# ANIMAL ACT

Draw a card, then ACT, SING, MIME or GUESS to earn tickets & fill your playbill first!

# HOW to PLAY

in 3 easy steps

 Each player puts a mover on the lion's nose & takes a playbill. Cards face down.







2. On your turn:

Roll die. Move. Draw a card. Flip timer. In :60, perform the card according to your icon (see FIG.1, right). If the card is guessed correctly, you earn 1 ticket for your playbill!

3. First one to fill all the spots on their playbill with tickets, WINS!



### THANKS FOR PLAYING!

## a BIT more betail:

- Assemble puzzle game board. Each player puts a mover on the lion's nose & takes a playbill. Place cards face down next to board. Youngest player goes first.
- On your turn, roll the die & move.
  You may move in any direction on the board.

The icon on each space will tell you that you either need to SING, ACT, or MIME to get the other players to guess the card...or pull a SWITCHEROO and guess while someone else acts (see fig. 1).

- Draw a card. Flip the timer. Start performing & get the other players to guess your card before time runs out.
- A correct guess earns you 1 ticket for the corresponding icon on your playbill.

On spots with 2 ICONS, you must complete TWO cards within the time to earn 2 tickets!

TO Win: First player to fill each spot on their playbill with a ticket, WINS!

\*Consider the skill level of players. Guessing the exact words on the cards is less important than guessing the CONCEPT of the card. xo

#### FIG. 1: GAME BOARD ICONS



ACT: Use movement, sounds & words (except the word(s) on the card).



SING: Make up a song about the card using sounds or words (except the word(s) on the card).



MIME: Act out the card but without the luxurious benefit of SOUND or sound effects. SHHH!



LOSE A TURN: Aw, man, rotten tomato! Sit this one out.



SWITCHEROO: Choose a card, then choose another player to act it out while ONLY YOU GUESS. If you guess correctly, BOTH players earn a ticket!

NOTE ON ICONS: Feel free to explain each icon and even show your kiddo how it's done before the game begins (consider filming it for posterity).