

# Animal Safari 3-in-1™ Card Game

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Vs. 041015

## “Safari” Go Fish

(Ages 4+ and 2 to 6 players.)

**How to Win:** Have the most sets of **four** matching cards at the end of the game.

**Variation for Easier Play:** The game is faster and easier if only **two** matching cards are required to complete a set. Also, younger players may want to ask for cards by animal instead of number.

**How to Play:** Remove the Old Maid card from the deck. (It's not needed to play “Safari” Go Fish.) Choose a dealer. The dealer will shuffle the deck thoroughly and deal six cards, facedown, to each player. Then, the dealer will place the rest of the deck facedown, creating a single draw pile within easy reach of all players. Players can look at and arrange the cards in their hand but must not show them to other players.

The player to the left of the dealer begins the game and asks any other player for a specific card. The asking player must be holding at least one of the requested card already. (Example: “Kendra, do you have a nine?”) By asking others for specific cards, players collect sets of four cards with the same number and animal. (Card color does not matter in “Safari” Go Fish.) If the player who was asked **does** have one or more of the requested card, they must give all of those cards to the asking player. The asking player then gets another turn and can either continue asking players for the same card or ask for a different card. If the player who was asked **does not** have the requested card, they say, “Safari.” The asking player then draws a single card from the top of the draw pile. **If they happen to draw the requested card, they get another turn.** If the drawn card is not the requested card, the turn passes to the player on their left.

As soon as a player collects a set of four matching cards, they must place those cards faceup in front of them. (These sets of faceup cards cannot be taken by other players.) If at any point during the game a player is without cards, they must immediately take a single card from the top of the draw pile and, if it is their turn, ask other players for that specific card. If there are no cards left in the draw pile, they can no longer ask other players for cards. The game ends when all sets of cards have been matched. The player with the most sets of four matching cards wins.

## Old Maid

(Ages 4+ and 3 to 6 players.)

**How to Win:** Do not end up with the Old Maid card at the end of the game.

**Game Variation:** The player holding the Old Maid card at the end of the game is the winner.

**How to Play:** Choose a dealer. The dealer will shuffle the deck thoroughly and deal all cards, facedown, as equally as possible between all players until cards are gone. (It does not matter if players do not have the same number of cards.) Players can look at and arrange the cards in their hands but must not show them to other players.

Players remove all pairs (two 2s, two 3s, etc.) from their hands and place them facedown in front of them. (If a player has three of a kind, they still only remove a pair. Card color does not matter in Old Maid.) Starting with the dealer, and continuing in turn, players offer their cards to the player to the left, being careful not to show the faces of their cards. The player being offered cards then draws one card from the offering, and if this card makes a pair for that player, they may place it facedown in front of them. (These facedown cards cannot be taken by other players.) Play then passes to the next player on the left. Play continues until all cards have been paired. By the end of the game, only the Old Maid will be left, and the player holding this card loses. All other players win.

# Memory

(Ages 5+ and 1 to 6 players.)

**How to Win:** Have the most matched pairs at the end of the game.

**Variation for More Challenging Play:** The game is more challenging if pairs must be the same number and color.

**How to Play:** Remove the Old Maid card from the deck. (It's not needed to play Memory.) Shuffle the deck thoroughly and spread all the cards out, facedown, until they fill the playing area. Make sure that no cards touch or overlap. (The spread cards can be in any shape, but rectangles and squares tend to make memorizing easier than circles or random scatters.)

Anyone can go first, but customarily the youngest player starts. The player turns over two cards. If the cards are a matching pair (two 2s, two 3s, etc.), the player removes them from the playing area and places the cards facedown in a pile in front of them. (Younger children may find it easier to match by animal rather than number.) A player's turn continues until the two turned-over cards do not match. In this case, the two cards are turned back over (in the same spots), and the turn passes to the next player on the left. Play continues until all cards are removed, and the player who has the most matching pairs at the end of the game wins.

# Number Wars (A bonus game to help children develop their math skills!)

(Ages 6+ and 2 to 6 players.)

**How to Win:** Capture all of the cards.

**Variation for More Challenging Play:** For more challenging games, try subtraction, multiplication, or division.

**How to Play:** Choose a dealer. The dealer will shuffle the deck thoroughly and deal all cards, facedown, as equally as possible between all players until cards are gone. Players **do not** look at their cards.

All players turn over the top card of their piles at the same time. The player with the highest numbered card wins the battle, captures all opponents' played cards, and adds these captured cards, facedown, to the bottom of their pile. Play continues in this way.

If the revealed cards are the same number, it is war. Both players place two additional cards from their piles, faceup, in front of them. The numbers on these two cards are then added together, and the player with the highest total captures all of the faceup cards. (Example: Player one has a 6 and 12, which equal 18 when added together; player two has a 2 and 5, which equal 7 when added together. Player one wins with 18 because it is the higher number.) If these new faceup cards equal the same amount, war ensues again. The game ends when one player has captured all of the cards.

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## Smack it!™ Card Game

Get ready for a FUN and exciting new twist on the classic card games Slapjack and War. Smack it!™ card game is fast-paced, rowdy fun! Players quickly flip their cards into a central pile and battle for the pile during challenge rounds. But stay sharp, you never know when a Smack it! card will appear, sending players scrambling for a win. Smack it!™ is EASY to learn, FUN to play, and sure to be a hit with the whole family. (The Smack it! card game also helps to develop a child's number comparison skills.)

