



INSTRUCTIONS

INSTRUCTIONAL VIDEO



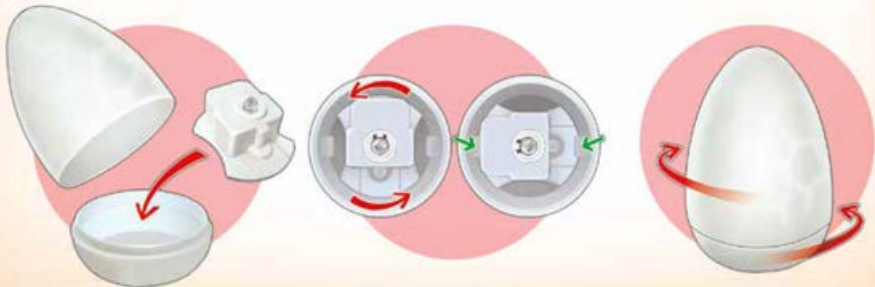
Magajaja are trying to find their way back to their homelands! Who will help them get there?

Play cards and move eggs through a prehistoric world of dinosaurs.

When an egg reaches one of the homelands, the egg lights up to show its true identity, glowing in a unique color! Will you remember each egg's location and guide them to the right places? If you succeed, you receive a reward: a card with a Legendary Egg. The first player to collect 5 of these cards wins!



Before the first game, remove the battery securing strips and assemble the eggs as shown below.

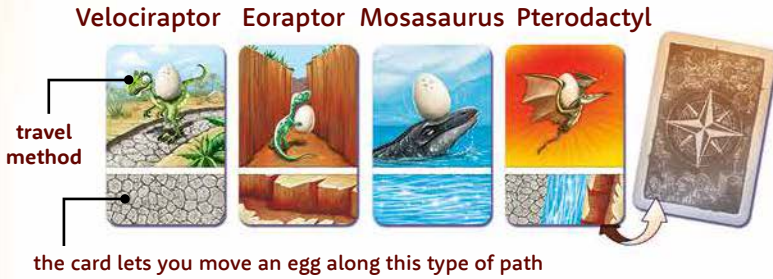


CONTENTS:

task cards:



movement cards:



PREPARATION

example game preparation for 4 players



1. Place the board in the center of the table.
2. Place the 4 homeland tokens on any 4 different empty spaces. Don't put the tokens onto spaces that have small homeland icons:



3. Place the 4 eggs onto 4 different spaces so that each is connected by one path to a different homeland token. It is OK to place eggs in spaces with small homeland icons.
4. Shuffle the movement cards and deal 5 to each player.
5. Place the remaining movement cards face down in a deck near the board.
6. Sort the task cards by homeland into 4 decks and put them face up near the board.

GOAL

Whoever first collects 5 Legendary Egg cards wins.

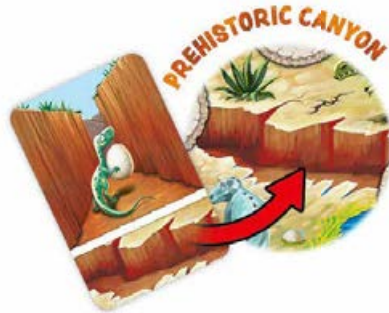


SEQUENCE OF PLAY

The youngest player starts the game. On their turn, a player plays any number of movement cards from their hand and chooses 1 egg to move along paths that match the played cards:



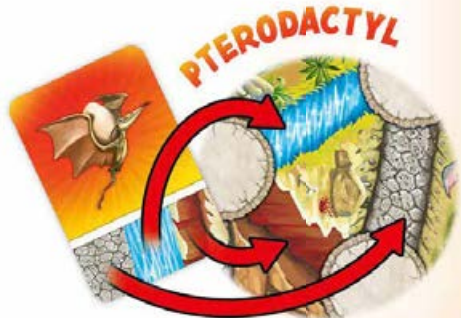
By playing a Velociraptor card, you can move an egg along a Rocky Road.



By playing an Eoraptor card, you can move an egg along a Prehistoric Canyon.



By playing a Mosasaurus card, you can move an egg along Eternal Water.



A Pterodactyl card lets you move along any path.

After playing each card, you move the egg along 1 path matching that card. There can be only 1 egg in a space.



If you want to move an egg into a space with another egg, you cannot stop there. You must continue moving farther by playing another movement card.

Example: You want to move the egg along the Rocky Road, but there is another egg in the next space. So you must move farther: you play a Velociraptor to move along the Rocky Road and a Mosasaurus to move along the Eternal Water to reach an empty space.



When you play cards, discard those cards near the board. When the deck of movement cards becomes empty, shuffle all discarded cards to make a new deck.

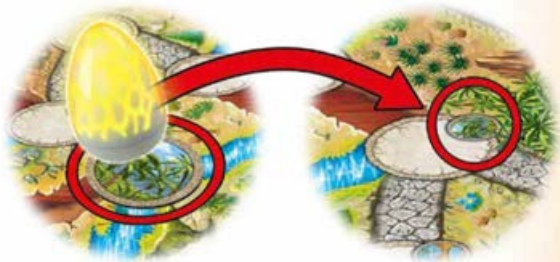
If you move an egg onto a homeland token, you must stop your turn there. Place the egg onto the homeland token to make the egg light up. Check the top task card of the corresponding homeland deck. If the egg's glowing color matches 1 of the 2 colored eggs on this card, then you successfully completed that task! Take that task card, turn it over to show its Legendary Egg, and place it on the table in front of you.

Example: You move an egg onto the Forest homeland tile, ending your turn. The egg glows yellow. The top card of the Forest task deck has a yellow egg and a blue egg. The egg glowing yellow matches the yellow egg on the task card, so you successfully take the task card!



Then, if the glowing egg matched correctly, you move the egg directly to any empty space with a small homeland icon matching the homeland tile the egg was on.

Example: The glowing egg is on the Forest homeland token. So you must move the egg directly to any empty space with a small Forest icon.



At the end of your turn, you can draw 1 or 2 new movement cards, but you can never have more than 6 cards in your hand. Then the next player in clockwise order starts their turn.

VICTORY

Each time you fulfill a task card, put it in front of you, showing its Legendary Egg. Whoever first collects 5 is the winner!



GAME DESIGNER: Michał Szewczyk

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IDEA FOR GLOWING EGGS: Michał Szewczyk, Grzegorz Traczykowski

ENGLISH TRANSLATION: Russ Williams



The symbol of the crossed out bin on products and batteries (or on their packaging) means that they cannot be disposed of in municipal waste because they contain substances harmful to the environment and human health. The chemical symbols Hg, Cd or Pb (if shown) indicate that the battery contains more mercury (Hg), cadmium (Cd) or lead (Pb) than indicated in the Battery Directive (2006/66/EC). A bar under the bin means that the product was introduced to the market after August 13, 2005. Help protect the environment by disposing of the product and batteries properly. Do not dispose of batteries in household waste. Contact local authorities for information on recycling methods. Battery life is limited and depends on the storage conditions of the toy.



BATTERY INSTALLATION

- ▶ Each egg is powered by two 1.5V LR41 batteries, placed inside.
- ▶ To replace the battery, unscrew the screw on the lamp component, remove the cover, take out the used batteries and insert new ones, observing the correct polarity (+ and -), then close the battery cover and tighten the screw for safety.

BATTERY SAFETY INFORMATION

WARNING: Dispose of used batteries immediately. Keep new and used batteries away from children. If you think the batteries may have been swallowed or placed in any part of someone's body, seek medical attention immediately.

- ▶ Batteries may only be replaced by an adult.
- ▶ Do not recharge batteries that are not intended for this purpose.
- ▶ Do not use damaged batteries.
- ▶ Do not use new batteries together with exhausted batteries.
- ▶ Do not use standard batteries together with alkaline or rechargeable batteries.
- ▶ It is recommended to use batteries of the same type.
- ▶ The power supply terminals must not be short-circuited.
- ▶ Exhausted batteries should be removed from the toy and disposed of in an appropriate container to protect the environment.
- ▶ It is forbidden to put used equipment together with other waste.
- ▶ Do not dispose of used batteries in a fire.
- ▶ Remove the batteries if the toy is not used for a long time.