

HOW TO PLAY ANIMAL CONNECTIONS

Four Ways to Play: *Classic, Escape from the Zoo, Speedy, Bingo.*

CLASSIC CONNECTIONS

Object of the Game: Connect all cards.

Shuffle all the cards and create a discard pile.

Place one random animal card face up between the players as the starter card.

Deal one card to each player.

Take turns matching images to attributes.

If you cannot play a card, draw one card and complete your turn.

The game is over when all cards played.

Scoring

One person keeps score as follows:

- playing an animal card yields 5 points
- playing an attribute card yields 1 point.

At the end of the game deduct (1 and/5 points) for any cards left in your hand.

Each player should take no more than 10 seconds to play.

Play until no more cards can be matched.

The person with the most cards is the winner.

ESCAPE FROM THE ZOO

Object of the Game: Get rid of all your cards first.

Give each player ten animals cards.

Shuffle the attribute cards and place upside down in a draw pile.

Flip over an attribute card. All players remove one animal that matches any one of the attributes on that card.

First person to release all their animals is the winner.



SPEEDY CONNECTIONS

Goal: Match pairs of words and/or images.

Game Play: Shuffle all the cards and place 12 cards face up between the players. Leave the remaining cards face up as the replenishment pile. Take turns matching images to attributes or attributes to attributes on any two cards. For example, OCEAN could match SHARK, CRAB, LOBSTER etc. Each player keeps their matched cards to score later. Replace matched cards as you play. The game is over when all cards have been played. Scoring Score your hand with 5 points for animal cards and 1 point for attribute cards.

ANIMAL BINGO

Object of the Game: Be the first to get five animal cards in a line. Go to www.Connection.cards/bingo.php to print off random animal bingo cards for free, one per player. Take all the animal image cards and place in a stack. In turn, each player takes one animal card and tries to match it with one of their bingo card animals. First player to get five animals in any line wins.

Where to Play:

As a magnetic game, you can play on any steel surface, like a fridge or baking sheet. With a baking sheet, your kids can play in the car.

Playing on your table is the easiest way to play.

Examples of Connections.

There are thousands of possible connections between animals and attributes.

TURKEY can live in the FOREST. The red CARDINAL makes a NEST. The SHRIMP has a SHELL and can SWIM. The GORILLA has WHISKERS and it is a MAMMAL like the adjacent WHALE. The GIRAFFE lives in AFRICA. A BEE can FLY. The LADYBUG is RED and TINY. SNAKE has SCALES.



