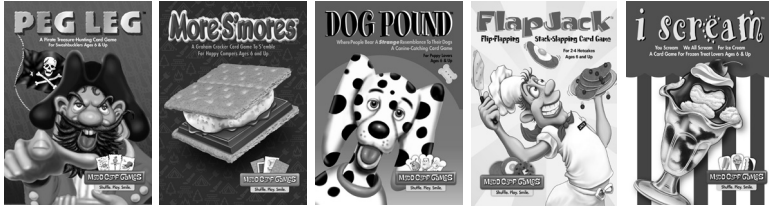


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# LION'S SHARE™

A Safari-Matching Card Game Where Lion is King!  
For 2-6 Big Game Hunters, Ages 6 & Up



## RULES OF PLAY



## MADD CAPP GAMES

Shuffle. Play. Smile.

# LION'S SHARE™

For 2-6 Players, Ages 6 & Up  
Playing Time: 15 Minutes of Fun!

## CONTENTS

All playing cards are die-cut in the shape of a lion's paw!

44 Safari Animal Cards

(4 each of 11 different safari animals)

1 Lion Card

1 Vulture Card

## OBJECT OF THE GAME

Score points by matching as many Safari Animal Cards as possible. Earn extra points if you capture the Lion Card. Lose points if you get stranded with the Vulture Card.

## HOW TO PLAY

Shuffle the cards and deal out the entire deck. Fan out the cards in your hand so that you can identify each card. Do not show your cards to any other player.

Before play begins, match pairs (or four-of-a-kind) of Safari Animal Cards from your hand, and place matches face up in front of you. These are your points, so keep them close.



Play begins with the person to the left of the dealer. They turn to the player to their left and pick any card from that player's fan. If a match is made, they place the pair down in front of them and draw another card from the player on their left. If no match is made, the player to their left takes a turn. Play continues clockwise around the group.

## WHO WINS!

Play ends when all Safari Animal Cards are matched. Only two cards remain — the Lion Card and the Vulture Card. Players count up their points. The player with the highest score, wins!

## SCORING

Count the points for each Safari Animal Card match you made. If you got four-of-a-kind, you earn extra points. Add points if you captured the Lion Card. Subtract points if you got stranded with the Vulture Card.

Point Values:

Pair of Safari Animal Cards = 2 points each

Four-of-a-Kind of Safari Animal Cards = 5 points each

Lion Card = add 10 points

Vulture Card = subtract 10 points

