

PLAYING RULES & TIPS



HOO HOO HOW TO PLAY?

OBJECTIVE

Be the first player to get rid of all your cards by matching animals or colours, and using powerful Star Cards to outplay your opponents with a mix of strategy and silly sounds (optional)!

SET-UP

1. Shuffle all cards.
2. Deal **6 cards** to each player.
3. Place the rest face down as the draw pile.
4. Youngest player goes first and plays the first card from their hand to start the discard pile.
5. Play continues clockwise. Rotate who starts in future games.



HOW TO PLAY

1. On your turn, play a card that matches the same animal or the same color as the top card on the discard pile.
2. If you can't play, draw 1 card.
3. You may play a Star Card at any time – even if it doesn't match.
 - After a Star Card is played, the next player must match its colour.
 - Chameleon lets you choose any animal and declare a new colour to follow.

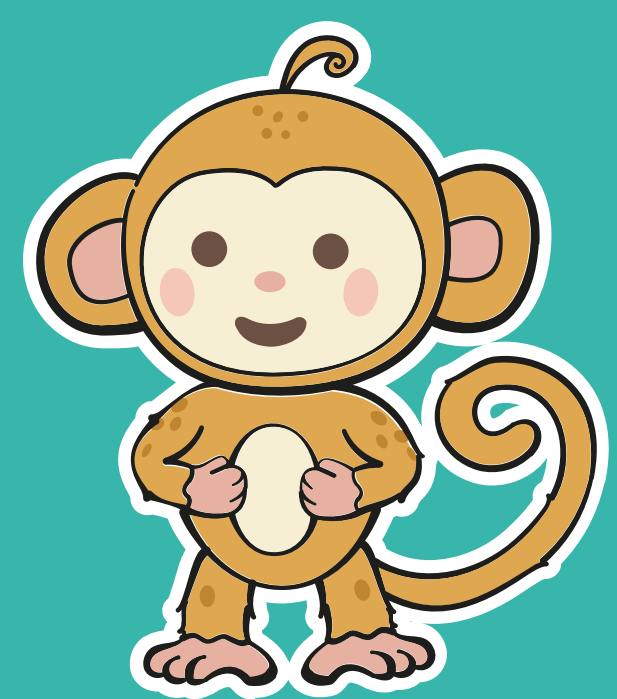
DRAW PILE RUNS OUT?



Shuffle the discard pile (except the top card), and place it face-down to form a new draw pile.

HOW TO WIN?

Be the first player to get rid of all your cards! But — if you forget to shout **JUNGLY!** when you play your last card...You must **draw 2!**



SILLY RULE (OPTIONAL BUT FUN!)



When you play a regular animal, **make its sound or movement!** If you forget — draw 1 card as a penalty!



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