



AGES 3 to 7

PLAYERS 2 or more

Meal times are happy times. But the Lion, the Crocodile, the Bear and the Monkey are feeling sad. They are very, very hungry because they did not get to eat. Their respective foods have gotten totally mixed up. Help them find their correct food and feed them.

A superbly entertaining game that builds basic memory, language, socio-emotional and gross motor skills.



Get familiar with the elements

• Animal die

- Animal
It tells you which animal you need to feed.



Lion



Bear



Crocodile



Monkey

• Free Play

If you roll a star, you are free to choose any animal to feed. You must declare it before you begin your search.



Free Play

• Number die

The number of turns a player gets to feed the animal.

• Food cards

Each animal has 5 specific food that they eat. Food cards are colour coded for easy identification of the animal specific food.

Bear						
		Rat	Mushroom	Beans	Honey	Squirrel
Lion						
		Rabbit	Zebra	Boar	Buffalo	Deer
Crocodile						
		Bird	Snake	Tortoise	Fish	Frog
Monkey						
		Grapes	Nuts	Mango	Bananas	Flower

• Act and Sound cards:

These cards are marked with an icon. They add a fun element to the game. Act and sound like the animal on the card.



• Feeder Tokens

Each animal has 5 feeder tokens, it is what a player picks up after feeding the animal to keep score.



Game 1: Easy Peasy (Ages 3-4)

Set up:

- Stand the animals 8-10 feet away from the players.
- Arrange 5 'feeder tokens' next to each animal.
- Shuffle all cards together. Lay them on the floor near you, face down, in a grid pattern (e.g. 5 cards x 6 cards). Make sure that there is enough space between the cards for you to walk around them.
- Place the dice close to the players.

How to play:

- The youngest player starts the game by rolling the animal and number dice.
- Find the animal food for the specific animal that you have rolled, by flipping over the food cards. You can only flip the same number of cards as you rolled on the dice.
- E.g. If you roll 2 and 'lion', you have 2 trials to find the correct food for the lion. If the first food that you pick up is not the correct one for the lion, put it back face down. Try again and if you find the correct food on your trial, walk to the lion to feed it. You may pick up a feeder token when you do this.
- If you roll 'free play' ★ , you must declare the animal you choose to feed before you begin your search.
- If you get the food right for the animal, you must feed the animal and take a feeder token.
- If you pick up an 'act & sound' 🗣️ card, you must act like and make the sound of the animal on that card.
- The game continues clockwise till all animals have been fed their 5 foods. The winner is the the player with the maximum number of feeder tokens.

Difficult play (Ages 4-5)

This is played similar to 'Easy play' with only one exception. You only use the animal die in this game.

This means on every turn, you have only one chance to find the correct food for the animal.

Game 2: (Ages 5-7)

Set up

- Stand the animals in the 4 corners of a room and arrange 5 'feeder tokens' in front of each one.
- Shuffle the food cards and lay them on the floor (face-up) in the centre of the room randomly. This time, you don't mix in the 'act & sound' cards.
- Keep the animal die and blindfolds close by.

How to play:

- Divide the players into 2 teams of 2 or more players each.
- Choose one player (feeder) from each team to be blindfolded. The other players in the team give directions to the feeder. You may choose a different feeder on each turn.
- On each turn the animal die is rolled to decide which animal has to be fed. If you roll 'free play' then the teams can choose which animal they want to feed, but must declare it before the search begins. Both teams may have different animals if they choose.
- Have fun while your team gives you verbal directions to find the correct food and direct you to the animal.
- Only the first player to reach the animal with the correct food is allowed to take a feeder token. You have to be quick to be the first to feed the animal before the other team gets to it.
- The game ends when all animals have been fed their 5 foods.
- The team with the maximum number of feeder tokens is the winner.