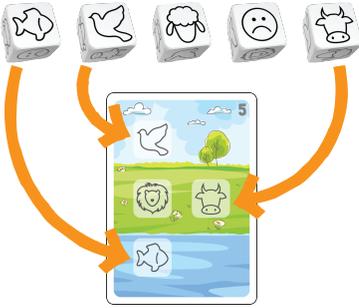




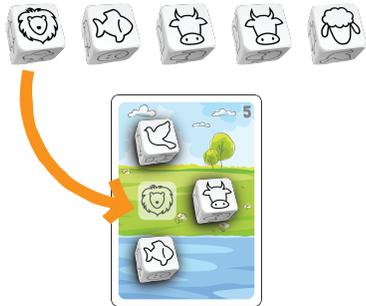
Objective

Contents: 20 Dice, 56 Cards, 1 Instruction Sheet

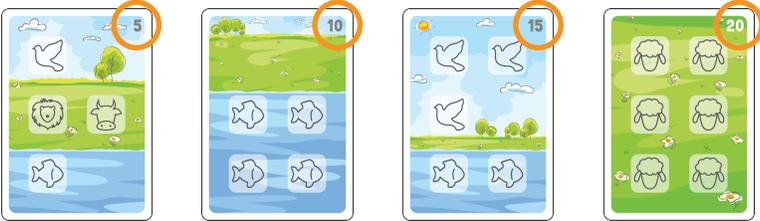
1 Roll 5 dice and place them on matching animal spaces on **Click Clack Match Cards**.



2 When you place a die on the **final empty space of a card**, you win that card. (It doesn't matter if the other dice were placed by other players.)



3 Players are awarded points based on the number indicated on each card they win.



The first player to score 50 points wins the game.

Set-up

Shuffle all the cards and place 3 **Click Clack Match Cards** faceup at the center of the table. Place the remaining cards facedown in a Draw Pile.



Did you know that there are many stories about animals in the Bible? Here are some of our favorites, featuring the 5 animals in this game.



Dove

Jesus went to the Jordan River to be baptized by John. When Jesus came out of the water, the Spirit of God came down upon Jesus like a dove. A voice from heaven said, "This is my Son, whom I love. I am very pleased with him." (Matthew 3:13-17)



Sheep

Jesus told this parable: A man had a hundred sheep and one of them was lost. So he left the ninety-nine to search for that one sheep. When he found it, he rejoiced with his friends and neighbors. Jesus explained that just as the man rejoiced at finding the lost sheep, there will be great rejoicing in heaven over every sinner who repents. (Luke 15:1-7)



Cow

When Joseph was in prison in Egypt, Pharaoh had a dream where seven ugly, skinny cows ate up seven healthy, fat ones. God revealed to Joseph the meaning of Pharaoh's dreams and Pharaoh put Joseph in charge of the whole land of Egypt. (Genesis 41:1-43)



Lion

King Darius had decreed that anyone who prayed to any god or human being other than the king himself would be thrown into the lions' den. But Daniel continued to pray to God three times a day. Because of this, Daniel was thrown into the lions' den. But he was not harmed because God sent his angel to shut the mouths of the lions. (Daniel 6)



Fish

A large crowd had followed Jesus to a remote place. It was getting late and the only food they had was a boy's lunch of five loaves and two fish. Jesus took these and multiplied them to feed more than 5000 people! (John 6:1-15)

How to Play

Take turns to play. The youngest player goes first, and play carries on in a clockwise direction.

On your turn, follow these steps:

Step 1 - Roll 5 Dice

Take **5 dice** from the dice tray and roll them all at once.



Step 2 - Set Aside Sad Faces

Set aside all **Sad Face Dice**. Keep them next to you until the end of your turn.

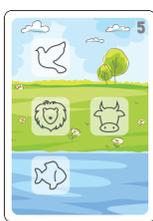
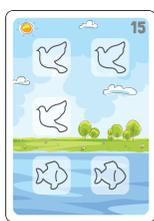


If you have set aside **3 or more Sad Face Dice**, **your turn ends immediately**. Return the dice you have just rolled, together with all **Sad Face Dice** that you have previously set aside, to the dice tray. The turn passes to the player on the left.

If you have fewer than **3 Sad Face Dice**, proceed with Step 3.

Step 3 - Select 1 Card to Play

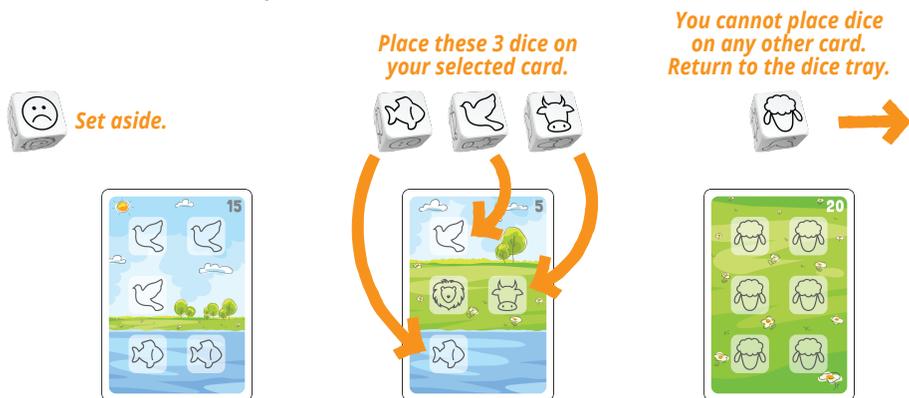
Players **must** select 1 of the 3 faceup cards to place their dice.



For example, you can select this card.

Step 4 - Place Matching Dice on the Selected Card

If any of your dice match the animals on your selected card, place them on their corresponding spaces. **As long as a die matches an empty animal space on your selected card, you must place it on the card.** You are not allowed to place dice on the other 2 cards. Return **unplaced Animal Dice** to the dice tray.



If you are able to place a die on the **final empty space** of your selected card, you win that card. (It doesn't matter if the other dice were placed by other players.) Return the dice on that card to the dice tray and keep the card next to you. **If the total on all the cards you have won is 50 points or more, you win the game.** Otherwise, the game continues. Turn over a new card and place it at the center of the table.

Step 5 - Decide: Continue or End Your Turn.

After completing the steps above, you can choose to **Continue Your Turn** or **End Your Turn**. **Regardless of your choice, you must leave all dice that you have already placed where they are. Do not remove any dice on the cards unless you have won the card.**

Continue Your Turn

Take **5 dice** from the dice tray and **repeat Steps 1 to 5**.

Since you are continuing an existing turn, the Sad Faces that you roll will be added to those you have set aside in previous rolls. However, you may select a different card to play at **Step 3**.

OR

End Your Turn

Return all **unplaced Animal Dice** and **Sad Face Dice** to the dice tray.

All matched dice that you have already placed on your selected card must be left where they are. The turn passes to the player on the left.