

Includes: 10 Large Body Tiles • 10 Small Head Tiles



Hop like a frog while clucking like a chicken? Or slither like a snake while barking like a dog? Try your best to match the hidden Head Tiles to the correct animal bodies. If the head and body don't match, the real fun begins!

Can You?

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## Instructions



A Game of Silly Sounds and Movement



AGES  
3 and up  
2 to 5 players

## Setup:

Shuffle the Large Body Tiles and place them face-up in a stack. Then, mix up the Small Head Tiles and place them face-down in a circle around the stack of Body Tiles.



## Play:

The youngest player begins the game by flipping over one of the Small Tiles looking for the head that matches the topmost Body Tile.

If it's a match, the player keeps the pair of Tiles, and the next player begins their turn.

If it's not a match, all players move around in a circle as a group, *walking* like the animal shown on the Body Tile would move while *talking* like the animal shown on the Head Tile would talk!

After all the players have arrived back where they started, the mismatched Head Tile is turned back over face-down, and the mismatched Body Tile is placed at the bottom of the stack.



For example, in this case all players would flap their arms like a chicken while “meowing” like a cat.

## Win:

Play continues in this manner until all the Head and Body Tiles have been correctly paired. The player with the most Tiles-WINS!

## About the Inventor:

Kim Vandenbroucke has been inventing, designing and developing toys and games for more than 16 years. In 2006 she founded her own company, Brainy Chick, Inc., and now spends every day doing what she LOVES; inventing children's games and writing game reviews. Kim lives in Chicago with her highly creative daughter and husband and shares her office with a dog named Otis whose crate functions as one of the legs of her desk. He snores.