



Play

The Good Dinosaur Adventure Game

Join Arlo and Spot on an epic adventure in a world of dinosaurs.

Perfect for the whole family to play together.

The Good Dinosaur asks the question: What if the asteroid that forever changed life on Earth missed the planet completely and giant dinosaurs never became extinct? In this epic journey into the world of dinosaurs, an Apatosaurus named Arlo makes an unlikely human friend in Spot.

Play Trailer

Players: 4

What You'll Need

- Paper or Card Stock
- Scissors

Download Resources

How to Make It

- 1 Download and print the game, make the counters and dice.
- 2 How to make your own dinosaur tail counters – just cut the counters out, roll into a cone shape and stick with glue or sticky tape. Then cut out the die, fold into a cube and use the tabs to stick it together.
- 3 How to Play: Players take turns to roll the die and move all 4 of their counters individually around the board

- 4 Players must roll a 6 to move a counter from their start area and begin its journey around the board.
- 5 If a player rolls a 6 at any time, they get to have a bonus turn
- 6 If a player lands on the same spot as an opponent, that opponent must put their counter back in their start area
- 7 A player cannot have 2 of their own counters on the same spot. If a player cannot therefore move the exact number of spots that they rolled, they miss a turn
- 8 The winner is the player who gets all 4 of their counters 'home' first.

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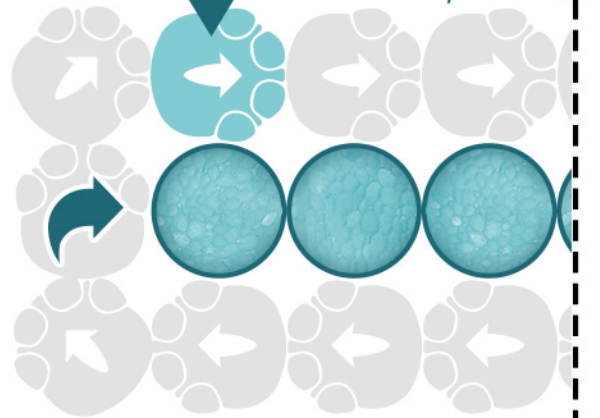
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THE GOOD DINOSAUR

DINO ADVENTURE GAME

How to play

1. Players take turns to roll the die and move all 4 of their counters individually around the board
2. Each counter must travel around the board and up the player's own coloured spots to reach 'home'
3. Players must roll a 6 to move a counter from their start area and begin its journey around the board
4. If a player rolls a 6 at any time, they get to have a bonus turn
5. If a player lands on the same spot as an opponent, that opponent must put their counter back in their start area
6. A player cannot have 2 of their own counters on the same spot. If a player cannot therefore move the exact number of spots that they rolled, they miss a turn
7. The winner is the player who gets all 4 of their counters 'home' first





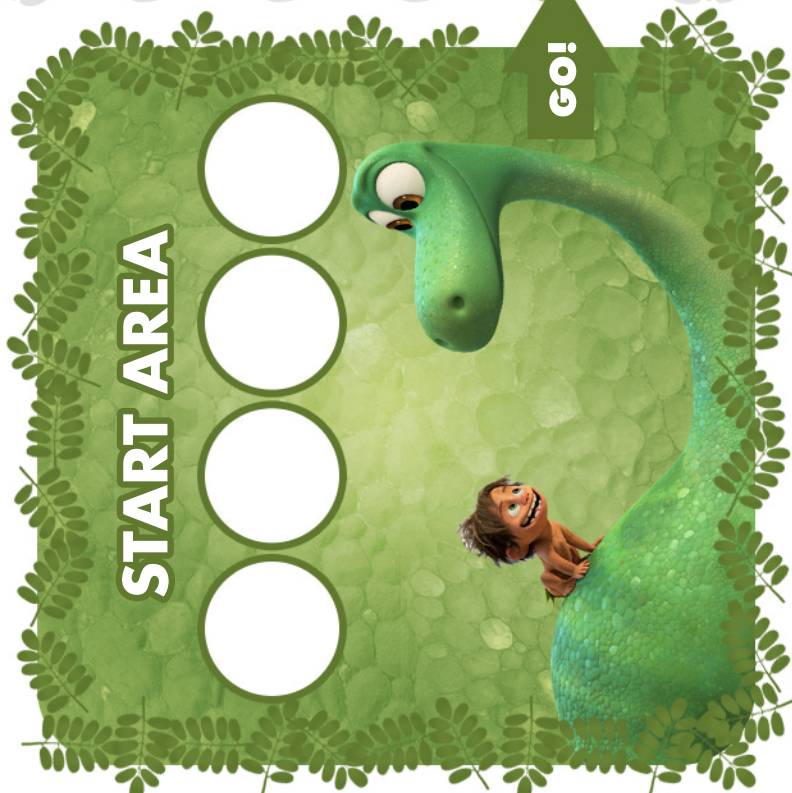
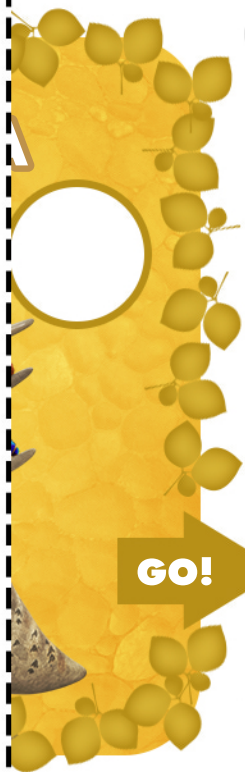
START AREA



START AREA



HOME



START AREA

Go!



Counters and Die

Make your own dinosaur tail counters - just cut the counters out, roll into a cone shape and stick with glue or sticky tape. Then cut out the die, fold into a cube and use the tabs to stick it together. Have fun!

