRE - ILLUSTRATOR: Mathieu LEYSSENNE - PROJECT MANAGER: Aurélie RAPHAËL  
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### Number of points

### Result

#### 14 points:

Congratulations! You successfully saved all the Dinosaurs and Eggs! You are a rescue champion!

#### 12 to 13 points:

You almost made it! So close! Good job on this great score!

#### 9 to 11 points:

Thanks to you, some of the Dinos and Eggs were saved! Even though you didn't fully accomplish your mission, we're sure you'll save more next time!

#### 6 to 8 points:

Rescuing Dinosaurs is a full-time job. You need a bit more experience to be a pro. Don't give up!

#### De 0 to 5 points:

It wasn't the best day to save Dinos... but the important thing is that you tried! Keep trying to rescue those poor little guys!



### A note from the designer and the team

Théo dedicates this game to Olivia, Madeline et Gaspard.  
The designers thank Élodie, Petite Manue, la Cafetière and Lily.  
Thanks to Aurélie... for her awesome work on the game.

The LOKI Team also thank the pupils in Ludres and the teachers who gave us their valuable feedback and opinions on this game.  
Have fun!



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