Game by Benoît Michaud2 to 5 players – 8 years +
There is Panic at the Zoo, some animals have escaped to the jungle. Your mission is to find them as soon as possible. Avoid disaster and become the zoo keeper.
Material required:
15 “black and coloured animals” cards with 2 animals on each card.
15 “coloured animal” cards with 14 animals on each card.
15 “black animals” cards with14 animals on each card.
Aim of the game:To repeatedly be the quickest player to identify the only animal present on all the visible cards.
Game set-up: Separate the 15 “coloured animals” cards from the 15 “black animals” cards and put the “black and coloured animals” pile of cards aside. They will be used for the “young player” version.
At the beginning of the game, the players decide whether to play with coloured or black animals.
Shuffle the 15 chosen cards. Place one of them face down in the centre of the table and place then the 14 remaining ones face up around the first card. (picture 1)
The game itself: How to play a round?
The game is played in 14 rounds. At the beginning of every round, the players study all the visible cards carefully.The first player to find the animal which is visible on all the cards must put his hand on the card which is face down, and shout the name of the animal. (picture 2)
In the example represented on picture 3, the player has shouted “Snake”. If the snake is not present on the card which was face down, he wins this card and puts it besides him face down.On the other hand, if the player shouts the name of an animal which is present on the card, for example, “giraffe”, it means that this animal is not present on all the visible cards. He must then return this card to its original position face down without showing it to the other players. He cannot continue in this round.The other players continue to try and find the animal which is present on ALL the visible cards. If all the players except one shouted the incorrect animal’s name, the remaining player wins the card.
N.B.: The player concerned must tell the others which animal was actually missing.
New round: The winner takes all the visible cards from the table. As above, he puts one card face down in the center of the table and places the remaining ones face up around the first card (picture 4).
A new round starts as before, except: The players must not shout the name of an animal which was found in the previous rounds.The longer the game goes on, the better your memory needs to be!!!
For example, during the 10th round, the players will have to memorize the animals which have been won during the 9 previous rounds.
Final round: The game continues until the 14th round. For this final round, only 2 cards remain. The winner of the previous round shuffles these 2 cards. He puts then one of them on the table and the other one face up besides the first one (picture 5).The winner of this round is the player who as always puts his hand on the face down card and shouts the name of the only visible animal which has not been found in the previous rounds. If this is correct, this animal will be the one left on the face down card.The player who wins this round wins the 2.
REMAINING CARDS.The winner: At the end of the 14th round, the players add up the number of cards they have won. The winner is the one who has the highest number.
If two or more players have the same number, all of them must take part in an additional tie-breaker round with all 15 cards to determine the ultimate winner.
Advice for “first timers”: The pile of “black and coloured animals” cards is placed next to the players.The game is played as before, but every time a player wins a card, the name of corresponding animal which has been shouted is searched for in the “black and coloured animals” pile of cards.This card and the following ones will be placed next to each other on the table:
Either face up; they will be used to help the players memorize the animals whose names have already been shouted.
Or face down; they will be turned up if necessary to check the names of the animals whose names have been shouted.
“Young players” version: At the beginning of the game, the players decide whether to play with coloured or black animals.
The 15 chosen cards are ALL placed face up on the table.The “black and coloured animals” cards are shuffled and placed face down in a pile.
The card on top of the pile is turned over.
For example, if the “monkey” is the first card to be turned up, the player who puts his hand on the card with no monkey first, wins this card.He then takes the “monkey” card and puts it in front of him. (The card with the 14 animals on which the monkey is not present stays on the table).On the other hand, if a player puts his hand on a card where the monkey is present, he cannot take part in the round and must give one of the cards he has already won (if he has any) to the player who wins this round.

The player then turns up the next card on the top of the pile and the game continues until all the animals have been found.The winner is the player with the highest number of cards.
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