

# DINOSITTERS!

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We'll be back soon,  
thanks for watching over  
the nest!

All the info you need to  
keep the hatchlings happy  
is in these instructions.

p.s. Be nice to your sibling!

## INSTRUCTIONS



40



2-5



8+

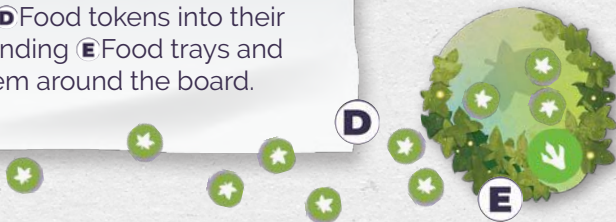
# TABLE SET UP

1. Place the **A** Main board in reach of all players and the **B** Rainbow Pool in the center of the board. Then place the **C** Time token on the first hour of the Time track.

## TABLE COMPONENTS


- A** 1 Main board
- B** 1 Rainbow Pool
- C** 1 Time token
- D** 40x Food tokens
- E** 4x Food trays
- F** 36x Rainbow cards
- G** 60x Hatchling cards

2. Sort the **D** Food tokens into their corresponding **E** Food trays and place them around the board.



3. Shuffle the **F** Rainbow cards. Give 2 to each player, face up. Place the rest face down in the Rainbow Pool in the center of the board.



4. Shuffle the **G** Hatchling cards into 4 separate decks, according to their habitat. The 4 habitats, clockwise around the board, are **ocean**, **desert**, **field**, and **forest**. Place each deck onto its habitat's  space.



# PLAYER SET UP

**5.**

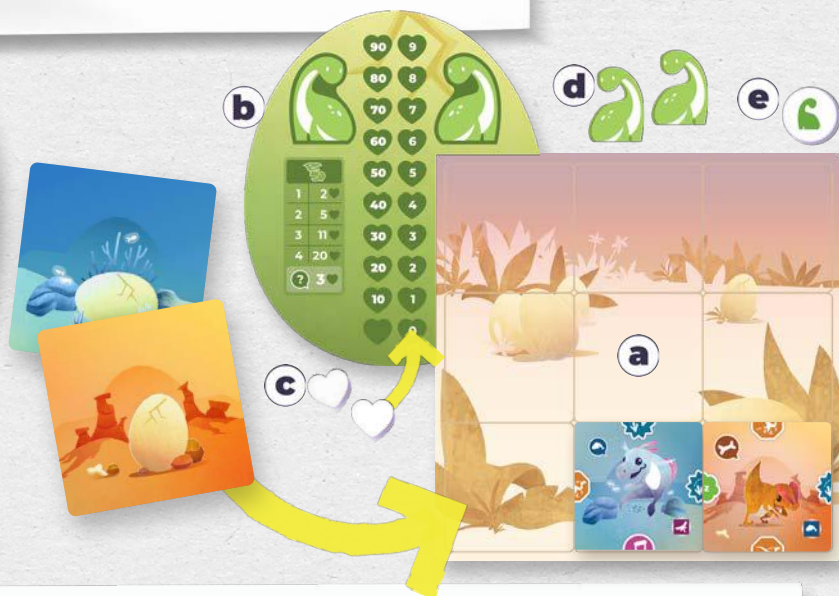
Distribute the following components to each player in the color of their choice:

- a.** 1x Nest board (generic)
- b.** 1x Happiness tracker
- c.** 2x Happiness tokens (generic)
- d.** 2x Sibling tokens
- e.** 1x Rainbow token

Place each player's Rainbow token on the ☁ space of the Rainbow track.

## PLAYER COMPONENTS

- a** 5x Nest boards
- b** 5x Happiness tracker
- c** 10x Happiness tokens
- d** 10x Sibling tokens
- e** 5x Rainbow tokens



**6.**

Starting with the oldest player and proceeding clockwise, take 2 face-down Hatchling cards from any two Hatchling decks and place them face up anywhere in your nest. You do not gain ♥Happiness for any matches made with your starting 2 hatchlings.

**7.**

Finally, flip over the top 2 cards from each Hatchling deck and place them face up next to each deck. Orient them all in the same direction to make reading them easier.


# GAME TURN

Starting with the oldest player and proceeding clockwise, each player performs the following 3 steps:

1. MOVE YOUR SIBLING
2. BUMP OPPONENT'S SIBLING
3. PERFORM LOCATION ACTION



## 1. MOVE YOUR SIBLING

Start your turn by moving exactly 1 of your Sibling tokens to a new location, indicated by .

Sibling tokens start the game at your nest and return there whenever they are bumped from a location.

You **must** choose to move a sibling at your nest if any are there. Otherwise, you can choose to move either sibling each turn, even the same sibling you moved the previous turn.

You can choose to move to any location, even one occupied by another player's sibling, but you **cannot** choose one occupied by your own sibling (the only exception is the Rainbow Pool).



3

## LOCATIONS



## 2. BUMP OPPONENT'S SIBLING

When you choose a location with another player's sibling already on it, that sibling is bumped and placed back at their nest.



The player whose sibling is getting bumped can **immediately take 1 Food token** of their choice from any Food tray and use it to Feed or Bribe a hatchling already in their nest (see pages 7 & 8).

## RAINBOW POOL EXCEPTION

This location has no limit to the number of siblings that can be placed here and no siblings are ever bumped from it.

You can even have both your siblings here at the same time.



## 3. PERFORM LOCATION ACTION

Once you move your sibling to a new  location, perform that location's action.



### HATCHLING LOCATIONS

give you new hatchlings for your nest.  
(pg. 5)



### FOOD LOCATIONS

give you food to Feed or Bribe your hatchlings.  
(pg. 7)



### RAINBOW POOL

gives you additional Rainbow cards to complete.  
(pg. 9)

After that, your turn is over and play passes to the player on your left.

## END OF ROUND

Once each player has moved 1 of their siblings, the round is over. The oldest player advances the Time token 1 space, and the next round begins.

After **12 rounds**, the game ends and the player with the happiest nest wins!





# HATCHLING LOCATIONS

There are 4 hatchling locations, 1 for each habitat.  
Moving to a hatchling location allows you to:

**A** Take a face-up Hatchling card from the habitat display.

OR

**B** Take a face-down Hatchling card from the top of that habitat deck.

Place your new hatchling in any open space in your nest. If you already have 9 hatchlings in your nest, you can't take any more.



## ACTIVITY ICONS

Hatchlings love playing with each other. They like **Napping**, **Singing**, **Running**, and **Dancing** with friends!



Each hatchling has different activity preferences, but every hatchling from the same habitat shares a common favorite. For example, the **forest** hatchlings love to **Nap**, and the **ocean** ones can't stop **Dancing**!

Hatchlings have one activity on each side of their card. Matching up activities with neighboring hatchlings gains ♥Happiness, so pay close attention to activity icons when selecting which hatchling to take and where to place them in your nest.

## PLACING HATCHLINGS

Hatchlings can be placed in any open space in your nest, even if their activity icons don't match with their neighbors'.

They **can't be rotated** and must be placed right-side-up, to prevent them from getting dizzy.

If placing your hatchling causes any of their activity icons to match with neighboring hatchlings, they **Play Together**.

Placing your hatchling may also complete Rainbow cards

(see page 9).



## PLAYING TOGETHER

Whenever a new hatchling is placed in your nest or moved with a bribe (see page 7), check to see if any activity icons match with adjacent hatchlings.

If any matches are made, those hatchlings Play Together, increasing the happiness of your nest.

The amount of ♥Happiness gained by Playing Together is determined by the total number of matching activity icons.

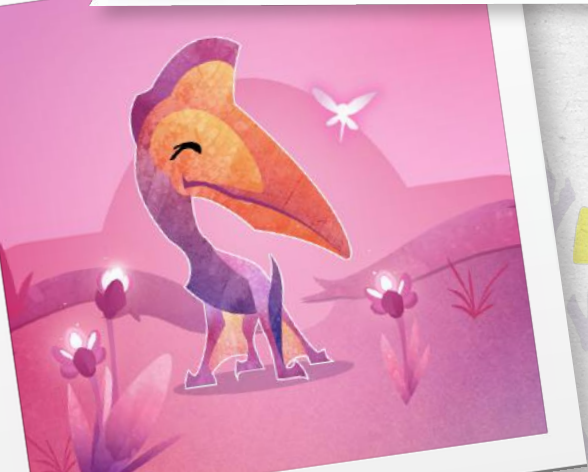
- 1 match = gain 2♥ Happiness
- 2 matches = gain 5♥ Happiness
- 3 matches = gain 11♥ Happiness
- 4 matches = gain 20♥ Happiness



*It's important to remember that you only gain ♥ Happiness for the matches that include the hatchling that you've just placed or moved.*

Any hatchlings that Play Together, also Share Food (see page 8).

**Example:** We are taking a pink quetzalcoatlus for our turn and placing it next our triceratops and tyrannosaurus. We have 2 matching activities, **Dancing** and **Running**, which means we gain 5♥ Happiness. Then, all three hatchlings Share Food (see page 8).



Nice, 2 matches!  
That gains 5♥ Happiness!





## FOOD LOCATIONS



fish



bone



bug



plant

There are 4 food locations, one for each habitat. Moving to each location allows you to take a Food token from that habitat's Food tray.

Whenever you take a Food token, you must immediately use it to Feed or Bribe a hatchling. If you ever run out of Food tokens, find any suitable replacement.

## BRIBING HATCHLINGS

Hatchlings are curious to try new foods, and can be bribed to move around the nest with food from other habitats!

To Bribe a hatchling, take the food they're curious about, as shown by the in the **bottom right**.



Place the food token on the , then:

**Move the hatchling to any open space in your nest.**

OR

**Swap places between the bribed hatchling and another hatchling.**

Once a hatchling is bribed, it **can not be swapped or moved for the rest of the game**. Keep the food token on the as a reminder.


Using a bribe to move a hatchling or swap two hatchlings can cause one or both of them to Play Together with their new neighbors (see page 6).

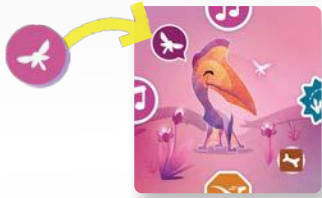
**Example:** Bribing the quetzalcoatlus with a allows you to swap them with the triceratops. Both hatchlings then Play Together with their new neighbors. The quetzalcoatlus cannot move or swap again, but the triceratops still can!








## FEEDING HATCHLINGS

To Feed a hatchling, take their favorite food, as shown by the  in the **top left**.



Place the Food token on the . Nothing happens immediately, but the token remains on your hatchling until the next time they Play Together (see page 6).


Whenever hatchlings Play Together, they Share Food and you gain Happiness. The Food token is then returned to its Food tray.


A hatchling may only hold 1 Food token on the  at a time. Once that food is shared and removed, you may Feed them again.


Happiness from sharing snacks adds up quickly!

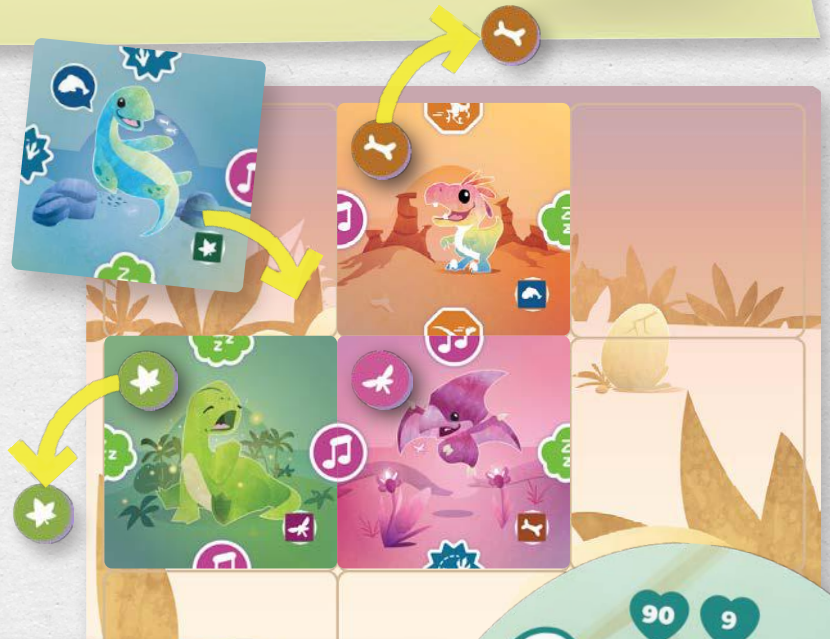
## SHARE FOOD



Playing together is tiring, and nothing perks up a sleepy hatchling like their favorite snack.

Whenever your hatchlings Play Together, check for any Food tokens on all of their . Remove those Food tokens and return them to their Food trays.

For each Food token you remove, gain 3 Happiness.

 *It's important to remember that you only remove Food tokens from the hatchlings who Played Together.*



**Example:** We are adding this elasmosaurus hatchling to our nest. Placing it next to our velociraptor and diplodocus causes them to Play Together. Two of the matching hatchlings have food on their . We return the tokens to their Food trays and gain 3 Happiness for each.

$$5\heartsuit + 3\heartsuit + 3\heartsuit = 11\heartsuit$$





# RAINBOW POOL

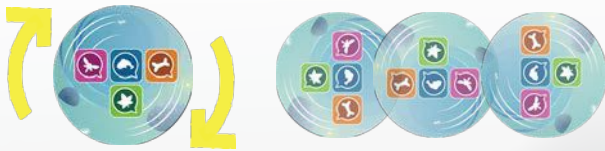
The Rainbow Pool in the center of the board has room for any number of siblings. Moving here allows you to take 2 Rainbow cards from the top of the deck and add them, face up, to your nest area.

There is no limit to the number of Rainbow cards a player can have.

## COMPLETING RAINBOW CARDS

Rainbow cards have 4 boxes in a specific pattern, corresponding to the habitats of the hatchlings in your nest. If at any time, you have 4 hatchlings positioned in your nest in the arrangement of one of your Rainbow cards, you've completed that card!

Rainbow cards can be rotated, and multiple Rainbow cards can be completed at the same time.



Flip the completed Rainbow card over and advance your Rainbow token 1 space on the Rainbow track.

At the end of the game, you gain ♥Happiness for the number of Rainbow cards you resolved, as indicated by your position on the Rainbow track.

**Example:** After bribing our pink quetzalcoatlus to move, we've resolved one of our Rainbow cards!



We're now only one hatchling away from our second Rainbow card. Maybe it's time to visit the **desert** for another hatchling or bribe our tyrannosaurus to move one space up!



## PLAYING TOGETHER EXAMPLE

We've taken a new hatchling for our turn and have plenty of open spaces in our nest to place them. Which do we choose?



1. Placing our hatchling here means it has no neighbors to play with, but it may set us up for multiple matches in the future.

You gain 0♥ this turn if you place your hatchling here.

2. Placing here matches the **Dancing** activity with the mosasaur to the right!

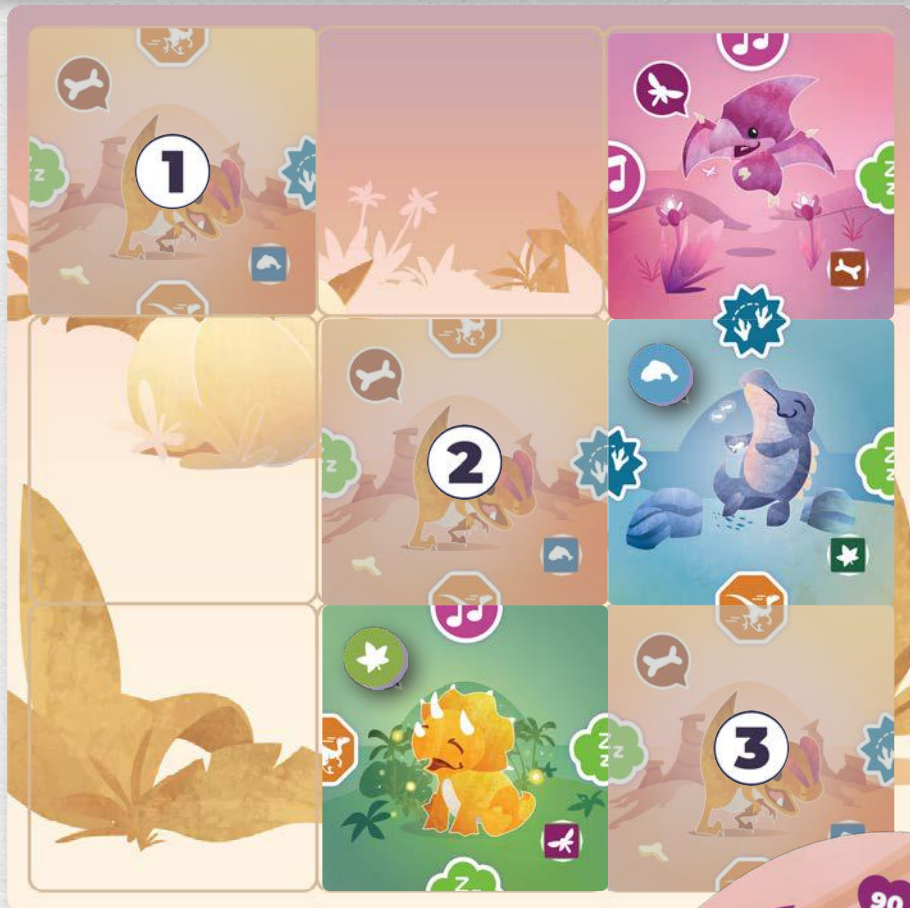
Both hatchlings Play Together, gaining 2♥. The mosasaur also has a **fish** to Share for an additional 3♥.

That's 5♥ total for placing here.

3. Placing here makes two matches, **Running** with the mosasaur and **Napping** with the triceratops.

All 3 hatchlings Play Together, gaining 5♥. The mosasaur has a **fish** and the triceratops has a **plant**, which are both Shared for 3♥ each.

That's 11♥ total for placing here! Let's update our tracker to show how happy our hatchlings are, going from 36♥ to 47♥.



## GAME END

When **12 rounds** have passed and the Time token is moved off the board, the parents return and the game is over.

Look at your position on the Rainbow track and add the indicated amount of ♥Happiness to your tracker



Your job dinositting the nest is over and the player with the most ♥Happiness wins! If there's a tie, the youngest of the tying players wins.

Art by Joel Bodkin  
Design by Maxwell Freund  
Development by Justin Forest

## SPECIAL THANKS

I'd like to thank everyone for your enthusiastic support of this project from the start. Playtesters, previewers, and early supporters across the board-game community make games like this possible! We couldn't do it without you.

Also, I won't ever be able to thank Maxwell enough for stepping into the role of art director and production manager with me on this project. He maintained a strong vision for the game we believed we could make, helped me grow as an artist, and pushed my creativity as a publisher to hatch Dinositters! the way it deserved.

We look forward to hatching more games together.

-Joel

# DINOSITTERS-IN-TRAINING

If you're playing with young kids or want to learn the game in stages, we recommend starting out with these Dinositters-In-Training Variants.

**Level 1 - Hatchlings Only:** Setup the game like normal, but do not put out Sibling tokens, Food tokens and Food trays, or Rainbow cards and Rainbow tokens.

On your turn, take 1 hatchling from any habitat, faceup from the display or facedown from any deck. Place it in any open space in your nest. Gain ♥Happiness for Playing Together as explained on page 6.

Continue for 7 rounds (when all players have a full nest), then the player with the most ♥Happiness wins.

In the case of a tie, the youngest of the tying players wins.

**Level 2 - Introducing Food:** Setup the same as Level 1, but add the Food tokens and Food trays.

On your turn, take 1 hatchling (as explained in Level 1) OR take 1 Food token from any habitat to Feed or Bribe a hatchling in your nest. Hatchlings that Play Together also Share Food, as explained on page 8.

Continue for 10 rounds, then the player with the most ♥Happiness wins. In the case of a tie, the youngest of the tying players wins.

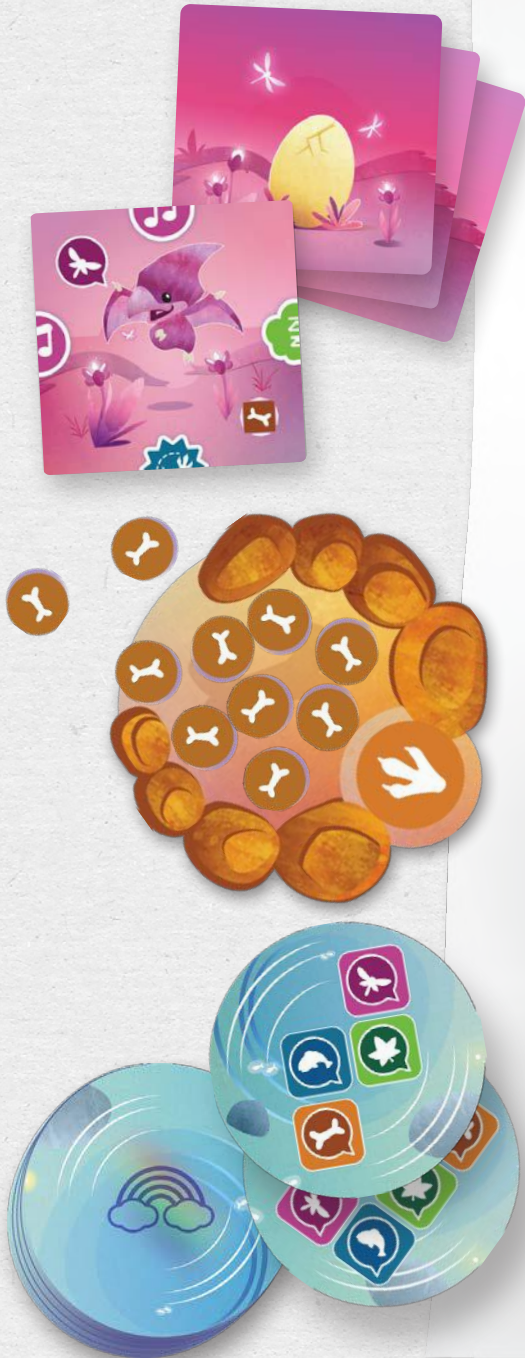
**Level 3 - Introducing Rainbow Cards:** Setup the same as Level 2, but add the Rainbow cards and Rainbow tokens.

On your turn, take 1 hatchling (as explained in Level 1) OR take 1 Food token (as explained in Level 2) OR take 2 Rainbow cards from the top of the Rainbow deck. Place them face up near your nest and complete them for ♥Happiness, as explained on page 9.

Continue for 10 rounds, then gain ♥Happiness as indicated by your position on the Rainbow track. The player with the most ♥Happiness wins.

In the case of a tie, the youngest of the tying players wins.

**Graduation:** The full game plays the same as Level 3, but adds Sibling tokens. You are no longer Dinositters-In-Training and are ready for the full game!



# DINO FACTS!



## Dilophosaurus

*Dinosaur - 195-184 mya*

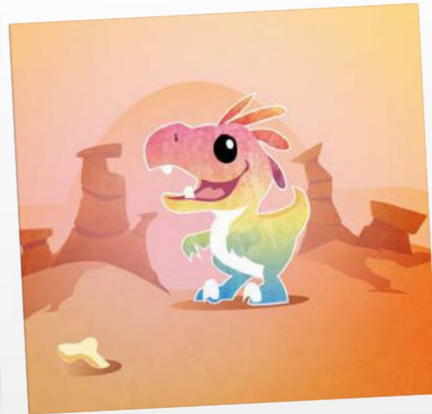
Dilophosaurus don't spit poison or have neck frills, like many expect. But they are 20 feet long and chase down their food, so they're still pretty ferocious!



## Tyrannosaurus

*Dinosaur - 73-66 mya*

With 60 eight-inch long teeth and the strongest bite force of any land animal, Tyrannosaurus grow up to be fearsome predators.



## Velociraptor

*Dinosaur - 75-71 mya*

Velociraptor are only 2 feet tall and feathered like a turkey. They run on two legs and hunt with super large talons on their middle toes.



## Elasmosaurus

*Marine Reptile - 81-80 mya*

With 71 vertebrae, Elasmosaurus' neck is half the length of its body. They keep their neck straight when swimming, but bend and twist to catch fish.



## Mosasaurus

*Marine Reptile - 83-66 mya*

Little Mosasaurus are fast swimmers who catch a lot of fish. They eat so much that they grow over 50 feet long!



## Spinosaurus

*Dinosaur - 100-94 mya*

Spinosaurus, with their crocodile-like face, are bigger even than a T. rex! Their huge spiny sail is perfect for showing off to their friends.



### Quetzalcoatlus

*Flying Reptile - 68-66 mya*

Quetzalcoatlus are the largest flying animal to ever exist, with a 35 foot wingspan. They have hair instead of feathers, like a bat, and probably soar thousands of feet in the air.



### Archaeopteryx

*Dinosaur - 151-149 mya*

Archaeopteryx is only 20 inches long and weighs about 2 pounds. Despite being covered in feathers, they probably glide from tree to tree instead of flying outright.



### Pteranodon

*Flying Reptile - 86-85 mya*

Pteranodon soar above the water hunting for food. Their crest probably counterbalances the weight of their extra-long beak when they dive down.



### Diplodocus

*Dinosaur - 154-152 mya*

Diplodocus eats enough leaves to grow to 90 feet long in just 10 years! Their tail is thin enough to make cracking whip sounds, probably to ward off predators or attract a mate.



### Stegosaurus

*Dinosaur - 155-145 mya*

Even though they grow to 14,000 lbs, their brains are only the size of limes. Those sails and spikes are for protection while they munch on tasty ferns.



### Triceratops

*Dinosaur - 68-66 mya*

Triceratops uses a beak and hundreds of teeth to grind down tough plants. Their massive bony frill regulates temperature and signals to the other members of their herd.

# REMEMBER



**1. Each turn, move 1 sibling to gain a hatchling, food, or 2 Rainbow cards.**

**2. Bumped siblings get a Food token.**



**3. Keep the hatchlings right-side-up!**

**4. Food must be used immediately.**

**5. Return shared food to the Food trays.**



**6. If you swap 2 hatchlings, they both Play Together with their new neighbors.**

**7. Bribed hatchlings cannot move again.**



**8. Be nice and don't bump your sibling!**

This game is dedicated to everyone whose egg took some extra time to hatch. Know that you are loved and the world is more beautiful because you're here.

♡ Maxwell