

THE MORRIS DODO™



RULES



ÉMILIE & JÉRÔME SOLEIL



Oh no, an explorer has arrived on the island!

Working together, help Morris hide his eggs at the bottom of the waterfall to keep them away from this nosy man. When it's your turn, make Morris slide down the waterfall and place his eggs in the hiding spots if they are whole. If the eggs are broken, they will be a clue for the explorer who will come closer to the nest! Empty the nest before the explorer discovers it!

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GAME CONTENTS

- 1 Wooden Dodo
- 1 Wooden Explorer
- 1 Waterfall slope
- 10 Hiding Spot tiles
- 28 Egg tokens (7 blue eggs, 7 purple eggs, 7 red eggs, 7 yellow eggs)
- 1 game board



OBJECT OF THE GAME

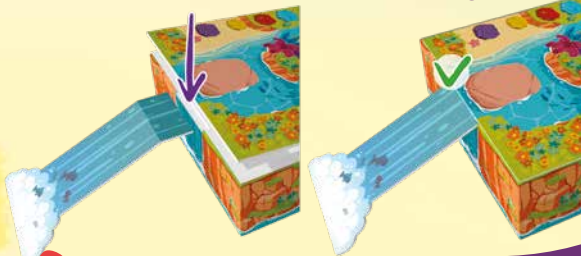
Get all the eggs to safety using Morris and the Waterfall slope before the explorer reaches the nest.

SETUP

Before you begin the game, empty all the contents out of the box.

1 Place the box in the center of the table, and set the board inside, Island side up.

2 Take the Waterfall slope and place it between the side of the box and the board, as shown on the diagram.



3 Place Morris in front of the waterfall.

4 Make 4 piles of 7 eggs, sorting them by color. Then, place them on the nest in the center of the board.

5 Place the 10 Hiding spot tiles, Eggs side up, in a half circle around the bottom of the Waterfall slope, leaving enough space around the slope for Morris' future sliding.

6 Place the explorer on the flowers of the board, in front of the purple stone.



The last player to have touched an egg is first to play, and then the game continues in clockwise order.

HOW TO PLAY

When it's your turn to play:

- 1 Place Morris on the stone on top of the Waterfall.
- 2 Choose an egg in the nest with its Whole egg side up, and place it where you want on Morris: either on his head, or on one of his wings.
- 3 Push Morris down the slope, and let him slide.
- 4 Once Morris has stopped, check the egg:

The egg is intact: yesss!

Place it on one of the free slots with the same color as the egg on either of the Hiding Spots. On some of the Hiding spots, there are multicolored slots where you can place eggs of any color.



It's a broken shell:

Oh nooo! Your egg is broken.

Set it aside, it won't be used for the rest of the game. Move the explorer up to the next stone of the same color as the broken egg. He has heard a noise, and is coming dangerously close to Morris' nest. The last stone of the path is multicolored: a broken egg of any color will move the Explorer up to this stone.



The Hiding Spots

As soon as a Hiding Spot is full, move the explorer back by as many stones as indicated on the Hiding Spot tile.

Move the adventurer back 1 space

Move the adventurer back 2 spaces

Move the adventurer back 3 spaces





END OF THE GAME

The game can end in one of two ways:

Either the explorer has reached the multicolored stone while there are still eggs inside: that's too bad, Morris did not succeed in saving enough eggs from the explorer's grabby paws. The game is lost for all the players.


Either Morris managed to get all the eggs out of the nest while the explorer is still on his way: well done! You've all succeeded in saving Morris and his eggs!





VARIATION: Crazy Morris!

Play exactly the same way, except that on your turn, place 2 eggs instead of just 1 on Morris. When Morris reaches the bottom of the waterfall, check the state of the 2 eggs:

 **Both eggs are whole:** WELL DONE! You can hide them in the same hiding spot, or in 2 different hiding spots, as long as the slots are empty, and the same color as the 2 eggs.

 **The 2 eggs are broken:** too bad! Move the explorer up to the next stone of the same color as the egg of your choice between the two, and then move the explorer to the next stone of the same color as the remaining egg.

 **One egg is whole, and the other is broken:** that's not so bad! Move up the explorer for the broken egg AND put the whole egg in one of the hiding spots.



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