RULEBOOK

Setup:

1. Put the animal meeples into one of the bags and the colored tokens into the other one.

2. Separate the normal and special animals cards, creating two decks.

Special animal cards are marked with a big S in the top right corner.

3. Shuffle both decks and place them face down onto the middle of the table.

4. Every Player has to draw 10 cards from the normal deck and 3 cards from the special animals deck, not showing the cards to the others.

5. Shuffle together the normal and special animal decks and place it face down to the designated spot. (space called Deck)

The person, who was the last to visit a farm, will be the First Player.

Turn order:

Phase #1
Players can draw as many cards as many they want from the top of the mixed card Deck.
Players can have maximum 15 cards in their hands.

Phase #2

The First Player, whitout looking into the bags, draws an animal meeple from one of the bag and a colored token from the other one, until both the meeple and the token are not different from the previous Turn.

Then this Player places the drawn items onto the designated spot. (Space called Last Call)

The previously drawn meeple(s) and token(s) have to be put back to the bags.
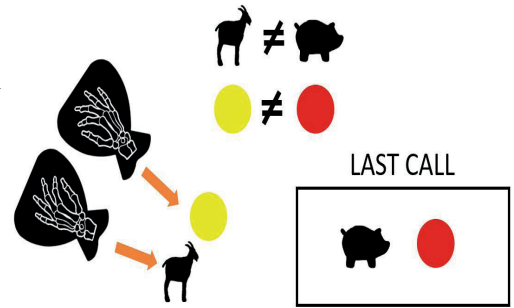
Phase #3

Players can play Special animal cards (Lion, Frog, Chameleon, Parrot) from their hands, all four cards can be played in a turn, but one Special animal card can be played only once in that turn. There is no specific order here, the faster Player's card activates first.

When a Player uses a special card, that Player has to put the card onto the middle of the table, face up.

When nobody wants to play cards anymore, then Phase #4 can be started.

Phase #4

A Player has to place minimum 2, maximum 5 cards (can be a mix of normal and special cards) onto the table, face down.
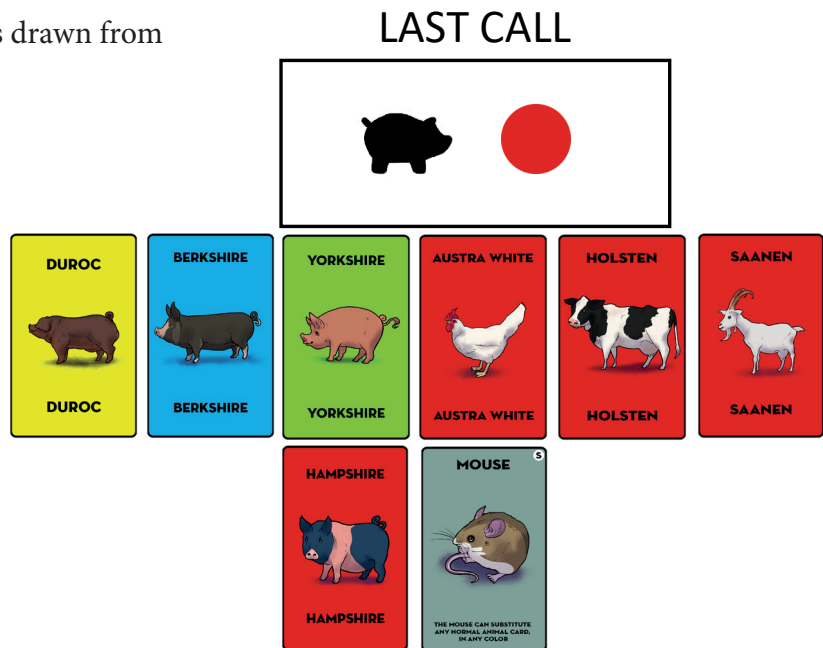
Eligible cards are those ones, which match to the drawn animal meeple's form or/and token's color and the Mouse Card.

Example

A pig meeple and a red token was drawn from the bags

Eligible cards:

All the pigs
All the red cards
Mouse Cards

Phase #5

The First Player counts to three, then all the Players can point to another Player and challenge them.

The challenged Player(s) have to turn their cards face up.

The cards have to be checked, if the color or the animal match to the drawn cards.
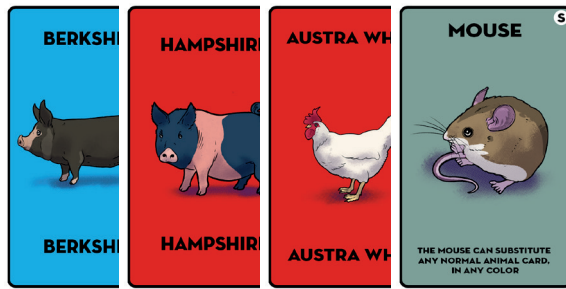
If there is one or more inappropriate cards, then the Player has to draw as many cards from the Mixed Deck as many the Player placed down in the previous phase.

If there are Snake Cards between the flipped up cards, then that Player has to draw additional +1 Card / Snake Card.

Example:

Again a pig meeple and a red token were drawn

Valid combination:

Not valid combination:

The hand limit is still 15 cards.

If a Player is challenged by more then one Player, the challenged Player has to be checked still only once.

If a Player challenged another Player and the challenging was successfull (the challenged Player drew cards), then the challenger Player can discard 2 normal animal cards, these have to be shown to the others before discarded.

If the challenging was unsuccessfull, the challenger Player has to draw 3 cards from the top of the Deck.

When all the challenging have been evaulated, collect all the Cards on the table (normal and special), put them onto the Discard area (space called Discard Pile) face down. Those cards which were face down will get to the Discard area the same way, other Players wont see what they were.

The First Player will be the next Player in a clockwise order and then the next turn starts.

Winning conditions:

The Player, who is the first to play or discard the last card from the hands, wins the game.

If more then one Players' hands goes empty in the same turn, then that Player wins, who was able to put down more Cards in that turn. If more Players put down the same amount of Cards, then it's a tie.

Special Animal Cards:

Snake – it is always bad

Mouse – the mouse can substitute any normal animal card, in any color

Chameleon – draw a different color token from the bag, then put one back.

Frog – draw a different animal meeple from the bag, then put one back

Parrot – put back an animal meeple into the bag, then draw a different color token from the other bag

Lion – put back a color token into the bag, then draw a different animal meeple from the other bag
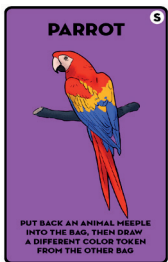
Example #1
Chameleon

CHAMELEON S

DRAW A DIFFERENT COLOR
TOKEN FROM THE BAG,
THEN PUT ONE BACK

≠

LAST CALL

Example #2
Frog

FROG S

DRAW A DIFFERENT ANIMAL
MEEPLE FROM THE BAG,
THEN PUT ONE BACK

≠

LAST CALL

Example #3
Parrot

PARROT S

PUT BACK AN ANIMAL MEEPLE
INTO THE BAG, THEN DRAW
A DIFFERENT COLOR TOKEN
FROM THE OTHER BAG

≠

LAST CALL

Example #4
Lion

LION S

PUT BACK A COLOR TOKEN
INTO THE BAG, THEN DRAW
A DIFFERENT ANIMAL MEEPLE
FROM THE OTHER BAG

≠
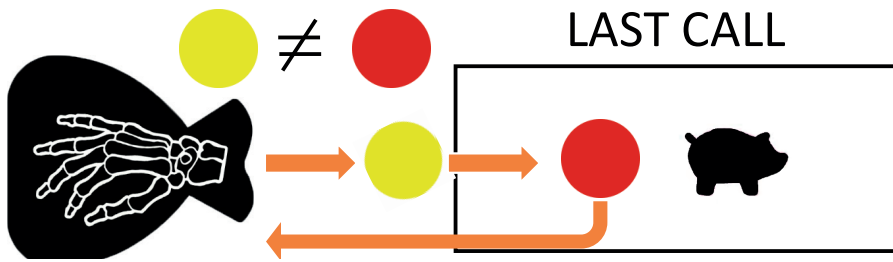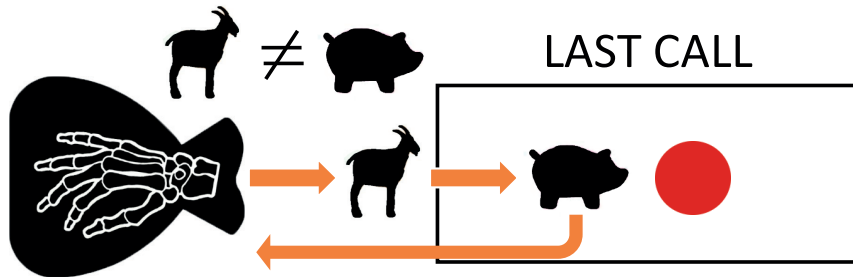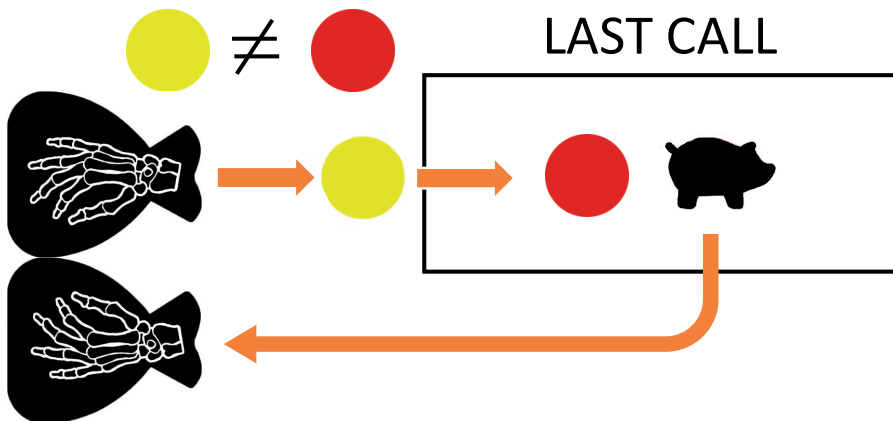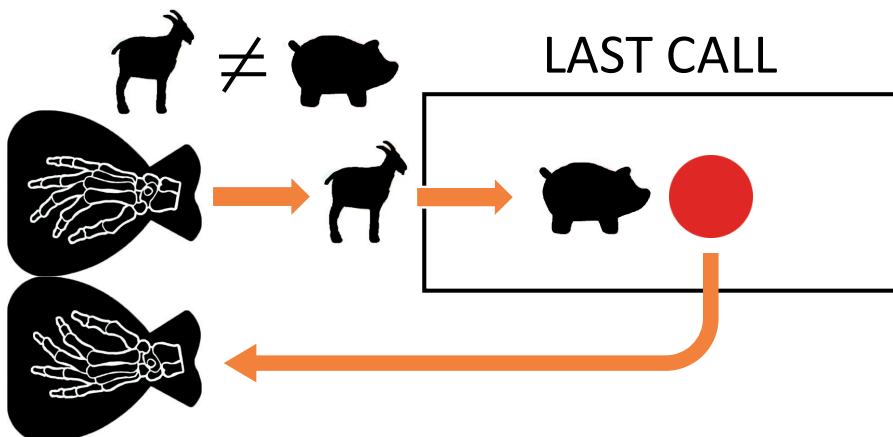
LAST CALL

DECK

DISCARD PILE

LAST CALL