



GIGANTOSAURUS™

THE ADVENTURE GAME

MN
XY

RULEBOOK

A long, long time ago, going back more than a million years, there was a world called Cretacia, where dinosaurs lived! Here, four young dino friends known as Bill, Mazu, Rocky and Tiny went on the most exciting adventures together. Mazu, the Ankylosaurus, decided to capture their memories by creating an enormous Gigantopedia.

Mazu the Ankylosaurus looked very proudly at the collection: "I've written down everything that reminds me of our adventures!"

Tiny the Triceratops jumped up enthusiastically, as she had just thought of a game. "Let's go and explore! Whoever finds all the friends and objects first, wins!"

"Really, all of them?" Bill the Brachiosaurus looked scared. "But where should we start looking? Who knows if we'll run into bullies, or even worse, Gigantosaurus!"

Rocky the Parasaurolophus started laughing. "I'm sure it will be fine! Let's go on an adventure and try to find everyone, how hard can it be? And who knows, maybe Gigantosaurus can actually lend us a hand..."

Mazu gave each of his friends part of the Gigantopedia. They counted down and each ran off in a different direction. Rocky shouted after the others: "Whoever finds everything first is the fastest dino in the whole of Cretacia!"

GIGANTOSAURUS™

THE ADVENTURE GAME



GOAL OF THE GAME

Be the first to find all the friends and objects in your Gigantopedia.

CONTENTS

1 game board



4 Gigantopedias



4 player figures



1 Gigantosaurus



28 tokens



1 dice



SETUP

Place the game board **A** on the table. Choose your player figure **B** and place it on the starting space. Place Gigantosaurus **C** on the game board, on the space shown.

Shuffle all the tokens **D** (keeping them face down) and place 2 tokens on each space on the game board. Do not place any tokens on the starting space for the player figures or on the starting space for Gigantosaurus.



Shuffle the Gigantopedias **E** and give one to each player. This shows all the friends and objects you need to find in Cretacia.

Give the dice to the player who can do the best Gigantosaurus impression. This player goes first.



THE GAME

Players take turns in clockwise order. On your turn, always roll the dice first.

If you roll  or , move your player figure the number of footprints shown on the dice. You can also choose not to move, but you can't take fewer steps than shown. Each space on the board counts as 1 step and you can choose the direction in which you move.



Example: Bill rolls  and takes 2 steps.

If you roll a Gigantosaurus footprint , you must move Gigantosaurus 3 steps in a clockwise direction . In this case, you may not move your player figure.



Example: Mazu rolls  and moves Gigantosaurus 3 steps in a clockwise direction.

THE TOKENS

If you land on a space with tokens, you can look at as many tokens as you like. Turn over the tokens you want to look at, one after the other. If there is a picture of a friend or object (or even more than one) on your Gigantopedia, you can immediately place the token(s) on your Gigantopedia. If the token does not appear on your Gigantopedia, leave it face up on the space.



Bully tokens

If you turn over a bully token, you must return to the starting space immediately. You can't turn over any other tokens on this space. Leave the bully face up. Every time someone lands on this space while the bully is still there, they must return to the starting space.



PLEASE NOTE!

You are allowed to pass bullies.



GIGANTOSAURUS

Gigantosaurus wanders around Cretacia minding his own business, but he might come in handy! You can hitch a ride with Gigantosaurus, but you can only climb on and off when it is your turn.

Climbing on

- You can climb onto Gigantosaurus and hitch a ride if he lands on or passes your space after rolling the Gigantosaurus footprint on the dice.
- You can also climb on if you are on the same space as Gigantosaurus after rolling the dice and taking (or not taking) steps.
- Only 1 player can ride on the back of Gigantosaurus, so if you wish to climb on when someone else is riding, this player must climb off.

Climbing off

- If it's your turn and you are riding Gigantosaurus, you may choose to remain on his back. If you keep riding, you can only climb off again on your next turn.
- You can also choose to roll the dice first and then decide whether you wish to keep riding or climb off.
- If you choose to roll the dice and then take steps, first climb off Gigantosaurus and then take the number of steps shown. You can look at tokens after moving.
- If you have rolled the Gigantosaurus footprint, you can still decide whether to keep riding or climb off after Gigantosaurus has taken 3 steps. If you decide to climb off, do not take any steps. You can look at tokens after climbing off.

Scaring away bullies

Once Gigantosaurus has taken his 3 steps (with or without you on his back), remove all face-up bullies from the space he landed on. These tokens are out of the game.



END OF THE GAME

The first person to find all the friends and objects in their Gigantopedia wins the game!



ADVANCED VARIANT

If you are familiar with the base game and would like more of a challenge, add this rule:

When you end your turn on a space, you can choose to flip tokens on that space face down again (note: bully tokens remain face up). Everyone must be given the opportunity to look at the tokens before they are flipped over.



Development: MNKY Entertainment
Design: MNKY Entertainment
Translation: Alexandra Timms
and Jo Lefebure for
The Geeky Pen

Follow us on:     @mnkyentertainment

M N K Y
ENTERTAINMENT



Cyber Group Studios

© 2023 Cyber Group Studios

Leidsevaart 123 | 2211 VS
Noordwijkerhout | The Netherlands
www.mnkyentertainment.com

© 2023 MNKY Entertainment. Developed and produced by MNKY Entertainment. All rights reserved. No elements of this game may be reproduced without prior written consent from MNKY Entertainment. MNKY Entertainment has published this game with the utmost care, and will not accept any liability for potential errors or ambiguities appearing in this publication that may lead to damages.



WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.