

## Let's Play Barnyard Antics!

### How to play:

Arrange the **Sound** cards in a pile. See how fast you can make the animal sounds for all 10 animals.

**30 Seconds – You are a city kid.**

**20 Seconds – You belong on a farm.**

**15 Seconds – You love animals.**

**10 Seconds – Wow, animals love you!**

## Yoohoo, Can You Moo? Card Game Instructions

### Set Up

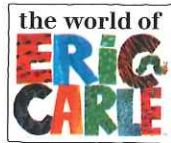
- Place the five **Animal** cards side-by-side in the middle of all the players. All of the animals should be placed face up.
- Shuffle the **Sound** cards. Deal 5 cards to each player and then stack the rest face down in a draw pile easily reached by everyone.

### Object of the Game

To be the first player to collect five pairs of **Sound** cards.

### How to Play

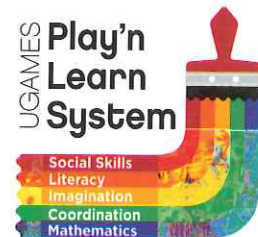
1. The youngest player goes first.
2. At the beginning of a player's turn, the player counts the cards in his/her hand. If s/he has less than three cards, the player draws until s/he has at least 3 cards in his/her hand.
3. The player whose turn it is (Player 1) then chooses a **Sound** card in his/her hand that s/he would like to find a match for (for example, the "Moo" **Sound** card). S/he asks the player of his/her choice (Player 2), "Yoohoo, Player 2, can you moo?"
4. If Player 2 has a "Moo" **Sound** card, Player 2 makes the "Moo" sound and gives all of his/her "Moo" **Sound** cards to Player 1. If Player 2 does not have a "Moo" **Sound** card, s/he says "No, but I can \_\_\_\_\_." and names a different **Sound** card in



## Ready for a New Challenge?

### Rules for Eric Carle's Game of Memory

1. Turn all of the **Sound** cards over so that they are face down.
2. Now take turns making a match.
3. The player with the most matches wins!



## What is the Play'n Learn System?

An easily understandable system of games, puzzles and activities that assist children in building skills in developmentally appropriate areas during their childhood.



### Level 1

Level 1 games develop basic social skills, literacy, imagination, coordination and mathematics.



### Level 2

Games listed under Level 2 encourage children to develop intermediate learning skills.



### Level 3

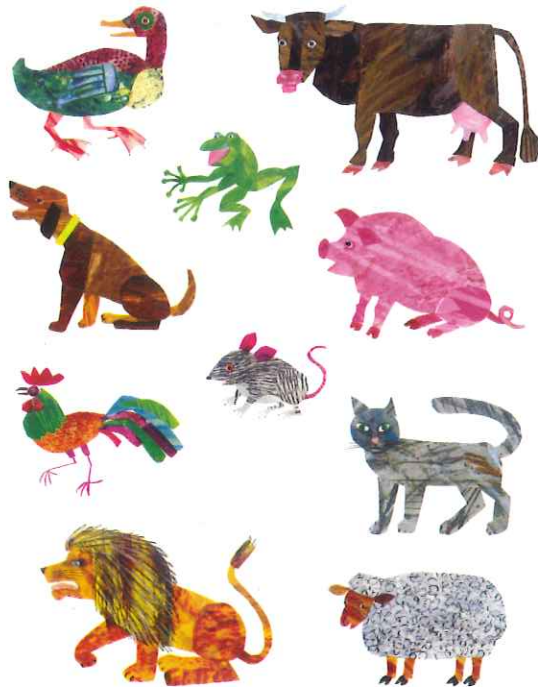
Level 3 games help children master social skills, literacy, imagination, coordination and mathematics.



## How Many Eric Carle Games & Puzzles Do You Have? Collect Them All!

- The Very Hungry Caterpillar™ Game
- Rooster's 1,2,3 Numbers Game
- From Head to Toe Game
- Eric Carle's ABC Game
- Animals Animals Color Bingo Game
- Brown Bear-Panda Bear, What Do You See? Game
- The Very Busy Spider Game
- The Grouchy Ladybug Game
- Yoo Hoo, Can You Moo? Card Game
- The Very Hungry Caterpillar™ Card Game
- The Very Hungry Caterpillar™ Puzzle
- Brown Bear, Brown Bear Puzzle
- The Very Hungry Caterpillar™ Double Image Puzzle
- The Very Hungry Caterpillar™ 3-D Deluxe Play Set
- The Very Hungry Caterpillar™ Fun Pockets®
- 1,2,3 to the Zoo 4 in 1 Wooden Jigsaw Puzzles

Carry this card in your pocket so you can say "Hi" to your animal friends any time!



his/her hand. Player 1 then draws a card from the draw pile. Player 1 will always gain at least one card, either from the draw pile or from Player 2.

5. At the end of his/her turn, Player 1 may then put down any matching pairs of **Sound cards as long as the matching Animal card is face up for that pair**. For example, for Player 1 to lay down a matching pair of "Moo" **Sound** cards, the Cow **Animal** card needs to be face up in the center. Player 1 puts down the matching pair of **Sound** cards, makes the sound shown on the card and flips the **Animal** card over, revealing a different animal. If Player 1 has a pair of matching **Sound** cards for the new **Animal** card just revealed, s/he may play that pair also, making the animal sound and flipping the **Animal** card back over again.

Note that a player may play multiple pairs on a turn, but s/he may **not** play two pairs of the **same Sound** card on the **same** turn.

6. Play then moves to the left.

### Winning the Game

When one player plays his/her fifth matching pair of **Sound** cards, the game is over and s/he is declared the winner!

© 2009 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. University Games Europe B.V., Weth. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. UGames Australia, 71-73 Chandos Street, St Leonards NSW, Australia 2065. University Games UK Ltd., Unit 11, Brickfields Business Park, Woolpit, Suffolk, IP30 9QS, UK. Retain this information for future reference. ERIC CARLE™ THE WORLD OF ERIC CARLE™ Illustrations copyright © 2009 Eric Carle LLC. Licensed by Chorion Rights Limited. To find out more about Eric Carle books and merchandise visit [www.eric-carle.com](http://www.eric-carle.com) and The Eric Carle Museum of Picture Book Art at [www.carlemuseum.org](http://www.carlemuseum.org). Made in the USA B007771 9/09

### WHAT MAKES A GREAT GAME?

At University Games, we use five simple principles to make great games for kids:

- 1 Kids want to play right away. Our games are easy to learn. Start playing within 5 minutes!
- 2 Kids hate to wait. Our games keep players involved even when it's not their turn.
- 3 Kids love a challenge. Our games are different every time you play.
- 4 Kids want to win. Our games combine luck and skill, so that every player has a chance to win.
- 5 Parents want educational activities for their kids. Our games make learning fun!