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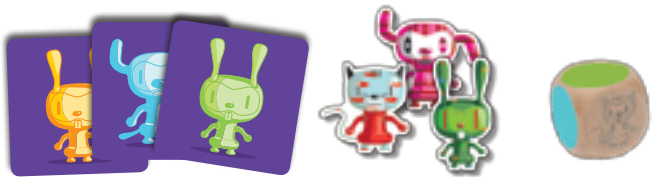
From the age of 7



From 2 to 4 players



Contents: 9 cards, 30 figurines, 1 dice.



Aim of the game: to obtain the most figures.



Rules of the game:

The 9 cards are spread out in the centre; face down, in a square (3 rows of 3 cards).

You play clockwise. The youngest player starts.

He turns over the 9 cards leaving them in their initial place, and carefully looks at them while trying to memorise:

- where the animals are (cats, dogs, rabbits)
- where the colours are (blue, green, orange).

He turns the 9 cards over to hide them, taking care not to change places.

Then he throws the dice. The dice indicates whether it's a colour or an animal. The player must find the exact location, from memory, of the 3 cards meeting the criterion indicated by the dice.

**Example 1** : the dice indicates «rabbit». The player must find the 3 cards that include a rabbit.

**Example 2** : the dice indicates «green». The player must find the 3 green animals.

When the player thinks he's located the cards meeting the criterion on the dice, he turns them over, which allows all the players to check if he's right.

If he manages to find 1 out of 3 cards, he wins one figure; 2 out of 3, two figures; 3 out of 3, three figures.

Then it's the next player's turn: he mixes the cards and puts them face down in a square etc.

The game stops when there are no more figures to win. The winner is the one who has obtained the most.

NB. For older players you can decide to give a figure if, and only if, the 3 cards corresponding to the criterion have been found.



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