Let's Play Barnyard Antics!

How to play:
Arrange the Sound cards in a pile. See how fast you can make the animal sounds for all 10 animals.

30 Seconds - You are a city kid.
20 Seconds - You belong on a farm.
15 Seconds - You love animals.
10 Seconds - Wow, animals love you!

Yoohoo, Can You Moo?
Card Game Instructions

Set Up
- Place the five Animal cards side-by-side in the middle of all the players. All of the animals should be placed face up.
- Shuffle the Sound cards. Deal 5 cards to each player and then stack the rest face down in a draw pile easily reached by everyone.

Object of the Game
To be the first player to collect five pairs of Sound cards.

How to Play
1. The youngest player goes first.
2. At the beginning of a player's turn, the player counts the cards in his/her hand. If s/he has less than three cards, the player draws until s/he has at least 3 cards in his/her hand.
3. The player whose turn it is (Player 1) then chooses a Sound card in his/her hand that s/he would like to find a match for (for example, the “Moo” Sound card). S/he asks the player of his/her choice (Player 2), “Yoohoo, Player 2, can you moo?”
4. If Player 2 has a “Moo” Sound card, Player 2 makes the “Moo” sound and gives all of his/her “Moo” Sound cards to Player 1. If Player 2 does not have a “Moo” Sound card, s/he says “No, but I can _____. ” and names a different Sound card in

Ready for a New Challenge?

Rules for Eric Carle’s Game of Memory

1. Turn all of the Sound cards over so that they are face down.
2. Now take turns making a match.
3. The player with the most matches wins!

What is the Play’n Learn System?

An easily understandable system of games, puzzles and activities that assist children in building skills in developmentally appropriate areas during their childhood.

Level 1
Level 1 games develop basic social skills, literacy, imagination, coordination and mathematics.

Level 2
Games listed under Level 2 encourage children to develop intermediate learning skills.

Level 3
Level 3 games help children master social skills, literacy, imagination, coordination and mathematics.
How Many Eric Carle Games & Puzzles Do You Have? Collect Them All!

- The Very Hungry Caterpillar™ Game
- Rooster's 1,2,3 Numbers Game
- From Head to Toe Game
- Eric Carle's ABC Game
- Animals Animals Color Bingo Game
- Brown Bear-Panda Bear, What Do You See? Game
- The Very Busy Spider Game
- The Grouchy Ladybug Game
- Yoo Hoo, Can You Moo? Card Game
- The Very Hungry Caterpillar™ Card Game
- The Very Hungry Caterpillar™ Puzzle
- Brown Bear, Brown Bear Puzzle
- The Very Hungry Caterpillar™ Double Image Puzzle
- The Very Hungry Caterpillar™ 3-D Deluxe Play Set
- The Very Hungry Caterpillar™ Fun Pockets
- 1,2,3 to the Zoo 4 in 1 Wooden Jigsaw Puzzles

Carry this card in your pocket so you can say “Hi” to your animal friends any time!

At the end of his/her turn, Player 1 then draws a card from the draw pile. Player 1 will always gain at least one card, either from the draw pile or from Player 2.

5. At the end of his/her turn, Player 1 may then put down any matching pairs of Sound cards as long as the matching Animal card is face up for that pair. For example, for Player 1 to lay down a matching pair of “Moo” Sound cards, the Cow Animal card needs to be face up in the center. Player 1 puts down the matching pair of Sound cards, the sound shown on the card and flips the Animal card over, revealing a different animal. If Player 1 has a pair of matching Sound cards for the new Animal card just revealed, s/he may play that pair also, making the animal sound and flipping the Animal card back over again.

Note that a player may not play multiple pairs on a turn, but s/he may play two pairs of the same Sound card on the same turn.

6. Play then moves to the left.

Winning the Game

When one player plays his/her fifth matching pair of Sound cards, the game is over and s/he is declared the winner!


WHAT MAKES A GREAT GAME?

At University Games, we use five simple principles to make great games for kids:

1. Kids want to play right away. Our games are easy to learn. Start playing within 5 minutes.
2. Kids hate to wait. Our games keep players involved even when it's not their turn.
3. Kids love a challenge. Our games are different every time you play.
4. Kids want to win. Our games combine luck and skill, so that every player has a chance to win.
5. Parents want educational activities for their kids.

Our games make learning fun!