Ages 3+

EI-1732

2-4 PLAYERS

KOALA CAPERS™

A game of patterns, matching, and world travel

INCLUDES:
- 4 Koala cards
- 20 Outfit cards
- 1 Jumbo Pattern die
- 1 Jumbo outfit die

OBJECT

Match patterns to be the first to collect 5 outfit cards.

SETUP

Place all 20 outfit cards face up in the center of the table. Each player chooses a koala card.

HOW TO PLAY

1. The youngest player goes first.
2. Roll both dice, then pick up an outfit card that matches both dice and place it on your koala player card.

   Example: If you roll a "zig zag" pattern and a "top," then you could pick up the tropical surfer card.

   Or, if you roll a "polka dot" pattern and a "top and bottom," then you get to pick a card with a polka dot top AND a card with a polka dot bottom. So, you could pick up the jungle guide and the arctic explorer outfit cards.

   Whenever you roll a "star," you can pick up any patterned outfit you want!

   But watch out! If you roll "underwear," then you lose all your outfit cards!
3. Whoever gets 5 outfit cards first wins the game!

BONUS GAME: OUTFIT MEMORY GAME

SETUP

Place all outfit cards face down. Use only the pattern die. Each player picks a koala card.

1. The youngest player goes first.
2. Roll the pattern die.
3. Flip over an outfit card. If the top or bottom matches the pattern on the die, then keep the outfit card by placing it onto your koala player card. If neither the top nor the bottom matches the die, then the player turns the card face down, and play continues to the next player.
4. If you roll a star, take any outfit you like.
5. Play continues in the same pattern until all the outfit cards have been correctly matched and placed on a koala player card.
6. Whoever gets the most outfit cards wins!

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Game play & instructions ©BRAINY CHICK, INC., Chicago, IL

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