Contents
84 animal cards

Object
The object of the game is to be the first player out of cards, by correctly matching animals and/or colors and not making a mistake when discarding.

Set Up
The first time you play, look through the deck to get familiar with the cards. There are seven different animals — sheep, donkey, lion, frog, cuckoo, pig and monkey in four different colors — red, green, blue and yellow. There are also four wild peacock cards. Note the cuckoo, donkey and peacock cards, as they have special powers, described below. Also, take some time to practice the sound that each animal makes.

When all players are familiar with the cards and their respective animal sounds, shuffle the deck and deal eight cards face down to each player. (Look at your cards but keep them secret from your opponents!)

Stack the remaining cards face down in a draw pile in the center of the playing area and turn the top card face up next to it to start the discard pile. (If the top card is a peacock, reshuffle the deck and draw a new card.)

Overview of Card Actions and Penalties

<table>
<thead>
<tr>
<th>Card</th>
<th>Action</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green, Blue, Yellow Animal</td>
<td>Make the matching animal sound.</td>
<td>Draw 2 cards.</td>
</tr>
<tr>
<td>Cuckoo</td>
<td>Skip the next player.</td>
<td>Draw 2 cards.</td>
</tr>
<tr>
<td>Red Cuckoo</td>
<td>Shout, “Cuckoo Zoo!”</td>
<td>Draw 2 cards.</td>
</tr>
<tr>
<td>Donkey</td>
<td>Following players can only discard donkey cards.</td>
<td>Draw the number of cards equal to the number of donkey cards on the top of the discard pile.</td>
</tr>
<tr>
<td>Peacock</td>
<td>Wild Card. Play on top of any card and change to a different colored animal.</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Special Cards
In addition to making (or not making) sounds, a few cards require special actions when played:

Cuckoos
Every time you play a blue, yellow or green cuckoo, shout, “Cuckoo!” and skip the player to your left. Since you can discard more than one cuckoo during your turn, players must pay attention as this indicates the number of players that are skipped. Draw two cards if you play a card when skipped.

Red Cuckoos
Red cuckoos have the same skipping power as other cuckoos. However, instead of being silent like when playing other red cards, you must shout “Cuckoo Zoo!” every time you play this one. Draw two cards if you forget.

How to Play
The youngest player goes first and play moves to the left.

On your turn, play a card from your hand that matches either the color or the animal on top of the discard pile. For example, a green card may be placed on top of a green card or a lion of one color may be placed on top of a lion of a different color. (You can also play identical matching cards, for example a blue sheep on top of a blue sheep.) Depending on the card(s) you play, you must take one of the following actions:

Baa, Ribbit, Roar!
Every time you play a green, yellow or blue card, you must make the sound of the animal on the card. Draw two cards if you forget to make the animal sound or make the wrong one.

Red Means Quiet!
Every time you play a red card, you must NOT make the sound of the animal on the card, except if it’s a cuckoo! (See Red Cuckoos, below.) Draw two cards if you accidentally make the animal’s sound.
**Donkeys**  
If you play a donkey card, that starts a Donkey Round whereby all following players must, in turn, play only donkey cards from their hands until someone cannot play a donkey. That player receives a penalty and must draw the same number of cards as the total number of donkey cards discarded during that Donkey Round. (For example, draw four cards if four donkeys were played.) The game continues with the player to the left of the penalty player, who can then play any animal, as long as it matches in color to the top card of the discard pile. (Note: If that player chooses to play a donkey card, it starts a new Donkey Round.)

**Peacocks**  
Peacocks are wild cards and can represent any animal and be played at any time. When you play a peacock, say the name of the animal and the color it represents. If you have additional cards that match your chosen animal, you may discard them from your hand. (Don’t forget to make their noises though, if they’re yellow, blue or green!)

**Winning the Game**  
The winner is the first player out of cards. If you’d like, play for runners up (2nd place, 3rd place, etc.) by continuing until there is only one player left with cards.

**For Younger Players**  
Because the game has so many elements to remember, start younger players with the basic rules of simply making noises when playing blue, yellow, and green cards and being silent when playing red cards. When they feel comfortable with the basic rules, add in the rule about the cuckoo skip, red cuckoo, and the donkeys.

**A Word from Gamewright**  
This just might be the craziest card game you ever play! Make animal sounds when you play cards, be quiet if the card is red, skip players with a cuckoo card, play only donkey cards once someone plays a donkey … The rules sound like something right out of Alice’s Wonderland. Actually, behind all of the madness is a terrific game that not only reinforces basic matching and memory skills but also teaches the importance of paying attention.

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