

Moo, Baa, Quack!

Contents:

31 animal cards, 1 colour spot dice, 1 animal reference board

Setting up

- Spread the cards on the table with the colour spots facing upwards.
- Place the animal reference board where all players can see it.

Object

To collect the most cards by making the correct animal noises.

To play

- The youngest player starts by throwing the dice and choosing a card with a matching coloured spot.
- Before turning the card over, guess which animal is underneath by making the appropriate animal noise (e.g. “moo” if you think it is a cow).
- If you guess correctly, keep the card and place it in front of you. You can now have another turn and try to guess another animal.
- If you make an incorrect guess, return the card face down to the table. Play passes to the next player.
- Some cards show all of the animals. If you make the noise of any of these animals, keep the card and place it in front of you.
- Play continues until all the cards have been taken.

The winner

The winner is the player with the most cards at the end of the game.



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