

# Get a Pet (an animal sounds game) 1 and 2

## Pack 1

cat: meow

dog: woof

bird: tweet

frog: ribbit

cow: moo

donkey: eeor

lion: roar

owl: hoot

goose: honk

elephant: pawoo

horse: neigh

mouse: squeak

duck: quack

bee: buzz

pig: oink

snake: hiss

seal: arf

chicken: cluck

wolf: howl

sheep: baa

## Pack 2

cheetah: snarl

goat: maa

bat: screech

crocodile: snap

rhino: snort

dolphin: click

goldfish: glub

fox: yelp

monkey: whoop

hyena: ha ha ha

grasshopper: chirp



## GET A PET INSTRUCTIONS

1. Shuffle & deal 7 cards each, place pack face down. Players lay any pairs face up saying for example "Woof, woof. It's a dog." (x 2) "They are dogs."
2. The first player lays a card and says "Arf, arf. I'm a seal. Jun, are you a seal?" "Yes, I am. Here you are." Then as in '1.'
3. Or "No, I'm not. Get a pet!" (from the pack)." Note: the seal card stays on the table, then play passes to the next player.
3. When a player has no more cards in her hand, then play continues until it's her turn again. The game now ends. To extend the game the finished player can take a bonus card from the pack when it's her turn again. Cards on the table can be counted as points and cards in your hand as negative points should it be so desired. *Woof! Woof!* 

