



giving  
nature  
a home



AGES

6+



PLAYERS

ADULT ASSEMBLY REQUIRED

Can you guess who your opponent's wildlife creature is? With 24 different, amazing Wildlife Creatures to choose from, make sure you ask the right YES or NO questions to discover which one your opponent has chosen!

## Get to know the game:

**Front**

Character  
selectors

The left supports  
have a nub  
sticking out

**Back**

Scoring  
slider

The right supports  
have a little claw on top

## Contents

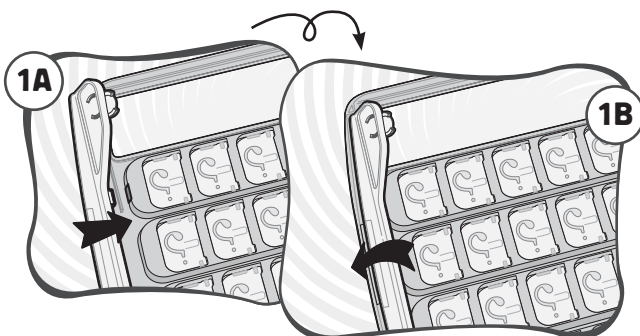
2 game trays • 2 character sheets • 4 supports (2 for each game tray)  
• 4 character selectors • 2 scoring sliders.

**ADULT ASSEMBLY REQUIRED.**

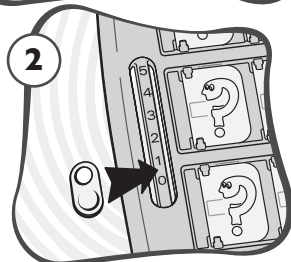
Carefully remove the game pieces from the plastic frame; if needed, use an emery board or sandpaper to remove excess plastic from the game pieces. Discard the frame after removing all the game pieces. Pop out the character sheets from the cardboard parts sheet and recycle the waste.

# Assembly

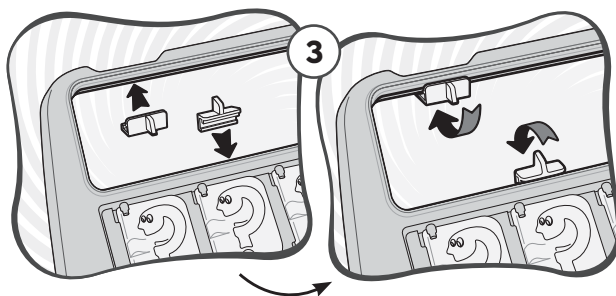
- 1 Flip the game trays so the backs are showing. Snap off and recycle the 6 little pieces of plastic from the frame, in order to insert the supports. For both left and right supports, angle the tabs on the supports into the slots on the game trays (1A), then snap the supports into the game trays (1B).



- 2 Flip the game trays over so the fronts are showing, and snap the scoring sliders into place.

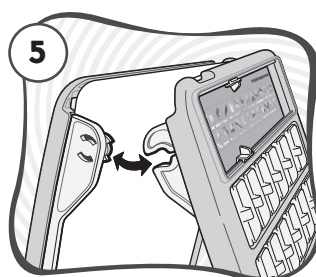
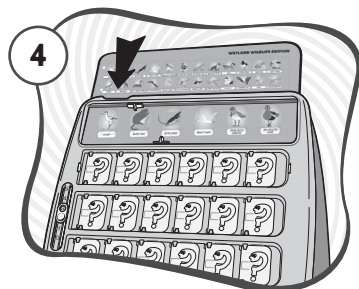


- 3 Snap the character selectors onto the top and bottom tracks of the large windows. Each game tray will have two character selectors.



# Set-up

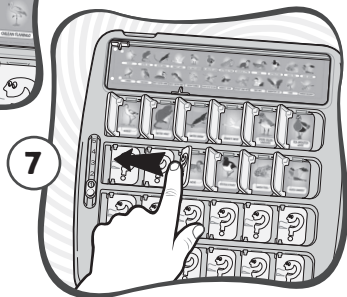
- 4 Slide the character sheet into place behind the doors.
- 5 You can play head-to-head by snapping the trays together as shown here: Or play anywhere holding the trays up so your opponent can't see who you chose.



- ⑥ Choose a Creature from one of the top two rows and slide the character selector over that Creature. The other character selector should be on a white dot.



- ⑦ Open all of the doors on your game tray so you can see the Creatures.



## Object

Guess your opponent's Mystery Creature before they guess yours!

## Playing The Game

The younger player goes first. Players alternate turns by asking a YES or NO question. Depending on the answer, you will close the door(s) to any Creatures you know are NOT your opponent's Mystery Creature.



**For example:** You ask, "Does your Mystery Creature have wings?"

Your opponent answers, "No."

Close all the doors to Creatures who have wings. You are now closer to figuring out their Mystery Creature.



Now it's your opponents turn to ask a YES or NO question. If you are a big fan of wildlife and know all about nature, you can also ask questions such as, "Has the Creature got a large wingspan?" or "Does the Creature eat insects?"



## Winning

Once you think you know your opponent's Mystery Creature, wait until your next turn and make your guess instead of asking a question. If you guess correctly, you win.

If you guess wrong, your opponent wins!

# Championship Play

For tournament style play, slide the scorekeeper up one for every game you win. The first player to win five games is the Champion!

## Challenge Game

For an extra challenge, both players choose two Creatures – one from the first row and one from the second row. Your object is to guess both of your opponent's Mystery Creatures.



You'll have to say 'both' or 'either' when asking questions about two Mystery Creatures. For example, you could ask, "Do both of your Creatures have a tail?" or "Does either Creature have four legs?"

Be very careful when eliminating Creatures! For example: You ask, "Do either of your Creatures have blue feathers?" and your opponent answers, "YES." You cannot close any doors, because even though one Mystery Creature has blue feathers, the other may not! To win the challenge game, you must guess both of the Mystery Creatures correctly on the same turn.



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