

# GIGANTOSAURUS™

PRESS OUT & PLAY  
**MAZU**



**3D PLAYSET**  
**30 PRESS-OUT**  
**MODELS**  
**STORY CARDS**

**AS SEEN ON TV**  
Based on the book by  
**JONNY DUDDLE**



**GIGANTOSAURUS**

**PRESS OUT & PLAY**

# MAZU

Hi there, follow me  
for an adventure!



## HOW TO USE THIS BOOK

1. Ask an adult to cut along the dotted line on the back cover.
2. Lay the back cover on a flat surface, unfold the flaps, and press out the marked pieces.
3. Carefully tear out the last page in the book – this is a double-sided background card.
4. Hold the flaps of the back cover upright and slide the background card into the slots at the back.
5. To create the characters, press out all the pieces inside. Slot each one into a stand.
6. To create the 3D cars, follow the instructions inside. An adult could help you with the careful folding.
7. There are story cards at the back of the book. Remove these to play through their adventures with the Prehistoric Props.
8. Mix and match props, characters and backgrounds to act out endless stories of your own, and collect the other books in the series to keep the fun going!





# MEET MAZU!

Mazu is the smartest ankylosaurus in all Cretacia! There's nothing she can't find out, and there's no problem too tricky for her to solve. She can be a little serious sometimes, but only because her brain is so busy cooking up new inventions! Whatever her friends might need, she's there to put her scientific mind to the test and find the best way to help.

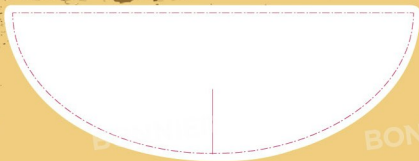
**SPECIES:** Ankylosaurus  
**AGE:** 9 years old  
**LIKES:** Inventing, problem-solving, research  
**DISLIKES:** Silliness, rushing, and dinos who don't think  
**FUN FACT:** She's always got a tool to hand – her tail club can hit things as hard as a hammer!  
**IN THREE WORDS:**  
Inventive, diligent, determined

## GIANT MAZU MODEL

Hi there, I'm Mazu!  
I'll add you to my Gigantopedia! Press out this GIANT model of me and stand me up. This one's just for fun!

Stand





**STRIKE A  
POSE!**

**EXCITED**

I can't believe my  
invention worked!



I'm sure I made a  
note about this...

**STUDIOUS**

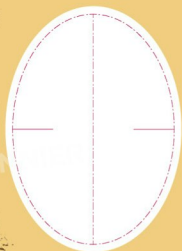


**INTELLIGENT**

Eureka! I've  
figured it out!

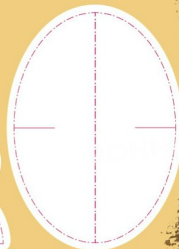






By the shape of  
those teeth...that's one  
fierce carnivore!

**FRIGHTENED**



**STUBBORN**



Science says I'm right,  
so I'm right!

**CURIOUS**



I wonder what  
will happen if...

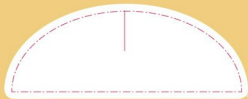




## THE MAZMOBILE

Mazu's designed the first flying car, and now not even the sky is the limit. She'll be the speediest scientist around!

Can you help her finish it?



1. Press out the car pieces.

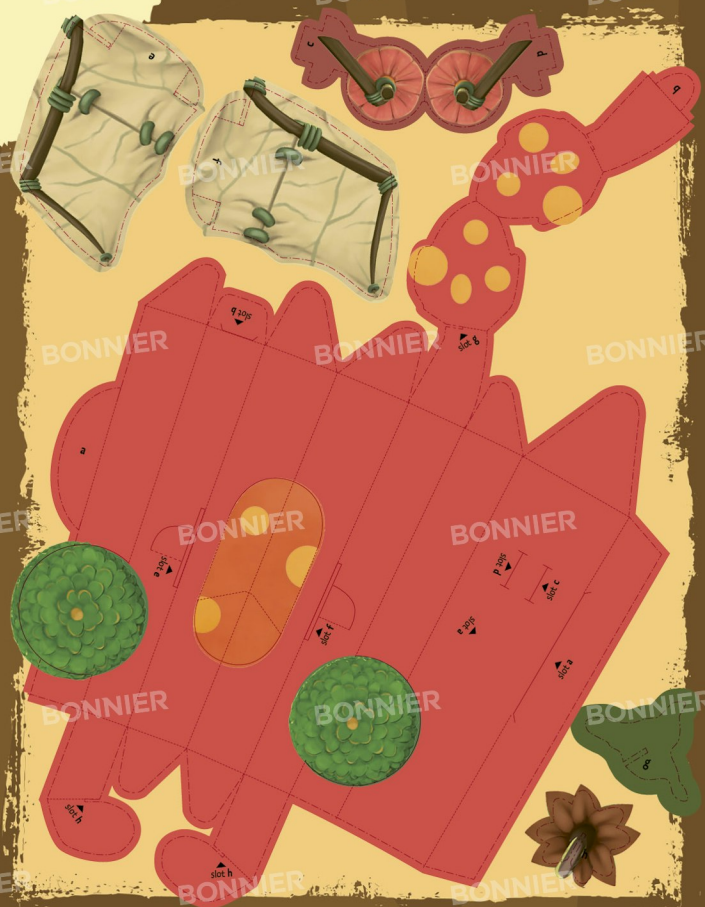
2. Face down, gently crease up the marked lines. The labels will all be hidden inside the vehicle.



3. Match every tab with its slot, using the labels: for example, slide tab 'a' into 'slot a'.



4. Stand the Mazmobile up, and take to the sky!



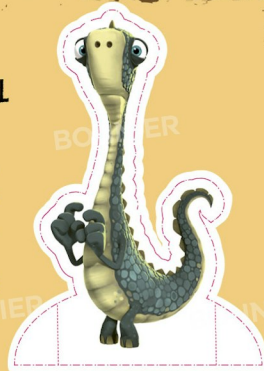




## MEET MAZU'S BEST FRIENDS

### BILL

Bill's a brachiosaurus, and he'll grow up to be the biggest dino of all his friends – maybe that's why he's always eating! Mazu is quick to reassure him with facts when he worries, and he's a great assistant for spotting trouble!



### ROCKY

Rocky's the toughest, bravest dino around, according to him! He should listen more to Mazu, but he's a brilliant help with building inventions.



### TINY

This triceratops might be small, but she's bursting with fun. Tiny loves to sing, dance and tell jokes all day long. Mazu doesn't always understand, but Tiny's the best at making Mazu smile and relax!





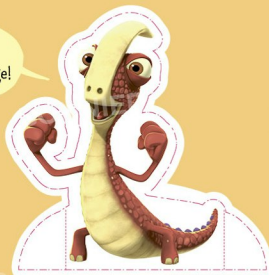


Mazu, is that one of the scary dinos or one of the friendly dinos? I don't trust those claws!

We should write a page of songs in your Gigantopedia!



Let's build something huge!



## MORE FRIENDS FROM CRETACIA

### MARSHALL



Big, strong and playful, Marshall the stegosaurus loves to get Mazu playing silly games!

### RUGO



Rugo's a speedy little rugosodon, always looking for a bone to share with her unlikely best friend, Giganto! Mazu loves to talk to Rugo about Giganto's habits and learn more about him.

### ARCHIE



This archaeopteryx can't fly yet, but Archie and Mazu are determined to find a way together!





Wanna play 'Chase the scientist?' I do!



Walnuts, bones, berries - I'll eat anything!



Have we tried inventing bouncing shoes? That could work!

## CROR



Cror's a tricky raptor who doesn't trust anyone but Totor. Bossy, mischievous, and set in her ways, she's one tough nut to crack to find the nice person inside - but Totor can be a good influence.

## TOTOR

Totor's a ravenous raptor - but that doesn't mean he's bad! He's kind when he's given a chance and loves to play beautiful music when he can get a minute away from his sister, Cror.



## PATCHY



This pachycephalosaurus headbutts all his problems, and usually needs help fixing them afterwards. Thankfully, Mazu's the best at that!



Whatever you want, it's mine!



We're too cool for studying – unless you know a fun raptor fact?



Stop asking things, my head hurts!



## GIGANTOSAURUS

Giganto is the most mysterious dinosaur in all Cretacia, and Mazu follows him closely to figure him out! She loves to discover his favourite foods (walnuts), how to make him laugh (a joke from Tiny) and even what can heal his tooth aches (a river flower). Giganto is quietly grateful for all of Mazu's help and attention, and will always help out when her inventions need an extra bump to get working!

Look at all those teeth!  
You're one unique dino.







## PREHISTORIC PROPS

Use these extra props and decorations to create your own Cretacia! You can place them inside or outside the playset and make the world just as you want it.

SOAPY  
FLOWER



GIGANTOPEDIA



COMET



WALNUT  
TREE

WALNUT



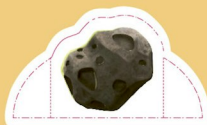
TELESCOPE



BONE







## STORY CARD

### THINK QUICK, MAZU!

As the wild winds blow the walnuts down, the dinos are playing stickball – but Mazu just can't keep up! Her friends decide they'll teach her how to be fast.

Rocky shows her how to run like a raptor, Bill tells her to act like Giganto's chasing after them, and Tiny helps her imagine that she's as light as a feather.

Still, as everyone races to the walnut tree, Mazu is left in the dust. When she arrives, there's just one left – but Giganto's coming!

1

## STORY CARD

### MAZU TAKES A CHANCE

Rocky and Mazu venture out to rescue the last dragonfly in Cretacia, but Totor and Cror catch it first and escape across the river.

Mazu offers to trade it for a scale from Giganto's back, and the raptors agree, but Rocky and Mazu can't get close enough to Giganto to reach a scale.

Giganto roars awake, and Mazu tries other plans: picking it off with a pointy rock, reaching over with long sticks, but nothing works.

1

## STORY CARD

### MAZU'S COMET

Mazu's Comet is coming tonight! It won't be back for a hundred years, and it's what Mazu herself was named after, so the dinos gather on Mount Oblivion to watch it pass.

Unfortunately, speedy Rugo accidentally knocks over Mazu's telescope, shattering it.

Rocky, Bill and Tiny have to repair the telescope, and Mazu needs a new crystal lens from the desert! She races off and finds a perfect crystal, but when she puts it down to help Dilo fit into his favourite cave, she forgets to pick it up again...

1

## STORY CARD

### A VERY STICKY PROBLEM!

Mazu wants a walnut, and uses sticky tar to grab one off a tree, but when Cror sneakily steals it, they both get stuck together!

Bill, Rocky, Tiny and Totor can't pull them apart, so Cror races off with Mazu to make Giganto do it. On the way, Cror steals food from Rugo instead of letting Mazu – still stuck to her back – pick fruit for her. But once Cror gives Mazu a chance, she picks a fruit easily and shares it.

Mazu realises it must be hard for Cror to be happy and nice when she doesn't have any friends, and Cror starts to relax.

1



Finally, Mazu sees a trapped bone and remembers that it's one of Giganto's favourite treats. Mazu and Rocky work together to pull it loose, and they give it to Giganto to apologise.

With a new plan in mind, Mazu and Rocky manage to surprise Iotor and Cror, trapping them in a leaf without hurting anyone – and Giganto gives Mazu a scale himself!

The last dragonfly nests down safely, and many more dragonflies hatch from her eggs.

2

Nobody's speedier than Giganto – not Rocky with his raptor techniques, and not Tiny with her confidence. Not even Bills fear makes him fast enough!

Luckily, just when Giganto is getting close, and the winds are blowing even stronger, Mazu realises how to escape! They run to the edge of a cliff, holding their leafy walnuts high, then leap out into the air... and fly!

They're moving faster than ever before, all thanks to Mazu's brain. Over the forest they soar to safety, and quick-thinking Mazu decides to share all their nuts with Giganto.

2

When Cror gets hungry again, they find Patchy jealously guarding a bone. Mazu and Cror hide behind a rock, popping their heads out pretending to look for each other, and confuse Patchy so much that they can grab the bone and run.

The bone gets too sticky to eat, but they find a soapy flower to wash it clean. Before they can wash themselves free of each other though, Giganto races by, and they get stuck to his tail too! He stomps right past their friends, who race along to help.

Rocky throws the flower to Cror, and Mazu washes them free. Happily unstuck, they realise the can be friends after all.

2

On her way, Mazu finds Marshall sadly playing alone, and can't bear not to cheer him up. Then Archie's trying to fly again, and Mazu helps him bounce on mushrooms for practice.

At the mountain base, as the sun is setting, she discovers Giganto injured, his tail bruised by a boulder. Rugo begs her to help, and Mazu fixes Giganto's tail with a healing flower. Finally back at the peak, her friends have fixed the telescope – but Mazu's forgotten the lens!

Dilo, Marshall, Archie, and Rugo run the lens to each other to help Mazu just like she helped them, and the telescope is complete. Giganto lifts the friends up high, and they watch Mazu's Comet blaze through the sky together.

2

Carefully tear this page out and slide it into the back of the playset to change the scene.





