

GB Animal Noises

Contents:

30 animal cards, 1 colour dice

Setting up

- Spread all the cards on the table with the colour spots facing upwards.

Object

To collect the most cards by matching your animal noise or mime to each card.

To play

- The youngest player starts by rolling the dice and choosing a card with the matching coloured spot.
- Before turning the card over, the player guesses which animal is underneath by making the animal's noise or by miming its action.
- If the player has guessed correctly, they put the card in front of them and takes another turn. If the player makes an incorrect guess, they return the card, face down, to the table and play passes to the next player.
- Some cards show all of the animals. If the player makes the noise or mimes the action of any of these animals, they may keep this card.
- Play continues until all the cards have been collected.

The winner

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



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