







Object of the Game

Race to complete the challenges by collecting the correct balls with your elephant, and win the cards as points. To collect the balls, hold the elephant by the handle and lightly press the tube on a ball (A). To empty the tube, slide the clip and flip the elephant (B) (always above the box!)





Set Up

Each player takes an elephant of their choosing. Fill the arena with the 48 balls and place it so that it can be reached by all players. Shuffle the cards and place them face down in one draw pile.

Playing the Game

The game is played in rounds. When all players are ready, the top card is flipped so that it is visible to all.

Players then race to collect the balls with their elephant and try to be the first to complete the challenge on the card (see Challenge Cards). The first player to finish the challenge correctly wins the round, and collects the card as a point.

Note: A player cannot collect a point if they did not collect the correct balls. If a player makes a mistake, they may empty their elephant in the arena at any point during the round and continue playing.

Contents:

- 4 Elephants 48 Challenge Cards
- 48 Balls (8 of each color)

End of the Game

The first player to collect 10 points wins the game.

Challenge Cards

1. Race to collect all the balls of your own color Note: If a player has collected less than 8 balls of their own color, but none of their color balls are left in the arena, they may still win.





2. Race to collect 11 balls of any color (the tube will be filled up to the top).

3. Race to collect the balls illustrated on the challenge card, in any order.





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