

SNACKAROO

6+

2-5

15



Atenção. Instruções não incluídas, disponíveis para download no site: ravensburger.com

CONTENTS

5 animal sets with 18 cards each (minus point on the back)
18 neutral cards, each with 1 animal (plus point on the back)



9 neutral cards, each with 2 animals (plus point on the back)
3 cards with fiendish fries



AIM OF THE GAME

The animals have lost their favorite snacks! Help them in their search: Memorize your cards and hunt for them at lightning speed. The first person to turn over a matching animal with the snack they're seeking earns points and wins the snack hunt.

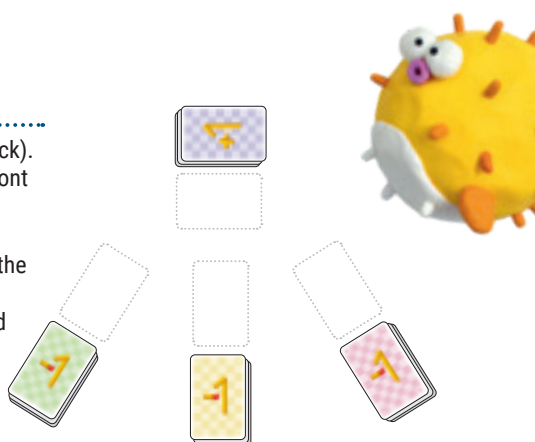
GAME SETUP

Each choose a set of animals in your favorite color (back). Shuffle them well and lay them face down in a pile in front of you.

Shuffle the nine neutral animal cards with two animals each and lay them face down in a pile in the middle of the table.

Lay the remaining 18 neutral animal cards aside, turned face down. You'll need them in later rounds.

Return the unused animal sets and fiendish fries for the play variation to the box.



HOW TO PLAY

In "Snackaroo", you play three rounds:

ROUND 1—1 PILE

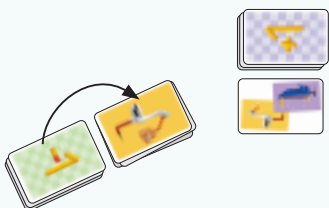
The last person to eat a snack begins by turning over the top card in the neutral pile and placing it in the middle of the table where everyone can see it.

Everyone plays at the same time: Each grab your deck of animal cards and turn over one card after the other in front of you as fast as you can.

Tip: Hold the face-down pile in one hand and turn the cards over with the other hand.

As soon as you turn over one of the two animals you're looking for, quickly slap the neutral card in the middle of the table.

Note: It doesn't matter if you already turned over other animals in your flipping frenzy. Simply show the others that you turned over the animal you're looking for.



Great, you've found a **matching snack!**
Take the neutral card from the middle and place it face down in front of you. A plus point is shown on the back. Then shuffle your cards again and make a new pile in front of you.

The player who won the point turns over the next card in the middle of the table. Then, quickly search through the piles for another match, and keep repeating this process.

Tip: If you aren't very good at shuffling, simply put the cards you've turned over face down at the bottom of your pile.

As soon as all nine cards from the middle have been taken, the next round begins.

ROUND 2—2 PILES

Take nine of the neutral cards with only one animal on them (you set these aside earlier), shuffle them, and place them face down in the middle of the table.

Divide your set of animals into two piles of about the same size. Lay both piles in front of you, turned face down. Only look at **one** of the piles, memorize the animals, then shuffle the pile again.

Now play like in the first round. Decide for each card which pile you want to search through. One of the following will happen:



- ▶ Did you choose the right pile and find the matching snack? If so, take the card in the middle of the table as a point!
 - ▶ If you were too slow and someone beat you to it, check whether the animal you were looking for was in the pile you chose. If it's in there, you're in luck – nothing bad happens.
 - ▶ If it doesn't appear – find the matching animal from the other pile and place it face down on your points pile as a negative point.
- ▶ Did everyone choose the wrong pile? If so, return the card to the bottom of the pile in the middle of the table.



Once nine cards have been won, the third round can begin.

ROUND 3—3 PILES

This round is similar to before, except you now make three face down piles in front of you. Only look at **two** of the piles and memorize the animals in them. Use the remaining nine neutral cards at the middle and play like in the second round.



END OF THE GAME

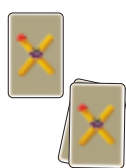
The game ends once all of the neutral cards have been distributed. Add up your plus points and subtract the minus points. The player with the most points wins! If there's a tie, you share the victory.

OTHER PLAY VARIATIONS

PLAY VARIATION WITH THE FIENDISH FRIES

Use the fiendish fries to even the playing field and slow down whoever has the most points at the end of each round.

- ▶ Whoever has the most points at the end of the first round must add one fiendish fry to their pile.
- ▶ Whoever has the most points at the end of the second round must add two fiendish fries to their pile.



If several people have the most points at the end of a round, no fiendish fries are distributed.

SPEED PLAY VARIATION

Remove the neutral animal cards with two animals each and only play with the 18 remaining cards. Play with six cards per round instead of nine.



We're modelled in
Plasticine -
created by artist
Andi Meier!

