

THE LAND BEFORE TIME™



WARNING:

CHOKING HAZARD – Small parts.
Not for children under 3 years.

For 2 to 4 Players,
Ages 5 and up

Escape From Red Claw Game Instructions

Object:

Be the first player to get Littlefoot and his friends around the board while trying to avoid Red Claw.

Contents:

Game board, spinner card, spinner, 5 mover figures, deck of cards

Set Up:

Assemble the spinner: separate the spinner from the collar and remove and discard the plastic nib. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar. Each player takes a mover and places it at the "Ready to Explore" space. Place the Red Claw mover at "Ready to Explore". Shuffle the cards and place them, face down, in a pile.



Playing:

The youngest player starts, then play moves clockwise around the table. Players start their turn by spinning the spinner.

The Spinner:

The spinner is divided into 6 parts. Each part has a number, but three of the parts also have numbers at the top that are used to move Red Claw! Whenever the spinner stops so that it points to both a regular number and a upper Red Claw number, the player first moves their mover the regular number of spaces shown. Move Red Claw the number of spaces the spinner is pointing to at top. Players count their moves on both squares AND the giant footprints. Red Claw moves ONLY on the giant footprints (he takes VERY BIG steps!)

The Game Board:

When you are on a regular space, you are SAFE from Red Claw. When Red Claw reaches the end of the path, he CONTINUES, starting from the beginning again. That means that throughout the game players must be watchful of him because he is always in the game, too.





Any player who is on a footprint that Red Claw passes over or lands on must hide by going **BACK** to the nearest footprint behind him. If a player is on the first footprint they go back to the “Ready to Explore” space.

On the pathway there are two Entry spaces for “Spike Snack Detours”.

Spike, one of Littlefoot’s friends, stops to eat whenever he sees food. Anytime a player lands on one of these spaces (with Spike’s picture and the words “Yum Food!”), they must go two spaces to the end of the detour where Spike has his snack. They must wait until their next turn to travel up the detour to rejoin the pathway.

There are some landslides and shortcuts along the pathway. If a player lands on a landslide (“Oh No No No No Noo!”), they must go back on the pathway. If they land on a shortcut (“Woo Hoo!”), they get to move ahead on the pathway.

The Cards:

Any time a player lands on a Draw a Card space, they take a card. Some of the cards instruct you to move forward or backward a certain number of spaces, some will ask you to spin again or switch places with any player. After you perform the action on the card, place it on the bottom of the deck.

Some of the cards are Red Claw protection cards. If you get one of these cards, put it in front of you, on the table. It will give you a one-time protection from Red Claw. If you happen to be on a footprint space and Red Claw passes over you or lands on you, you do not have to move back! Simply stay where you are and return that card to the bottom of the deck.

Ending and Winning the Game:

You do not need to land on the “Ready to Explore” space by exact count. The first player to reach it wins!

We appreciate your comments on The Land before Time Escape from Red Claw Game. Please send your correspondences to:

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Or call our customer service line at 1-800-800-0298 from 10:00 am EST to 4:00 pm EST Monday through Friday except on holidays.

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