

Quack! Moo! Oink! Card Game



Instructions

Basic Game

Ages 4+
2-6 players

Object: To collect all of the cards.

Set Up: Shuffle the cards and deal them all face down. Some players may have more cards than others. That is OK. Players should not look at their cards, but place them face down in a pile in front of them. Player on dealer's left goes first and play continues clockwise.

How To Play: The first player turns over the top card from her pile and places it face up in front of her so everyone can see it. The next player does the same. Play continues with each player turning up one card per turn onto a face up pile. When a player turns up a card that matches another player's face up card, the first player with one of the matching cards to make the sound of the animal on the matching cards takes the other player's face up cards. For example, if a cow card is turned over and a cow card is already face up in play, both players with cow cards can yell "MOO!" The first one to say it takes the other player's face up pile of cards. If both players make the sound at the same time play continues with neither player taking any cards. If a player makes the wrong sound, that player must give his face up pile to the player with the matching card, even if that player did not see the match. If a player runs out of cards in his face down pile, he should turn over the face up pile and keep going. When a player has only one card left he leaves it face up while the other players continue turning over cards. He can try to win cards when a matching card is turned up.

Game End: The game ends when one player has all the cards.

Challenge Version

Ages 6+
2-6 players

Object: To collect all of the cards.

Set Up: In this version each player chooses a different farm animal that he will be in the game. Players tell each other which animal they have chosen by making the sound of that animal. For instance, if player 1 chooses cow, he will moo. If player 2 chooses horse, she will neigh. Be sure each player knows each other's animal and each player chooses a different animal. Shuffle and deal cards as in the basic game.

How To Play: Play the game as in the basic version except when a player turns up a card that matches another player's face up card, the first player with one of the matching cards to make the animal sound of the other person's animal gets the pile of face up cards. Remember, do not make the sound of the animal on the matching cards, make the sound of the animal the other player has chosen to be at the start of the game. All other rules still apply.

Game End: The game ends when one player has all the cards.