

THE FLINTSTONES[®] GAME

INSTRUCTIONS

FOR 2 TO 4 PLAYERS

CONTENTS: Gameboard, die, 4 pawns, 4 pawn stands, 11 Animal Helper tiles, 1 Dino tile, 20 Clam tokens.

WHERE'S DINO? Dino, the Flintstones' pet, has gotten loose and is wandering about the neighborhood. While roaming, Dino has caused 5 Clams' worth of damage to property belonging to Mr. Slate, Fred's boss!

Fred, Wilma, Barney and Betty all join in the search. Will you be the first to get 5 Clams and bring the lovable dinosaur Home?

OBJECT

Collect 5 Clams and be the first to bring Dino Home.

THE FIRST TIME YOU PLAY

1. Carefully punch out the pawns, Animal Helper tiles, Dino tile and Clam tokens from the cardboard platform.
2. Fold each pawn along the fold line. Fold the small flap inside and fit each pawn into a plastic stand.

SETUP

1. Choose a pawn and place it on the Home Space in the center of the gameboard. Each player does the same. Place any unused pawns out of the game.
2. Place the Animal Helper tiles and the Dino tile *face down* in the bottom of the game box. Mix up all the tiles.
3. Place the Clam tokens *face up* next to the gameboard where all players can reach them.
4. Choose a player to go first. Game continues to the left.

GAMEPLAY

WHAT TO DO ON YOUR TURN

On every one of your turns, take the following 3 steps:

1. Face your pawn in one path direction.

NOTE: On your first turn, you may leave the Home Space through either one of the two doors.

2. Announce to the other players which number you think you will roll on the die (1, 2 or 3). For example, you might say, "I think I am going to roll a 2."

3. Roll the die and move your pawn the number of spaces shown on the die (even if it wasn't the number you guessed).

The first space you move onto *must* be in the direction your pawn is facing. After the first space, you may change direction as long as you don't move onto the same space twice in one die roll.

More than one pawn may share the same space.

Guessing Correctly: If you rolled the number you guessed, you get to roll and move again! Repeat steps 1 through 3. By guessing correctly, you may get several extra die rolls on one turn!

If you did *not* roll the number you guessed, your turn is over (after you move).

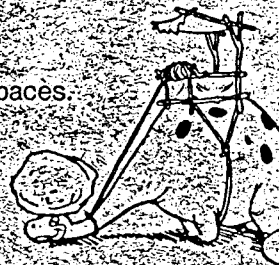
GAMEBOARD SPACES

THE HOME SPACE

This space is where you start and end the game. You may not move onto this space at any other time.

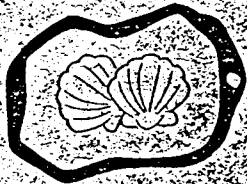
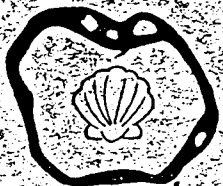
PLAIN BLUE SPACES

These are the regular path spaces. If you land on one of these spaces, do nothing.



CLAM SPACES

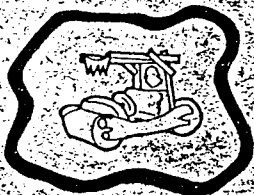
If you land on one of these spaces by exact count, take one Clam token for each Clam shown on the space.



Limit: You may not collect more than 5 Clams. After collecting 5 Clams, do nothing on Clam Spaces when you land on them.

CAR SPACES

If you land on one of these spaces by exact count, you may move your pawn to any other Car Space on the gameboard. OR just leave your pawn where it is.



RED SPACES

Each building has one Red Space in front of it. This is the Front Door Space! If you land on one of these spaces by exact count, you may look "inside" for Dino!

Take one of the tiles from the bottom of the box and look at its picture.

- If it's an Animal Helper, place the tile *faceup* inside that building. Players may no longer look for Dino inside this building!
- If the tile has Dino's picture on it, you found Dino! See FINDING DINO.

After Dino has been found, it's not necessary to take a tile when you land on a Front Door Space. But feel free to do so, just for fun!

FINDING DINO

If you find the Dino tile, place it *faceup* in front of you. On your next turn, start heading for the Home Space, but look out! Your opponents will try to capture Dino! If you haven't collected your 5 Clams yet, you must do so before returning Home.

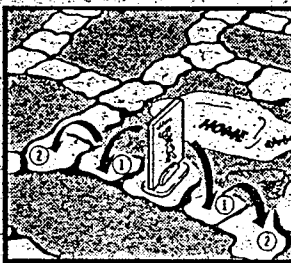
Capturing Dino: A player may capture Dino from you only by landing on the space your pawn is on by exact count. When this happens, give the Dino tile to that player. Dino may change hands several times before one player reaches the Home Space with him!

NOTE: If you land on another player's space while you have Dino, that player does not capture Dino from you!

REACHING HOME

You *must* move onto the Home Space by exact count. If you do not roll the number you need, you must still move your pawn the number rolled. Keep trying on each turn until you roll the exact number of spaces you need. See Figure 1.

Figure 1.



TOO BAD!
You're only 1 space away from Home, but you rolled a 2. Move 2 spaces in *either* direction on the path. Try again on your next die roll.

YOU WIN!
You rolled a 3! Move your Wilma pawn Home to win the game!

HOW TO WIN

Be first to move onto the Home Space by exact count with Dino and 5 Clams and you win the game!

