

DoDo:

Introduction

The Hagulaminapitopasi tribe is very excited: it's time for the big annual jiggle-egg ritual! To do this, you have to know that the Dodo bird is sacred to them - even though it is actually quite clumsy. Each Year it breeds on the highest and steepest island mountain in all of Mangalopanesia, the most unsuitable place for a cozy nest. And it unfortunately often happens, the clumsy Dodo pushes its egg out of the nest. That egg rolls towards the steep cliff edge and - well, you can imagine the rest!

During the wobbly egg ritual, the Hagulaminapitopasi tribe build many bridges, over which the egg moves safely down the mountain.

Now it's time to help the islanders on this co-op game!

Are you brave enough to take up the challenge?

Object of the game and course of play

The egg must not fall down! Can you do it, build all the bridges and the boat?

You win if you build the bridges in time so that the egg rolls safely into the boat

You start building "Bridge 1" at the top of the mountain.

As soon as the first bridge is ready, you build the second, then the third, and so on continue until you have built the sixth bridge and finally the boat.

Game preparation

Contents: 1 Mountain (1 base plate, 3 mountain walls, 1 mountain peak with Dodo holder,

3 base plate holders, 14 composite rock outcrops), 1 dodo with nest,

1 wobbly egg, 1 rock edge, 6 bridges, 1 boat, 58 construction tiles (eight each: bamboo tubes, leaf, hammer, wooden plank, nails, rope. 10 Hagulaminapitopasi tribe jokers),

1 dice with stickers.

- A Place the Mountain in the middle of the table.
- B. Place the six bridges with their brown backs facing up on a pile. Pay attention to the ascending sequence of numbers:
Bridge 1 is at the top, bridge 6 at the bottom
- C. Place the boat near its mooring.
- D. Shuffle the 58 tiles face down (with the back side up) and lay them out evenly around the Mountain.
- E. Lay the wobble egg in the nest.
- F. Sit around the Mountain so that you can easily reach all mountain faces, bridges and construction tiles.

The youngest player receives the die.

They carefully tip the dodo forward, so that the bird looks down the mountain and the egg can roll away.

Hurry up, the egg is rolling!

Quickly build the bridges ...

Player turn Quick Guide:

On your turn:

- Roll the dice – turn up a single tile to try to match the dice result .
- If the tile matches the dice result place the token on the bridge spaces.
- Pass the dice to the next player.
- Next player Roll the dice – turn up a single tile to try to match the dice result .
- If you fail to match the dice result . Pass the dice to the next player.
- Continue dice rolling and material matching until a bridge is complete with material spaces filled, then construct and place the bridge on the mountain or complete the boat harbour.

Rules in detail:

1. Roll the dice once. Check revealed building material.
2. Find building materials: select a tile on the table. If the revealed tile shows the same material on the dice, put the tile on a free space of the Bridge that is about to be built. If not pass the dice to the next player.
3. When all bridges have already been built, the boat berth is next . Roll the dice and if you reveal the matching dice material you place it on a free storage space near the boat's mooring.
4. Did you uncover a member of the Hagulaminapitopasi tribe ? Great, that's a joker, you can immediately place it on a free bridge storage space, matching the material you rolled.
5. If the revealed tile shows another material other than shown on the dice, return the tile face down. Pass dice to next player.

Should the egg ever stop rolling, nudge the egg once with your finger so that it continues to roll before you continue

6. *Construction action*

Are all storage fields on the bridge complete ? Put the used tiles to construct the bridge to the side and flip the completed bridge over. Plug the bridge carefully onto the mountain, ensuring it fits into the bridge slots and rests on the mountain ledges. Throw the used tokens into the top mountain ravine. The tiles end up in the cave and are no longer needed in this game

7. *Are all storage fields of the Berth occupied? - Put the used tiles to the side and dock the boat immediately to the berth.*

8. *Throw the used tokens into the top mountain ravine. The tiles end up in the cave and are no longer needed in this game*
9. *Quickly pass the dice to the next player clockwise. Now it is the next player's turn.*

Tribe Wisdom : Help each other!

Players can give clues to correct tiles, found on previous turns.

While a player is building a bridge, players can insert the used tiles into the Mountain ravine. This saves valuable time

End of Game:

To Win: Have you built all six bridges, with the boat on the berth so the egg now rolls from the sixth bridge into the boat? -

You made it! The wobbly egg is saved. With the boat you bring the egg and the Dodo to the safe neighboring island. The Tribe are proud of you and celebrate with a big Dodo party!

Lose ? Oh no! The egg fell off the mountain? You don't all have bridges or Berth built in time for the boat or the bridges collapsed from poor construction Then unfortunately the game is lost! Try again

Advanced variant

Do you want to make the game more difficult?

Remove some or all of the joker tiles from the game

Professional version

A bigger Dodo challenge? - No problem! From now on you will also play with the Skull storage spaces. For each bridge (except the first) and for the boat you have to find more material to fill the extra skull locations using the dice results.

Mountain Problems: Fixes

If the egg "slips" out of the nest too quickly at the start of the game, check the following:

1. *Is the mountain and your table level ?*
2. *Slightly press down the mountain top corner opposite the nest opening*