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FIND THE ANIMALS!



HOW TO PLAY

A game aimed at developing the memory and guessing skills of 3 to 6 little spotters from the age of 5.



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 observe the cards and guess which three animals are pictured on the card that is held by the farmer.

Each player takes his turn to play Benedict, the "clever farmer", who knows every animal very well, and always knows where they are. Benedict holds a card in his hand with a picture of the three animals to be found. The other players, by looking carefully and thinking, try to say which card on the table shows the same three animals. The player who guesses correctly gets the small card for himself. The player who collects the biggest number of cards is the winner.

GETTING READY FOR THE GAME

The small cards are placed in a pile with their pictures face-down, and the big ones are spread out on the table face-up.



HOW TO PLAY

The oldest player is the first “clever farmer”, and starts the game. He puts the pile of small cards in front of him, and takes the first card from the top, without showing the picture on it to anyone.

Then the player on his left has to guess what animal is pictured on the card. If he thinks there might be a cow, he makes the sound a cow makes: “Moo-oo-ooo”.

1. If the player is wrong, and the animal he imitated is not on the card, the “clever farmer” shakes his head, and says nothing. Then the next player, going round clockwise, makes another animal sound.

2. If the animal imitated is in the picture on the card, the “clever farmer” replies by repeating the sound. The player who guessed the animal may guess again.

Important: players may only guess animals by imitating their sound, for example, “Bow-wow!” or “Meow”.

3. If a player guesses the first animal correctly, but is wrong about the second or the third, the “clever farmer” replies “Bow-wow!” and shakes his head; or “Bow-wow! Meow” and shakes his head. Then it is the next player’s turn to guess.



If the player whose turn it is imitates all three animals correctly, he points to the respective card. Then the “clever farmer” shows his card, and gives it to the player who guessed correctly. The player puts it face-down in front of him. The big card which the player guessed stays in its place on the table. The pile of cards is then passed to the next player, going round clockwise. Now he is the “clever farmer”, and the player to his left begins the next round of the game.

THE END OF THE GAME

The game finishes when the “clever farmer” has given away all the small cards. The player who has collected the most small cards is the winner.

OTHER VERSIONS OF THE GAME

The following version can be played with very small children:

- The big cards are placed face-up on the table, and the small ones face-down. A small card is shown to a child, and he is encouraged to find a similar big one.
- The game can be made shorter if the winner is the first player to collect five cards.
- The game may be simplified even further if a card for which the animals are not being looked for is turned face-down.

WHO'S QUICKER?

The game is played according to the usual rules. However, a player who thinks he knows which card is being looked for quickly puts his hand on it. The farmer then has to say whether it is the correct card or not. If the player has guessed correctly, the farmer gives him the small card. If not, he has to give one of his own small cards.