

RULES

For 2-6 Players • Ages 4 & Up

Contents: 51 Cards (17 Sets of 3)

Object

Collect the most sets of 3 matching Cards

Set-Up

- Shuffle the Cards and deal 5 to each player.
- Place the remaining Cards face down in the center of the playing area to form a Draw Pile.

- Players should look at their Cards and hold them in their hand but not let others see them. The Cards should be arranged so matching Cards are next to each other.
- If you are dealt a set of 3 matching Cards, show them to other players and place them in a pile in front of you while making that animal sound.

Play

- If you're the youngest player, you go first.
- Without saying the name of the animal, "ask" any player for a Card that matches one in your hand. You must make the sound of the animal on the Card that you want, but don't show the Card to the other player. For example, if you want a Card with the cow, you must say to another player: "Do you have a...mooooo?"



- If the player has any Cards that match the sound, he or she must give you all Cards showing that animal. You then take another turn.
- If the player does not have any that match the animal, the player says:
 "Go Oink!" You then take the top Card from the Draw Pile.
- If you draw the Card you asked for, take another turn. If not, place the Card in your hand and play passes to the left.
- Whenever you have three matching animal Cards, place them in a pile in front of you. These Cards are safe, and other players may not take them from you.
- The game ends when any player gets rid of all Cards in his or her hand or when the Draw Pile runs out.

Animal Talk Only

When "asking" for a Card, you cannot say what the animal is, or show the Card you are requesting. If you do, you lose your turn.

Winning

- Players count how many sets of animal Cards they have collected.
- · Only full sets of 3 matches count.
- The player with the most sets wins!



