



RUN BEAVER RUN!

Contents

Fold-up game case, log, log release lever, a die, four beavers, and instructions.

Game setup



1. Remove the log handle from the holders.



2. Fold out both legs on the bottom of the game case.



3. Open the game case flat on a table.



4. One-time assembly: Align the log release lever with the hole on the side of the game case and push it in until it snaps in place.



5. Flip the header panel up at the top end of the case.



6. Set the log on the blue log rest.



7. Players pick their beaver and place it on the large rock with a green flag.

Object of the game

Run, little beavers, run! It's time to hurry back home...but watch out for the rolling log! Which beaver will be lucky enough to dodge the log on the loose and reach their home to win the game?

Starting the game

Each player rolls the die; the player with the highest number gets to go first. The turn then passes to the next player clockwise.

Playing the game



DIE: Each player rolls the die on their turn and moves their beaver by the number of spaces indicated by the die. If the die shows wood grain on the **DARK BROWN** side, turn the lever to release the log... watch out, beavers! If the die shows a number on the **LIGHT BROWN** side, everyone is safe, and the next player rolls the die.



Release the log



Safe!



START: Uh-oh! If your beaver gets picked up by the log, you must start over from the rock with the green flag.

CHECKPOINT: If your beaver gets picked up by the log **AFTER** having passed the yellow flag, you can start the next turn from that flag. However, if your beaver gets picked up while on the checkpoint rock, you must return it to the **START** with the green flag.

Whoa! If you get knocked off your rock and land on another rock, you can stay there. If you get knocked off your rock and into the water, go back to the **START** with the green flag.



LEAP FROG: Your beaver can leap forward to the rock the arrow points to.



ROLL AGAIN: Congratulations! You get another turn and can roll the die again.



DUCK: Duck, beaver! Tip your beaver face down; you will be safe from the log until your next turn!



SWAP: You can swap spaces with any other beaver you choose! If your new space has a special rule (such as **LEAP FROG**, **ROLL AGAIN**, **DUCK**, or **SWAP**), you must also follow that rule.



WIN: The first beaver to reach the red **FINISH** flag wins the game!