



# How To Play

The volcano is erupting! Quick, dodge rolling boulders, rescue the eggs, and escape to safety!

**Object** The first raptor to collect an egg and bring it to the nest at the top of the volcano wins!



## GETTING STARTED

1. Set up the volcano inside the game box (see: *Assembly Instructions*).
2. Place a nest in each hole on the paths.
3. Place an egg on each of the nests. Keep the 5 remaining eggs set aside until needed.
4. Each player chooses a raptor mover and places it on the START space at the bottom.
5. The youngest player goes first.

## LOOK OUT!

During the game raptors and/or eggs will get knocked off of the path.  
If an egg falls off a nest or a raptor, that egg gets set aside with the other available eggs.  
Any time a raptor is knocked off the path, place it on the space it occupied before falling, then move it backwards down the path until it is on a space marked with footprints.

## ON YOUR TURN

**Roll the dice** by dropping it into the top of the volcano.

### If you roll a number

- Move your raptor along the path exactly that number of spaces following these rules:
- Move either FORWARD or BACKWARD in one direction.
  - If another raptor occupies the space you would end your move on, advance to the next available space.

**\*EXCEPTION:** spaces marked with footprints are special, and may be shared by other raptors.

- If you end your move on a space with an empty nest, place your raptor on top of the nest.
- If your raptor is NOT carrying an egg and the space you end your move on has a nest with an egg in it, put the egg on your raptor's back and carefully place your raptor on top of the nest.
- If your raptor is already carrying an egg and the space you would end your move on has a nest with an egg in it, advance to the next available open space.

### If you roll any eggs

- Place the number of eggs shown on the dice into empty nests - one egg per nest.
- If a nest is occupied by a raptor without an egg, then you may place an egg on it's back just like you would on an empty nest.
  - If there are not enough open nests to place all the eggs rolled, then set the remaining eggs aside.

Now, it's the next player's turn.

## WAYS TO GET AN EGG

1. If you end your move on a nest with an egg in it, place the egg on the back of your raptor and put your raptor on the nest.
2. If your raptor is on a nest and does not have an egg, any player who rolls an egg symbol may place an egg on your raptor's back

## WINNING THE GAME

The first player to reach the WINNER space at the top of the volcano with an egg is the winner!  
This space does not need to be landed on by an exact roll to win.



For best results play on a level surface.

## CONTENTS INCLUDE:

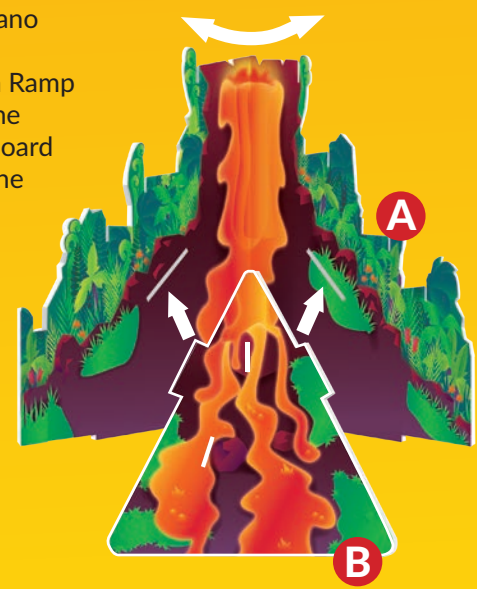
Look under the Box Platform (C) to find all of the assembly components:

- A** Volcano Backboard
- B** Lava Ramp
- C** Box Platform
- D** Top Arch
- E** Bumpers (x2)
- F** Rock Bridge
- G** Top Path
- H** Middle Path
- I** Bottom Path

- 4 Raptor Movers
- 10 Raptor Eggs
- 5 Raptor Nests
- 1 Boulder Dice

## Step 1.

Open the Volcano Backboard (A). Insert the Lava Ramp flaps (B) into the Volcano Backboard slots to build the volcano.



## Step 2.

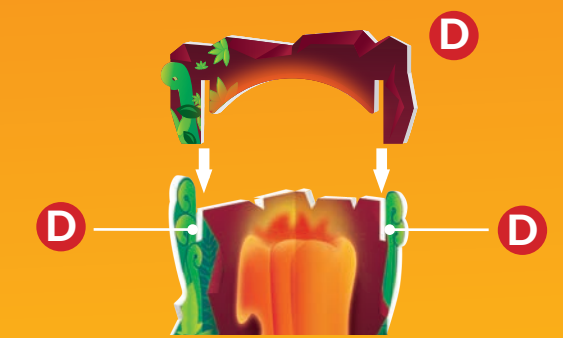
Insert the bottom of the volcano into the slots in the Box Platform (C)



**\*NOTE:** Raptor Run is played inside the bottom of the box. As you set up the game, be sure to leave the box platform in the box.

## Step 3.

Insert the Top Arch (D) into the D slots at the top of the volcano.



## Step 4.

Insert a bumper (E) into each slot on the Lava Ramp (B) and slide it down into place.



## Step 5.

Fold down the sides of the rock bridge (F). Place it into the front slots of the Box Platform (C).



## Step 6.

Insert the top path (G) into the G slots on the volcano so the WINNER space is on the right.



Fold the path down so it snaps into place with the Volcano Backboard.



Now, insert the middle path (H) into the H slots on the volcano. Fold and snap it into place.  
Then, insert the Bottom Path (I) into the I slots. Fold and snap it into place.



# Now you're ready to play!