

**For 2 to 4 Players
Ages 8 and Up**

Steve Irwin, **The Crocodile Hunter**, has journeyed into the wild outback in search of animals for Australia Zoo. Join the fun but watch out for **CROCODILES!**

OBJECT

Be the first player to help **The Crocodile Hunter** collect sets of wild animals and return safely to the zoo.

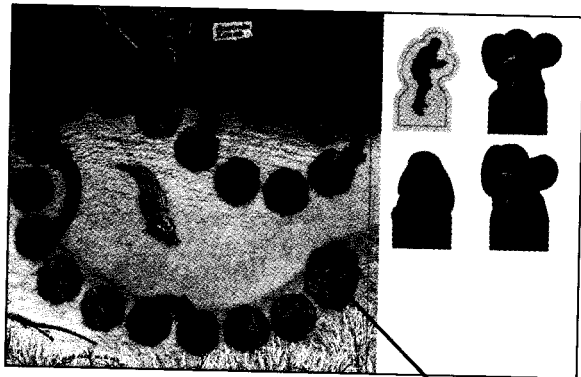
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Gameboard, 54 Animal Cards, 4 Cardboard Pawns, 4 Pawn Stands

GAME ASSEMBLY

Unfold the gameboard/parts sheet. Carefully remove the perforated parts sheet from the gameboard and punch out the 4 cardboard Steve Irwin pawns. Insert the pawns into the pawn stands.

gameboard/parts sheet:



Start Space

GAME SETUP

- Open the gameboard.
- Each player chooses a pawn and places it on the START space.
- Shuffle the deck of Animal cards and deal 5 cards to each player. Place the remaining cards facedown next to the gameboard. This will be the draw pile.

THE CARDS

Your deck contains 6 cards each of 9 different animals found in the Australian outback. To get a matching set, you must have 3 of each card. There are 6 of each card, so you will be able to make 2 matching sets of cards for each of the animals. You never want to play more than 3 of any card, because you will not be able to make another matching set of 3, but more about that a little later on.

Here's a list of the cards and their point value.

Koala } 1 point per set
Wallaby }

Kangaroo } 2 points per set
Crested Hawk }
Jabiru }

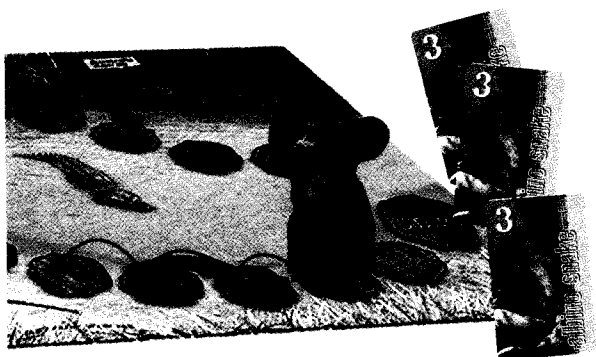
Albino Snake } 3 points per set
Monitor Lizard }
Red Bellied Black Snake }

Crocodile } 4 points per set



GAMEPLAY

- The youngest player goes first. Play continues in a clockwise direction.
- On your turn, ask a player of your choice if he or she has a card you need. **You must be holding at least one of the cards you are asking for.**
- If the player you ask has one or more of the cards you want, he or she must give all of them to you. Put the card(s) in your hand. If you now have a matching set of 3 cards of any animal, you can play those cards. To do so, place them faceup in the discard pile so all players can see their value. Now move your pawn ahead on the gameboard the number of spaces indicated on the cards.



- You now get to ask again. If you get another match you can play that set of cards now.
- If a player can not give you the card you ask for, you must take a new card from the draw pile. If you draw a card that gives you a matching set you must wait **until your next turn** before you can play that set. Your turn is over.

Important things to know about drawing new cards:

- If you play your last card as part of a matching set you can not continue to ask for cards from other players. You must take 5 new cards from the draw pile. You can not play any of the cards you just drew **until your next turn**.
- If, at the end of your turn, you draw a card from the draw pile that gives you a matching set, you must wait **until your next turn** before you can play that set.
- If you draw the last card in the draw pile, shuffle the cards in the discard pile and turn them facedown to create a new draw pile.

CROCODILE CARDS

Crocodile cards are very special because they can be played in 3 different ways!

- You can hold them until you have a matching set of 3 crocodiles. Play them and move your pawn forward 4 spaces.
- You can play one and move your pawn ahead 1 space.
- You can play one and move one of your opponent's pawns back 1 space.



SPECIAL NOTE: If you move yourself forward or move another player back and either player lands on an arrow space, that player must follow the arrow direction and move the appropriate spaces. See The Game Path.

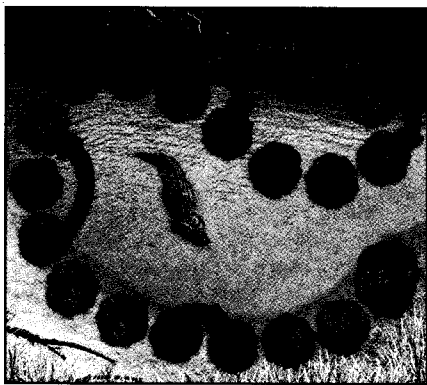
Now that you understand how to play your cards, here are a few things worth repeating...

- As long as the players you ask for a card are able to give you the card you need, you may continue to ask for cards.
- At any time before your turn ends, you may play 1 or more sets of cards in your hand. Remember, a set means you must have 3 matching cards. To play your set of cards, place them faceup on the discard pile. Once you have discarded your cards, move ahead on the gameboard by the number shown on the cards.
- If you have more than 3 of any card, only play 3 and save the others to make another set of 3 matching cards.

THE GAME PATH

Here are some important things to know about the game path.

- You may move your pawn past any other pawn on the path.
- You may occupy the same space as other players.
- There are some tricky **ARROW** spaces on the board to watch for.



Two **ARROW** spaces are pointing backwards and two are pointing forward. If you land on one of them by exact count, you must move your pawn either back or ahead to the space shown by the **ARROW**.

You may try to collect certain cards to land you on a Go Forward **ARROW** so you can move ahead, but what if you have a matching set of cards that land you on a Go Backwards **ARROW**? Yikes! Don't worry. Here's a handy little rule to remember. You **DO NOT** have to play a set of matching cards if you don't want to. Hold onto them until there is a better time to play them. Just remember that you risk another player asking for those cards while you're waiting.

WINNING THE GAME

The first player to land on **FINISH** wins the game.
You do not have to land on **FINISH** by the exact count.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862.
Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.



Life is better with animals

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