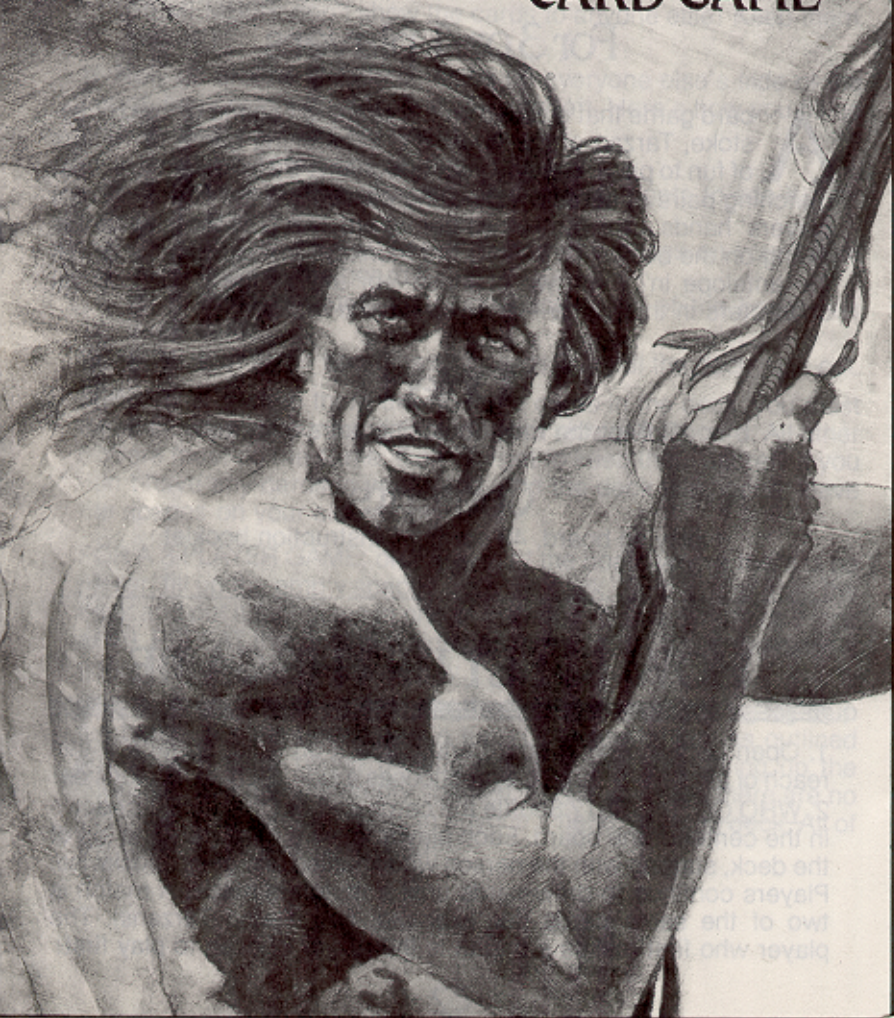


Tarzan™

CARD GAME



For 3 or 4 players

A card game that's based on the Life and Legend of Lord Grey-stoke, Tarzan of the Apes. It's a matching game that's lots of fun to play! You and your opponents try to collect the most matching pairs of cards by choosing cards from the board or from players' hands. Can you remember where TANTOR the elephant is hiding on the board? Or MANU the monkey? Whose hand is BARA the antelope in? Find two of these—or any of the other colorful characters in this game—and *you have a match!*

Object

Collect the most matching pairs of cards

Contents

1 playing board, 48 cards, 1 instruction booklet

HOW TO SET UP THE GAME



1. Open up the playing board and place it on a flat surface within reach of all players. Each player chooses a side. Sit next to your side!
2. WHO GOES FIRST? Shuffle the cards and put the deck facedown in the center of the board. Each player takes a card from the top of the deck, starting with the person who shuffled and going clockwise. Players continue to draw cards until a match is made. A match is two of the same cards (for example, two Young Tarzans). The player who first makes a match is the player chosen to play first!

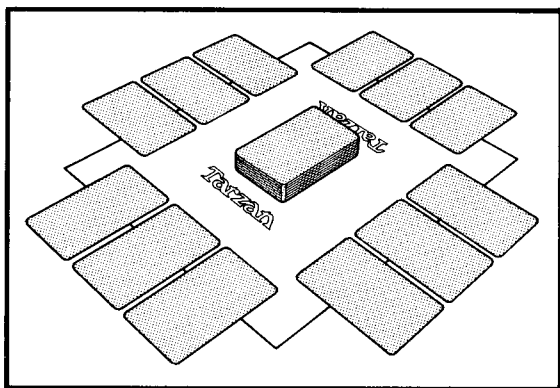
HOW TO PLAY THE GAME

1. Gather all the cards and shuffle them again. Be sure they're all mixed up! Now put the deck in the center of the board, facedown.

2. FILLING UP THE BOARD AND SELECTING YOUR HAND: Take three cards from the deck, look at them, and put them facedown on your side of the board (one card in each card space). Don't let anyone else see your cards! Then take *three more* cards from the deck to hold in your hand. But be careful! Keep these secret, too! All players select their cards in this way, starting with the first player and proceeding clockwise, until there are 12 cards on the board and each player has three cards in his or her hand. (See Figure 1 for a look at how the board is set up.)

FOR A 3-PLAYER GAME: the board *always* gets 12 cards, even when there is no player on one of its sides. On the side of the board where there is no player, take three cards from the deck and put them facedown on the board, *without looking at them!*

FIGURE 1



NOTE: each player has a hand of three cards at the start of the game.

3. WHAT YOU DO ON YOUR TURN: your goal is to make as many matches as you can. A *match* is any two of the same cards—for example, two “BARA” cards.

HOW TO MAKE A MATCH: choose two cards, trying to match them. You can choose from any of the three places listed below, in any combination:

- (1) From the board,
 - (2) From your own hand,
 - (3) From any other player's hand. (You have to guess what their cards are. You can't see them! Choose a card from their hand, and then look at it and show it to the other players.)
- (Do *NOT* pick a card from the deck!)

You could choose two cards from the board, or two cards from someone else's hand, or two from your own hand. But *you don't have to take them from the same place!* You could take one card from the board and one from someone else's hand, or one card from an opponent's hand and the other card from your own hand, or so on. You can do it any way you like! **FOR EXAMPLE:** suppose you turn over a "SHEETA" card on the board, and you remember that there's another "SHEETA" somewhere else on the board. Find it, and you have a match!

IMPORTANT: when you turn over a card or pick a card from someone else's hand, *leave it on the board, faceup*. EVERYONE gets to look at it!

If you make a match, put the matched pair in front of you, faceup. Then try to find another match! It's your turn as long as you keep making matches, or until you use up all the cards on the board and in everyone's hand.

If you DON'T make a match, put the two cards back where they came from—either in someone's hand, or facedown on the board. But **REMEMBER WHAT THEY WERE!** You might be able to use them to make matches on your next turn. Then fill up the empty spaces on the board (if there are any!) See Rule 4 for how to fill up empty spaces on the gameboard. **PLEASE NOTE:** you *never* refill your hand with cards once the cards in your hand have been matched!

4. HOW TO FILL UP THE EMPTY SPACES: if, during your turn, you made any matches using cards from the board, you must fill up the empty spaces on the board *before the next player's turn*. Here's how you fill up the board:

A. First, fill any empty spaces on *your side* of the board, by doing the following:

- (1) Take a card from the deck,
- (2) Look at it, and
- (3) Put it facedown in one of the empty spaces on your side of the board.
- (4) REPEAT this until your side of the board has three cards. (REMEMBER: don't show the cards to anyone else! Keep them secret!)

B. Now go around the circle, filling up everyone else's side of the board, beginning with the player to your left. Here's how you fill up an *opponent's side* of the board:

- (1) Take a card from the deck,
- (2) Show it to your opponent. (No one else gets to see it! Not even you!)
- (3) Put it facedown in one of the empty spaces on your opponent's side of the board.
- (4) REPEAT this until your opponent's side of the board has three cards.

CONTINUE until the board has 12 cards, or until the deck runs out.

IMPORTANT: when there are no more cards in the deck, you must use the cards in your hand to fill up your side of the board. All other players must do the same. Don't forget to keep them secret! If you don't have any cards in your hand, and the deck is all gone, leave the spaces on your side empty.

FOR A 3-PLAYER GAME: on the side of the board where there is no player, fill up the empty spaces from the deck. Take a card from the deck and put it facedown in one of the empty spaces (but *don't look at it!*). REPEAT this until that side has three cards. When the deck is gone, leave these spaces empty.

5. After you've made all the matches you can, and you've filled up the board, it's the next player's turn. Continue to play as outlined above, with each player making matches and then filling up the board (if there are any empty spaces). Play ends when there are no more cards left on the board, in anyone's hand, or in the deck. All of the cards have been matched!

HOW TO WIN THE GAME



When all of the cards have been matched, all players count how many pairs they have. Whoever has the most pairs WINS the game! In case of a TIE, play again to find a winner!

STRATEGY HINTS



Here are some ideas which might help you to play better. These are only suggestions, not rules, and it's up to you whether you would like to use them:

1. Try not to show other players the cards in your hand or on your side of the board. YOU know what these cards are, but other players may not. Unless another player chooses one of your cards, don't show them! Choose one of THEIR cards instead.
2. Mix up the cards in your hand as often as you'd like, but especially when other players have seen your cards. Don't make it easy for them to make a match with YOUR cards!

Good luck!