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FIND THE ANIMALS!

SPIELANLEITUNG

A game aimed at developing memory and hide-and-seek skills
of 3 to 6 little spotters from the age of five.



THE SET INCLUDES:

20 big cards with pictures of animals

20 small cards with pictures of animals

THE AIM OF THE GAME

The aim of the game is to find by observing and guessing cards the three animals presented on the card held by the farmer.

Each player in turn shall play the role of a clever farmer Benedict, who knows each animal very well and is always aware of where they are. Benedict keeps a card in his hand with the picture of three animals to be found. The other players shall try to guess and tell which card on the table is the one to be found. The player who makes the right guess takes the card for himself. The player who collects the largest number of cards is the winner.

GETTING READY FOR THE GAME

The small cards with pictures downwards are placed in one pack, and the big ones are placed open in the middle of the table.



HOW TO PLAY

The senior player starts the game and becomes the first 'clever farmer'. He places the pack of small cards in front of him and takes the first card from the top without showing anyone the picture on it.

Then the neighbour on the left hand of the 'clever farmer' starts guessing what kind of an animal is there on the card. Guessing it might be a cow, he makes the sound imitating the sound of a cow "moo-oo-ooo".

1. if he is wrong and the animal on the card is not the one he imitated, the 'clever farmer' shakes his head without saying anything. Then the next player in turn clockwise imitates another animal.

2. If the imitated animal is the same as in the picture on the card, the 'clever farmer' replies by reiterating the imitated sound, e.g. "bow-wow!". The player who guessed this sound, may guess again. **Important:** players may only guess animals by imitating their sounds, e.g. "bow-wow! -miauo".

3. If the player has guessed correctly the first animal, but was mistaken in guessing the second or the third, the 'clever farmer' replies by "bow-wow!" shaking his head, or "bow-wow! -miauo" and shakes his head. Then the is the turn of the next player to start guessing.



If this player imitated correctly all three animals he points to the respective card. Then the 'clever farmer' shows his card and puts it to the box. The player who guessed the card gets one of the cards placed in the middle of the table and puts it in front of him downwards.

The pack of cards passes to the next player clockwise - now he is the 'clever farmer' and his neighbour on the left starts the new round of the game.

THE END OF THE GAME

The game comes to an end when there are three cards are left on the table. The winner is the one who collected most of the cards.

ADDITIONAL VERSIONS OF THE GAME

When playing with very small children, the following version is suggested: the big cards are placed open on the table, and the small ones – with pictures downwards. A small card is demonstrated to a child encouraging him to find a similar big one.

The game will be shorter, if the winner is announced to be the one, who collected five cards.

The game may be simplified by putting the card, where the animal in quest is absent, downwards.

WHO IS QUICKER?

The game is played according to the rules. However, the player thinking he knows, which is the right card, may quickly put his hand on it. The farmer has to tell then, whether this is the correct card. If the guess of such player is correct, he takes the card; if not – he is supposed to give one of the big cards he has.