Object of the game

To identify who is eating Mr. Bit’s prize-winning carrots.

Setting Up

If playing with 4 players use all 27 playing cards.
If playing with 3 players, remove 3 of the playing cards which have purple borders on one side.
If playing with 2 players, remove 6 of the playing cards which have purple borders on one side.

To play

Place the “magic” tree stump within easy reach of all players.

For the playing cards which have orange borders on both sides, it doesn’t matter which side is up and which side is down.

For the playing cards which have a purple border on 1 side, make sure the purple border side is face down.

Shuffle the playing cards and place them in a pile, next to the tree stump.

The youngest play starts by throwing the 2 foam dice – 1 die shows colours and the other shows outlines of 3 possible carrot eaters: Daisy Duck, Mikey Monkey and Dino Dog.

Players are trying to match both the colour and animal shown on the 2 dice to the coloured animal shown on the uppermost playing card.
If the dice do not match either the colour or animal shown on the uppermost playing card, the next player to the left takes a turn to throw both dice.

If a player throws the dice and matches either the colour or the animal shown on the uppermost playing card, play passes to the next player to the left and they just throw the die that didn’t match.

If a player throws the dice and gets a total match (both colour and animal) of the upper most playing card, they take that card and post it face up into the top slot of “magic” post box.

The tree stump will decide if that animal was guilty of eating one of Mr Bit’s carrots and will show you on the card it drops out of its bottom slot.

If that animal was a carrot eater the player keeps the card and they roll the dice again trying to match the animal and colour shown on the next playing card in the stack.

If the tree stump decides the animal was not guilty, the card is placed on a discard pile and the next player to the left rolls the dice.

The winner

The winner is the first player to correctly identify 3 carrot eaters and collect 3 cards.

Teaches:

Colours and shape recognition Co-operative play

Matching

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John Adams Leisure Ltd., Marketing House, Blackstone Road, Huntingdon, Cambs. PE29 6EF. Tel (01480) 414361.

WARNING! Not suitable for children under 36 months. Choking hazard – small parts.

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