

There are 4 different Tool Tokens:



Shrink Ray -

Players must Land on the Robo-Brontosaurus' space, removing one Piece from its Base. The Shrink Ray can be used with the Chopper or Invisible Spray on the same turn.



Chopper -

Players can move anywhere on the game board.



Invisible Spray -

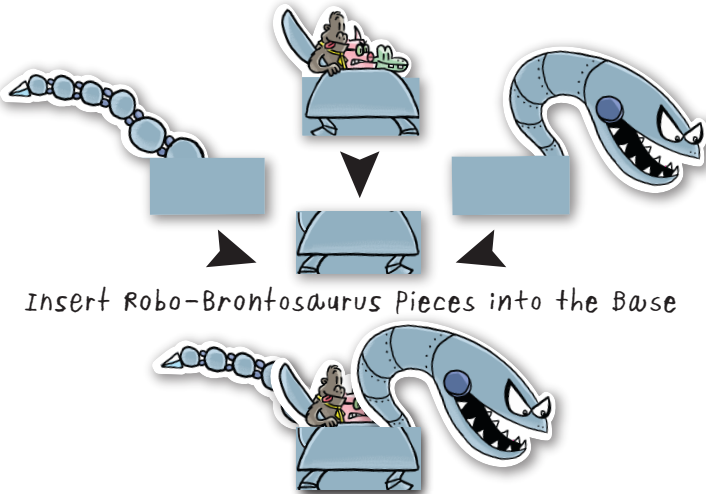
Players can move up to double the number of spaces on the spinner. For example, if the player spins a 3, s/he can move 3, 4, 5 or 6 spaces.

Robo-Brontosaurus spin and move back -

On a player's turn, s/he can spin the spinner and move the Robo-Brontosaurus back that many spaces.



Putting together the Robo-Brontosaurus



Insert Robo-Brontosaurus Pieces into the Base

...and the villainous villains are ready to destroy the town!

Contents:

- Game Board
- 6 Supa Buddies Playing Pieces
(The Bark Knight, Cat Kid, Lightning Dude, Petey, The Chief and Sarah Hatoff)
- Spinner
- 20 Tool Tokens
- Robo-Brontosaurus Pieces and Base

Object of the Game:

The Fleas (the Fuzzy Little Evil Animal Squad) are up to no good. They're using the Robo-Brontosaurus to destroy the town! Work together to stop the Fleas before they leave the city in ruins. The object is to destroy the Robo-Brontosaurus before it reaches The End (the end of the city and the end of the game).

Set Up:

Punch out the Supa Buddies and Tokens, then place the Supa Buddies in their stands; Put the spinner together and place it next to the Game Board.

Punch out the Robo-Brontosaurus Pieces and place them in the Base.

Each player chooses a Supa Buddy and places it on its designated start spot (the one with their picture on it). Place the Robo-Brontosaurus on its space on the Game Board.

Mix up and place the Tool Tokens face down on the Tool spaces on the Game Board. Place yellow Tool Tokens on the Game Board first, then place the purple Tool Tokens on top of the yellow Tool Tokens. Each of the 10 Tool spaces should have 2 Tool Tokens, one purple on top of one yellow.

How to Play:

The last player to have read a Dav Pilkey book goes first. s/he spins the spinner and moves his/

her Supa Buddy on the Game Board. (This is a non-Linear Game Board, so players can move their Supa Buddies forward or backward, but only in one direction per turn.)

The Supa Buddies can move on any space on the Game Board (on the YELLOW or RED paths). The Robo-Brontosaurus can move only on the RED path towards The End.

If a player lands on a Tool Token, the player flips the Tool Token over to reveal what Tool s/he has uncovered and places it in front of him/her (see Tool Token actions on the left). Tokens may be used only before the player spins the spinner. If the Robo-Brontosaurus lands on a Tool space, no Tool Tokens can be taken while the Robo-Brontosaurus is there.

Play continues clockwise. At the end of each turn cycle, the last player should spin the spinner for the Robo-Brontosaurus and move it that many spaces forward on the Game Board. If the Robo-Brontosaurus lands on a jail spot, it loses a turn.

Play continues until either the Robo-Brontosaurus reaches The End, or until players have successfully removed all 3 Pieces from the Robo-Brontosaurus Base.

If only the Base remains, players turn the Base upside down to reveal "Ka-Blam," indicating the Robo-Brontosaurus has been Destroyed.

How to Win:

Once players have "destroyed" the Robo-Brontosaurus, each player has 3 turns to get to Dog Man's house for everyone to win the game. If the Robo-Brontosaurus makes it to The End, the Fleas have won.

Supa Secret Mode:

For an alternate play mode, players don't show Tool Tokens to each other until they play them!