

Fisher-Price®

GAMES

BARNUM'S ANIMALS™

★ CRACKERS ★
GAME



Contents:

16 Animal Zoo Cards (2 of each animal except the seal), 9 Jumbo Plastic Animals, 1 "Cracker" Bag, 1 Instruction Sheet.

Please remove all components from package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS.

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Ages 3+ • 2 to 4 Players

Please keep these instructions for future reference, as they contain important information.

Game play:

GAME 1: Animal Scramble

One animal from each area of the zoo has escaped and the zookeeper has to get them back. **OBJECT:** Find the missing animals and win the matching animal! The player who makes the most matches wins.

GETTING STARTED

1. Put all of the jumbo animals in the cracker bag.
2. Divide the cards into two piles so there is a card for each animal in each pile. (Except the seal. There is no seal card.) Set aside one pile. You won't need it for this game.
3. Lay the remaining cards face down - two rows of four cards.



LET'S PLAY!

1. Youngest player (or player with the least matches from last game) goes first. Play goes to the left.
2. Pick an animal out of the cracker bag without looking.
3. Now try to find the matching animal card. Turn one card face up. Be sure to let all the players see the card.
4. If the card matches the animal, you win the card and the matching animal. Put both of them on the table in front of you. It is the next player's turn.
5. If the card does not match the animal, turn the card face down again in the same place and put the cracker back in the bag. It is the next player's turn.
6. If you draw the seal, you get to keep it. Turn up any card just to see what it is and then turn it face down again. It is the next player's turn.
7. The more matches players make the easier the game becomes. When all of the cards and animals have been taken, the player with the most animals wins.

NOTE: For a harder game, try this! When players find the card that matches their animal, they keep only the animal and return the card to its original place on the table. When you are all out of animals, the player who has the most animals wins.

GAME 2: Wild Pairs

Someone left the gates open at the zoo, and all of the animals escaped - two of each kind. Help the zookeeper find the missing couples and win the matching animal!

OBJECT: The player who finds the most pairs wins!

GETTING STARTED

1. Put all of the jumbo animals in the cracker bag.
2. Lay ALL of the cards face down - four rows of four. (There are no seal cards.)



LET'S PLAY!

1. Youngest player (or player with the least matches from last game) goes first. Play goes to the left.
2. Pick an animal out of the cracker bag without looking.
3. Now try to find both of the matching animal cards. Turn two cards face up. Be sure to let all the players see both cards.
4. If the cards match each other and the animal, you win both cards and the matching animal. Put all three on the table in front of you. It is the next player's turn.
5. If the cards do not match the animal, turn the cards face down again in the same place and put the animal back in the bag. It is the next player's turn.
6. If you draw the seal, you get to keep it. Turn up any two cards just to see what they are and then turn them face down again. It is the next player's turn.
7. The more matches players make the easier the game becomes. When all of the cards and animals have been taken, the player with the most animals wins.

NOTE: For a harder game, try this! When players find the card pairs that match their animal, they keep only the animal and return the cards to their original places on the table. When you are all out of animals, the player who has the most animals wins.

GAME 3: Grab Bag

The lights are out at the zoo. Can you recognize the animals by feel? **OBJECT:** Match the animals to the cards without looking and win the pair!

GETTING STARTED

1. Put all of the jumbo animals in the cracker bag.
2. Divide the cards into two piles so there is a card for each animal (except the seal) in each pile. Set aside one pile. You won't need it for this game.
3. Put the remaining cards facedown in a pile in the middle of the table. This will be the draw pile.

GAME 3, Continued



LET'S PLAY!

1. Youngest player (or player with the least matches from last game) goes first. Play goes to the left.
2. Draw the top card from the pile and turn it face up on the table so everyone can see. Be sure to let all the players see it.
3. Now reach into the cracker bag and try to find the matching animal **WITHOUT** looking. Feel the shape and texture of the animals to try and pick the right one.
4. When you think you have the right animal, pull it out of the bag.
5. If the animal matches the card you win the animal and the matching card. Put the card and the jumbo animal on the table in front of you. It is the next player's turn.
6. If the animal does not match the card, put the animal back in the bag. The next player gets a chance to find the same animal. Pass the bag around until someone pulls out the right animal.
7. If you draw the seal, it counts as a match and you get to keep it. The next player continues to look for the original animal.
8. The more matches players make the easier the game becomes. When all of the cards and animals have been taken, the player with the most matches wins.

NOTE: For a harder game, try this! Use **ALL** of the cards in the draw pile. When players find the animal that matches their card, they keep only the card and return the animal to the cracker bag. Player with the most cards when all of the cards are gone wins.

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