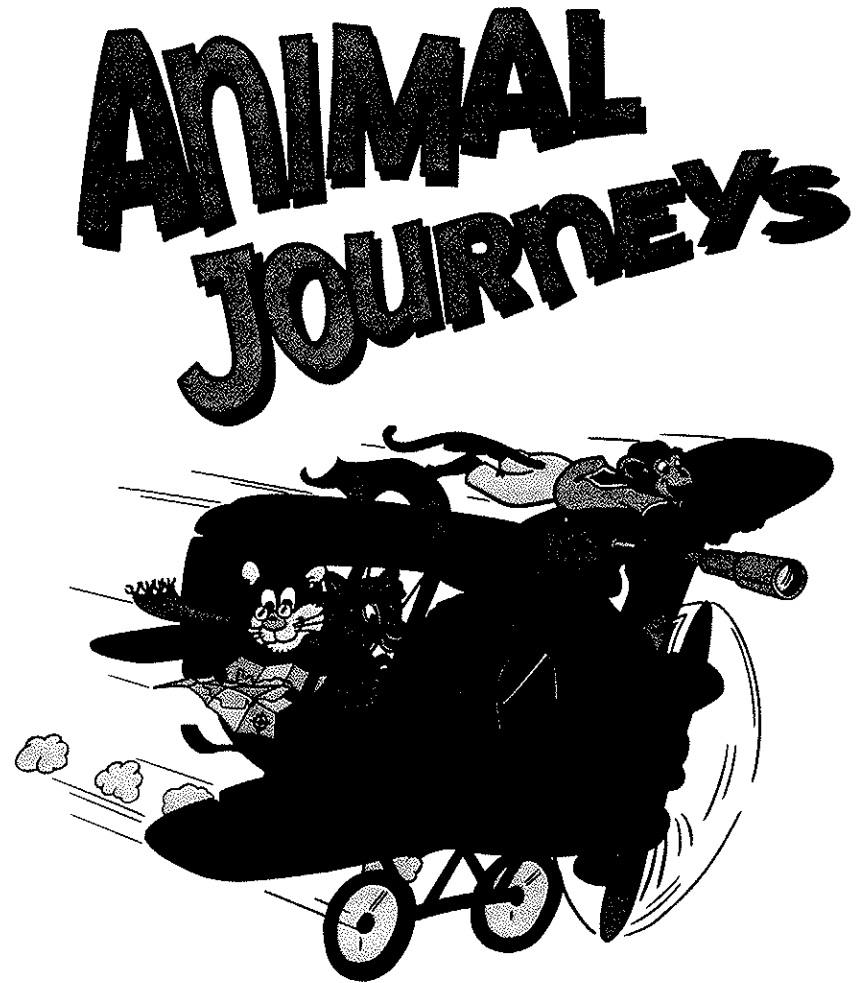


Animals in the game

1. Black Rhinoceros, *Africa*
2. Lynx (wildcat), *Spain*
3. Iguana, *Galapagos*
4. Green Turtle, *Atlantic South America*
5. Manatee, *Coast of Senegal*
6. Quetzal (exotic bird), *Guatemala*
7. Sea Otter, *Coast of Alaska*
8. Humboldt Penguin, *South Pole*
9. Cheetah, *Namibia*
10. Macaw (parrot), *South America*
11. Giant Panda, *China*
12. Macaque (short-tailed monkey), *Japan*
13. Arabian Oryx (Antelope), *Jordan*
14. Arctic Fox, *North Pole*
15. Cuban Crocodile, *Cuba*
16. Mountain Gorilla, *Kenya*
17. Siberian Tiger, *Siberia*
18. Malaysian Tapir (swine-like mammal), *Malaysia*
19. Orangutan, *Borneo*
20. Condor, *Western United States*
21. Rat Kangaroo, *Australia*
22. Snow Leopard, *Himalayas*
23. Humpback Whale, *Bering Strait*
24. Giant Anteater, *Central America*



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Design: Bildgården AB



2-4 players
Ages 5+

Contents

- 1 game board
- 4 game pieces
- 66 cards
 - 48 animal cards (24 pairs)
 - 12 rescue plane cards
 - 6 snake cards
- 36 counters
- 1 die

Meet the Go-To-Gang!

Follow Bernie the bear, Felicia the fawn, Milo the monkey and Truman the tiger, as they travel the world over saving animals under the threat of extinction! The "Go-To-Gang," as they are so often referred to, travel around the world in their Rescue Plane looking for animals who need their help. In many places around the world, animals are pushed aside by humans and environmental pollution. They have little chance to survive and save themselves without our help.

You're going to travel with the Go-To-Gang and help save these rare and beautiful creatures. If you're lucky you can fly with them on the Rescue Plane. But watch out for Sly, the sneaky snake. He likes to cause trouble and make a mess for you.

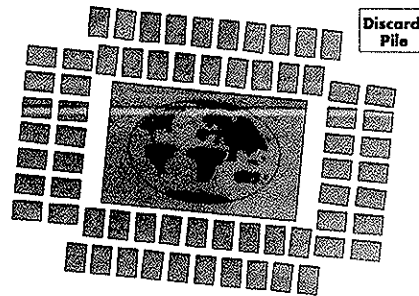
Objective

Collect as many animal pairs as you can and bring them back to their homeland. If you're lucky you can fly the Rescue Plane to the endangered animals' homes. If you're unlucky, Sly the Snake may appear and you'll have to turn all of the face up cards over so that they face down. For every animal you save you put a counter on the picture of that animal on the game board. The player who gets rid of his or her counters first wins the game.



Getting started

Put the game board on the table. Shuffle all 66 playing cards thoroughly and line them up next to each other, picture side down, around the game board. (See illustration.) Make two rows of seven cards on each of the short sides of the game board. Make one row of nine cards and one row of 10 cards on each of the long sides of the game board.



Divide up the counters equally between players:

If there are 2 players, each player gets 12 counters

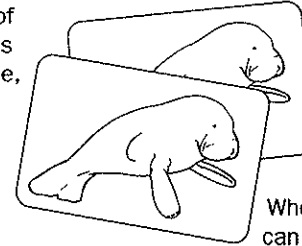
If there are 3 players, each player gets 8 counters

If there are 4 players, each player gets 6 counters

Choose a playing piece (Bernie, Felicia, Milo or Truman) and put it on any colored circle on the game board. Decide who goes first. Make it fun. Begin with the oldest player or the youngest.

Let the game begin

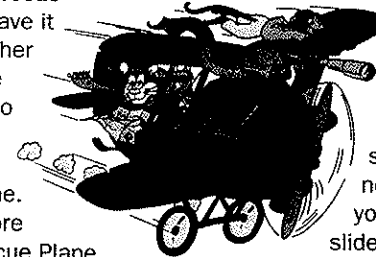
Each time it's your turn, select 2 cards and flip them over so the picture side faces up. If either one of those two cards matches another card on the table, put the pair in front of you and roll the die. Move your game piece towards the animal's home. You can move in any direction.



Two game pieces are not allowed to share the same space. If you throw the die and land on the same circle as another player you have to put your game piece on the circle behind or in front of the other game piece.

If you get a **Rescue Plane**

card, save it and pick another card. You are only allowed to save two Rescue Plane cards at a time. If you pick more than two Rescue Plane cards you have to put them back around the board with the picture side down. When a Rescue Plane card has been played that card is then discarded from the game.



If you get a **Sly the Snake** card it means trouble for everyone. You are not allowed to pick anymore cards during that turn and you have to turn over all of the cards that are face up around the board. Then put the Sly the Snake card on the Discard pile.

Hint: Keep an eye on where all of the different animal cards and Rescue Plane cards are positioned around the board in case Sly the Snake comes and messes everything up.

When you get an animal pair

When you get an animal pair, you can take the Rescue Plane - if you have a Rescue Plane card - directly to where the animal lives. If you don't have a Rescue Plane card, you must throw the die and move your playing piece towards the animal's homeland. Remember, you can move your game piece in any direction. When you get to the circle where the line to the animal's homeland starts, slide your game piece along the line to the endangered animal and put a counter on that picture.

Congratulations! You have succeeded in saving a nearly extinct animal. Once you have saved an animal, slide your game piece back along the line to the animal and the animal's habitat.



Set aside the pair of cards representing the saved animal. Next time it's your turn, start by turning over two new cards.

Who wins?

The first player to get rid of his or her counters by saving the most animals, wins.