

GETTING STARTED (fig.1)

Shuffle the 27 Animal tiles and place them in the center of the table with the photo face up. Arrange them in a rectangle of 7 x 4 tiles. The Special tile “?” is placed in the center.

About the symbols (dice and tiles):

- The “number of feet” dice:



The animal has between 0 and 2 feet.



The animal has 4 feet.



The animal has 6 feet or more.

- The «environment» dice:



The animal's main environment is the water.



The animal's main environment is the sky. It can fly / glide.



The animal's main environment is the land.

- The «food» dice:



The animal is a herbivore.



The animal is a carnivore.



The animal is an omnivore.

PLAYING THE GAME

When playing for the first time or with younger players, we recommend you use the variations (see the end of the rules).

The player who does the best imitation of a cow throws all 3 dice. The result shows the features of the animal to be found: its main environment, what it eats, and how many feet it has. The first player to tap on the tile of the animal with the same features as those on the dice checks if he is right by flipping the tile over: the symbols on the other side of the tile must be the same as the symbols on the dice. If the player is right, he keeps the tile and places it in front of him, animal side face up.

The next player clockwise then throws the 3 dice to start a new round. Only one animal has all 3 features shown on the dice. The aim is to be the fastest to tap on the right animal tile.

Example (fig.2): Peter throws the 3 dice. The result is: «4 feet – water - omnivore». There is only one possibility. Nicholas is first to tap on the «sea turtle» tile. He turns the tile over to check if he is right. If he is, he keeps the tile and places it front of him.

SPECIAL TILE «?»

If the animal with the features on the dice has already been won by a player in a previous round: the aim is to be first to tap on the Special tile “?”, and announce the name of the

player who has the right tile at the same time. The player who taps on the Special tile can then take the Animal tile from his opponent. To save his tile, the player who has the right tile has to be first to tap on the Special tile.

MISTAKE

If the player who taps on the tile first is mistaken (the animal does not have all the features on the dice), the player must return a tile he won in a previous round (if any) to the center of the table. Then a new round starts.

END OF THE GAME

2 players: the first player to have 5 tiles wins the game.

3-4 players: the first player to have 4 tiles wins.

More than 4 players: the first player to have 3 tiles wins.

VARIATIONS

Intermediate variation (for getting to know the game and the animals' features): a player chooses and throws 2 dice. In this case, there are 3 possible animals. The aim is to be first to tap one of the Animal tiles with the 2 features.

Children's variation (for younger players wanting to learn about animals **fig.3**): a player chooses and throws 1 dice. In this case, there are 9 possible animals. In this version of the game, several players can win a tile.

Example: Nicholas chooses to throw the «number of feet» dice. The result is “4 feet”. David taps on the “cow” tile, Nicholas on the «tiger» tile, and Peter on the “ant” tile. After checking, David and Nicholas can keep their Animal tiles because they are right. Peter is wrong, so he must return a tile he won earlier.

TILES' DESCRIPTION

1	Eagle	10	Beaver	19	Tarantula
2	Bat	11	Crab	20	Human
3	Parrot	12	Crocodile	21	Caterpillar
4	Sugar glider	13	Manatee	22	Ant
5	Fly	14	Krill	23	Wild boar
6	Butterfly	15	Shark	24	Snake
7	Flying squirrel	16	Cuttlefish	25	Tiger
8	Ladybird	17	Sea turtle	26	Cow
9	Seagull	18	Goldfish	27	Worm

Note: Each animal's features have been chosen in a broad sense. For example, some animals linked with the “water” environment also go on the «land». The feature chosen for the game is the most well-known for the animal, given the educational context for younger players.