

Wall

the

scale



Inverted Pyramid

Players must select the smallest piece available when they roll the die. This includes their animal token.



Close Call

**Zookeeper must be in the
stack before Snake can
escape.**



Tippy Toes

Players must stand on their toes when stacking objects including Zookeeper and their own tokens.



Team Effort

At least two player animal tokens must be in the stack on their feet, and touching before Snake can escape.



Helping Hands

All player animal tokens must be in the stack before Snake can escape.



Well Connected

One object in the stack must be touching at least three other objects before Snake can escape.



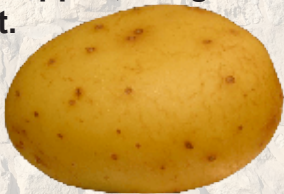
Helping Fingers

**Each piece must be
picked up and placed
with one finger from
every player touching it
at all times.**



Hot Potato

Each player must successfully throw and catch the piece before it can be placed. If the piece is dropped, the game is lost.



So Dark!

**Player must shut eyes
when placing piece.
Other players may give
directions but may not
touch the piece or the
player.**



Run Away!

Once Zookeeper is in the stack, players must be walking when they place the piece.



Jumpy Bunny

**All players not placing
a piece must jump up
and down while the
piece is being touched.**



Lickety Split

Use the timer as the first object in the stack. You lose the game if the sand runs out before Snake escapes.



Lazy Keeper

Zookeeper must be placed in the stack on its side before Snake can escape.

