

Zoofari® Instructions

For 2, 3 or 4 players

From the creators of Zoo Mania®, Zoo Rummy, Zoo Party and Funky Monkeys tm comes the most exciting Jungle Safari Adventure for children featuring an assortment of delightful characters from the animal kingdom.

Introduce yourself to your Safari Guide, the Rhino, to point the way.

Jump on board the colored pathway to journey through the jungle to the Flamingo Oasis. Watch out for the slithering snake. Be sure not to get caught underneath the feet of the stomping stampede. Avoid the dangerous waters by taking a shortcut on The Log Bridge. Keep an eye out for the Swingin' Monkey Vine to cut through the deepest, darkest part of the jungle. Zoofari is a thrill a minute as you join the cast of animal characters, risking every step you take through each

imaginable jungle peril. Be careful. You or your child's imagination will run WILD with this game!

OBJECT

Be the first player to reach the Flamingo Oasis.

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1 Colorful Gameboard

4 Playing Pieces

72 Playing Cards

HOW TO PLAY ZOOFARI

Shuffle the cards well and place them face down in a pile off the board.

Each player picks a playing piece to move and places it on the Rhino's finger pointing the way.

The youngest player goes first. Play continues to the left.

Each player, on his turn, draws a card and moves his playing piece to the gameboard space that matches the color or picture of the card. After the player moves, place the card in a discard pile.

If a player draws a colored card with "one" path step, move the playing piece ahead on the jungle path to the first matching colored space.

If a player draws a colored card with "two" path steps, move the playing piece ahead on the jungle path to the second matching colored space.

If a player draws one of the six picture cards, i.e., ladybug, butterfly, mosquito, etc., move the playing piece forward or backward on the jungle path to the picture space on the board that matches the picture on the card.

Always move through the jungle toward Flamingo Oasis unless a picture card directs the player to move backward.

Two or more playing pieces may occupy the same space at the same time.

SHORTCUTS

There are 2 shortcuts through the jungle: The Log Bridge and the Swingin' Monkey Vine.

If your playing piece lands on the exact colored path step that begins one of the shortcuts, the purple path step below the log pathway or the blue path step below the Swingin' Monkey Vine, the player can take the shortcut by moving his playing piece to the green path step at the end of the log, or the red path step at the end of the vine.

HAZARDS

There are six jungle hazards on the path. When a player lands on any these spaces, your playing piece cannot move until you draw the colored card stated in order to continue the safari. The colored card must be drawn on your turn, and you can only draw one card per turn.

Listed below are the hazards:

Snake Pit
Wild Hippo
Scary Things in the Dark
Elephant Stampede
Lion Country
Frog Swamp

Example:

Snake Pit, if the player lands on this space, he must remain on this space until he draws a card with 1 or 2 green path steps. When the right card is drawn, the player advances to the next green path step in the jungle.

The safari continues for all players until one player reaches the last red path step at the Flamingo Oasis.

The first player to reach the red path step at the Flamingo Oasis WINS THE GAME.