Quack Quack

Roll the dice, match the coloured spots and make the noise of the animal you think might be hiding underneath in this fun memory game!

Contents
- 30 animal cards
- 1 colour spot dice
- 1 dice shaker

Setting up the game

1. Roll the dice
   The youngest player starts. Roll the dice.

2. Match the colour and make a noise!
   Choose a card with a matching colour spot. Before turning the card over, guess which animal is hiding underneath by making the appropriate animal noise. e.g. “quack quack” if you think it is a duck.
   Turn the card over and if you have guessed correctly, place the card in front of you and take another turn.
   If you have guessed incorrectly return the card face down to the table. Play passes to the next player.

3. Wild card
   Some cards show all of the animals. If the player makes the noise of any of these animals, they place the card in front of them.
   Play continues until all the cards have been taken.

4. The winner!
   The winner is the player with the most correctly guessed cards.

Quick Start

Spread the cards out spot side up and roll the dice.

Match the colour then make a noise to guess the animal.

The winner is the player with the most correctly guessed cards.

More fun!

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Can you sing any of these farmyard animal songs?

- Five Little Ducks
- Old MacDonald
- Little Bo Peep
- Hey Diddle Diddle
- This Little Piggy
- Mary had a Little Lamb

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