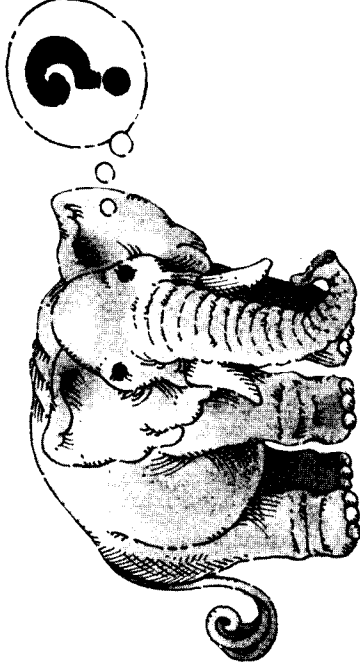


even elephants forget™

A Memory Game from Parker Brothers

For 2 to 4 Players/Ages 6 to 10

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Oh no! The cages are empty at the zoo. The animals have escaped, and the zookeeper is frantic. They probably haven't wandered far, though. You know how animals are. They like to hide in trees and behind bushes. But really, they'd be happier and safer back in their own homes. The zookeeper would be happier, too, and will even give you a reward for each animal you return safely to its cage.

To do this, you'll have to use your memory. During the search, you'll discover where certain animals are hiding. Remember where they are, so you'll get them back into their cages faster than your opponents can.

Hurry now. Start your search along the winding path through the zoo. When you find a missing animal, bring it back to its cage and you'll be rewarded.

OBJECT

To be the player with the most money after all the animals are returned to their cages.

EQUIPMENT

board • 4 playing pieces • 2 dice • money •
16 zookeeping cards (11 animal cards, 3 foliage cards,
2 special cards that give you instructions)

SET UP

1. Shuffle all the cards and place them, face down, around the outside edge of the board. Make sure no one sees them.
2. Select a player to be the zookeeper. The zookeeper places the reward money on the table next to the zookeeper's house and hands it out to the players as the animals are found.
3. Choose a playing piece and place it onto the zookeeper's house at the entrance to the zoo.
4. Each player rolls the dice. The player who rolls the highest number goes first; play then proceeds, in turn, to the first player's left.

PLAYING

Before you start to play, take a look at the board. As you can see, there are 3 yellow spaces outside each cage. You must land on one of the yellow spaces outside an empty cage in order to search for a missing animal. If you land anywhere else, simply end your turn.

1. Starting your turn

Start your turn by rolling and moving ahead the number of spaces that you roll.

- a) On each turn, you may roll either 1 die or 2 dice. This calls for a little strategy. Roll 1 die when you need only a low number like a "1," "2," or "3" to get onto a yellow space. Roll 2 dice when you need a higher number to get onto a yellow space.
- b) Head toward the nearest empty cage. You may move in any direction on any turn. But you may not move both forward and backward on the same turn.

2. Searching for a missing animal

When you land on a yellow space next to an empty cage, look at the cage's sign to see who lives there. Then draw one of the cards that surround the board and turn it face up for everyone to see.

The Right Animal. If the animal on the card matches the animal on the sign, place the animal into its cage and end your turn by collecting a reward from the zookeeper.

Your reward will be in the amount indicated on the sign. Also, you'll get a *bonus* of 2 dollars if you're the one to return the *last* escaped animal to its cage.

The Wrong Animal. If you turn up the wrong animal, return that card face down to the same spot and end your turn.

Foliage Cards. If you turn up some foliage, return the foliage card to the same spot and end your turn.

"Hole in Your Pocket" Card. If you turn up this card, hand over 1 dollar to the zookeeper if you've already received some reward money. Otherwise, there is no penalty. Then return the card face down to the same spot and end your turn.

"The Animals Have Moved" Card. If you turn up this card, collect all the cards surrounding the board, reshuffle them, and place them face down around the board again. Make sure no one sees the cards. Then remove *this card from play for the rest of the game.* As soon as you do, your turn ends.

Do you see why you should remember which cards have been turned over? When you do, you can avoid the wrong animal cards, the special cards, and the foliage cards. At the same time, you'll get an animal back into its cage a lot faster when you *know*—and don't have to guess where the correct card lies.

WINNING

The game ends as soon as the last escaped animal is returned to its cage. At this moment, each player counts his or her reward money. Whoever has the most money wins the game.

We will be happy to answer questions about this game.
Write to: Parker Brothers, P.O. Box 1012,
Beverly, Mass. 01915

Attention: Consumer Response Department