CONTENTS

• 12 animal puzzle pieces,
• ZOO ZONE puzzle board
• Zookeeper’s Manual

ZOOKEEPER’S MANUAL

Colors may vary.
It’s a zookeeper’s worst nightmare! One of the animals is loose. Your challenge is to round up the runaway and “slide and guide” it back home. But watch out! There are animals in the way everywhere!

### WHO’S WHO AT THE ZOO?

<table>
<thead>
<tr>
<th>Alligator</th>
<th>Gorilla</th>
<th>Cheetahs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bear</td>
<td>Giraffe</td>
<td>Rhino</td>
</tr>
<tr>
<td>Camel</td>
<td>Hippo</td>
<td>Tigers</td>
</tr>
<tr>
<td>Elephants</td>
<td>Lion</td>
<td>Zebra</td>
</tr>
</tbody>
</table>

### OBJECT OF THE GAME

To guide a runaway animal(s) back “home” through a zoo full of other animals.

### SET UP

Choose one of the leveled puzzles in this booklet. There are 18 puzzles at three difficulty levels — beginner, intermediate, and advanced. Start with beginner level puzzles.

- Set aside the animal shown at the bottom right corner of each puzzle.
- Place the rest of the animals on the puzzle board as shown in the puzzle.
- All animals must face left.
- Leave the “home space” on the bottom left side of the board empty.
HOW TO PLAY

Guide the runaway animal (the animal with the arrow pointing to it) back to the home space by sliding the animals forward, backward, up, and down. You may NOT lift any of the animals up! Sounds simple, but be careful!

–DON’T GET–

stopped by a snout!

tangled in a tail!

tripped up by a trunk!
caught in a heads or tails trap!

IF YOU’RE STUMPED

Take the animals out of the puzzle board, set up the puzzle, and start again.

IF YOU’RE CORNERED

Check the Solutions section starting on page 13 in this manual for the moves you need to guide the runaway back home.
BEGINNER PUZZLES

PUZZLE 1
Guide the gorilla home.

PUZZLE 2
Guide the giraffe home.
BEGINNER PUZZLES

PUZZLE 3
Guide the **rhino** home.

PUZZLE 4
Guide the **zebra** home.
BEGINNER PUZZLES

PUZZLE 5  Guide the elephants home.

PUZZLE 6  Guide the cheetahs home.
INTERMEDIATE PUZZLES

PUZZLE 7  Guide the camel home.

PUZZLE 8  Guide the gorilla home.
**INTERMEDIATE PUZZLES**

**PUZZLE 9**
Guide the **alligator** home.

**PUZZLE 10**
Guide the **lion** home.
INTERMEDIATE PUZZLES

PUZZLE 11  Guide the cheetahs home.

PUZZLE 12  Guide the elephants home.
ADVANCED PUZZLES

PUZZLE 13
Guide the giraffe home.

PUZZLE 14
Guide the gorilla home.
ADVANCED PUZZLES

PUZZLE 15
Guide the bear home.

PUZZLE 16
Guide the lion home.
ADVANCED PUZZLES

PUZZLE 17
Guide the **tigers** home.

PUZZLE 18
Guide the **elephants** home.
When you have finished the puzzle, or if you are having trouble, check the solution.

The solution shows you a picture of the solved puzzle. It also lists the order in which to move the pieces to get the runaway animal home.

A letter or letter pair represents each animal. An A means move the alligator piece; a Gi means move the giraffe piece, etc. See the key below. The key is repeated at the bottom of all the solutions pages.

**PUZZLE 1**

Move the animals in this order to solve the puzzle: cheetahs, camel, hippo, elephants, gorilla, lion, etc.

There may be more than one solution to each puzzle. If you guide the runaway animal back to the home space, you have solved the puzzle.

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### KEY

- **A** (alligator)
- **B** (bear)
- **C** (camel)
- **Ch** (cheetahs)
- **E** (elephants)
- **Gi** (giraffe)
- **Go** (gorilla)
- **H** (hippo)
- **L** (lion)
- **R** (rhino)
- **T** (tigers)
- **Z** (zebra)
PUZZLE 1

MOVES
- Ch ➤ C ➤ H ➤ E ➤
- Go ➤ L ➤ Z ➤ A ➤
- B ➤ Go ➤ E ➤ R ➤
- Gi ➤ Ch ➤ C ➤
- H ➤ Go ➤ B ➤ H ➤
- Go ➤ Ch ➤ C ➤ Go

PUZZLE 2

SOLUTION
- H ➤ A ➤ E ➤ Gi ➤
- L ➤ R ➤ T ➤ B ➤
- C ➤ H ➤ A ➤ Go ➤
- B ➤ T ➤ Gi ➤ E ➤
- Go ➤ A ➤ H ➤ C ➤
- T ➤ Gi ➤ E ➤ B ➤
- Gi ➤ T ➤ C ➤ Gi ➤
- A ➤ H ➤ Gi

KEY
- A (alligator)
- B (bear)
- C (camel)
- Ch (cheetahs)
- E (elephants)
- Gi (giraffe)
PUZZLE 3

MOVES
T ▶ L ▶ Go ▶ Z ▶
H ▶ B ▶ C ▶ R ▶
Gi ▶ H ▶ B ▶ C ▶
R ▶ Gi ▶ H ▶ B ▶
C ▶ R ▶ Gi ▶ H ▶
B ▶ C ▶ R ▶ Ch ▶
Z ▶ R ▶ Ch ▶ Gi ▶
A ▶ Z ▶ R ▶ Go ▶
L ▶ R ▶ Z ▶ T ▶ R

PUZZLE 4

MOVES
Gi ▶ A ▶ T ▶ R ▶
Z ▶ Ch ▶ B ▶ H ▶
Go ▶ T ▶ R ▶ Z ▶
L ▶ Go ▶ T ▶ R ▶
Z ▶ C ▶ A ▶ Gi ▶
R ▶ Z ▶ C ▶ A ▶
Gi ▶ R ▶ Z

KEY
Go (gorilla)
H (hippo)
L (lion)
R (rhino)
T (tigers)
Z (zebra)
**PUZZLE 5**

**MOVES**

T ➔ R ➔ Go ➔ L ➔
A ➔ Go ➔ L ➔ Gi ➔
C ➔ L ➔ Gi ➔ A ➔
Go ➔ E ➔ H ➔ B ➔
E ➔ Go ➔ A ➔ Gi ➔
R ➔ T ➔ L ➔ C ➔
Gi ➔ R ➔ C ➔ L ➔
T ➔ C ➔ L ➔ T ➔
C ➔ E ➔ Go ➔ A ➔
R ➔ Gi ➔ T ➔ C ➔ E

**PUZZLE 6**

**MOVES**

A ➔ E ➔ Go ➔
B ➔ Ch ➔ L ➔ B ➔
C ➔ Z ➔ Gi ➔ R ➔
Z ➔ Gi ➔ B ➔ C ➔
Ch ➔ L ➔ C ➔ Ch ➔
Go ➔ E ➔ Gi ➔ B ➔
Ch ➔ Go ➔ E ➔ Gi ➔
B ➔ Ch ➔ R ➔ Z ➔
Ch ➔ B ➔ A ➔ Ch

**KEY**

A (alligator)
B (bear)
C (camel)
Ch (cheetahs)
E (elephants)
Gi (giraffe)
SOLUTIONS

PUZZLE 7

MOVES
H ► E ► Gi ► Ch ►
C ► B ► A ► Gi ►
Ch ► C ► Z ►
Go ► C ► Z ►
Go ► L ► T ► C ►
E ► H ► C

PUZZLE 8

MOVES
C ► Gi ► R ► T ►
Gi ► C ► H ► A ►
E ► Gi ► C ► H ►
A ► E ► Ch ► Go ►
B ► L ► Gi ► Ch ►
Go ► B ► CH ►
Gi ► T ► C ► E ►
Go ► Gi ► T ► C ►
E ► H ► A ► Go
PUZZLE 9

MOVES
Ch ➤ Go ➤ R ➤ T ➤
Gi ➤ E ➤ A ➤ Z ➤
C ➤ B ➤ T ➤ Gi ➤
E ➤ A ➤ B ➤ T ➤
Gi ➤ R ➤ Go ➤
Ch ➤ A

PUZZLE 10

MOVES
Gi ➤ C ➤ A ➤ H ➤
L ➤ Z ➤ E ➤ A ➤
C ➤ T ➤ R ➤ L ➤
H ➤ C ➤ T ➤ Gi ➤
Ch ➤ Go ➤ L ➤ R ➤
Gi ➤ Ch ➤ Go ➤
L ➤ R ➤ Gi ➤ Ch ➤
Go ➤ L

KEY
A (alligator)  B (bear)  C (camel)  Ch (cheetahs)  E (elephants)  Gi (giraffe)
PUZZLE 11

MOVES
T ▶ Go ▶ A ▶ Gi ▶ E ▶
C ▶ B ▶ A ▶ Gi ▶ E ▶
L ▶ Z ▶ Ch ▶ B ▶ C ▶
Gi ▶ E ▶ L ▶ Gi ▶ Ch ▶
B ▶ C ▶ A ▶ E ▶ L ▶
Gi ▶ Ch ▶ A ▶ C ▶
B ▶ A ▶ Ch ▶ Gi ▶ L ▶
E ▶ C ▶ Ch ▶ Gi ▶ L ▶
E ▶ Go ▶ T ▶ C ▶
Ch ▶ B ▶ A ▶ Z ▶ L ▶
E ▶ R ▶ T ▶ C ▶ Ch

PUZZLE 12

MOVES
H ▶ B ▶ Gi ▶ E ▶ Z ▶
R ▶ E ▶ Go ▶ T ▶ C ▶
Ch ▶ H ▶ B ▶ T ▶
Go ▶ Gi ▶ T ▶ B ▶ H ▶
Ch ▶ C ▶ E ▶ Gi ▶ T ▶
B ▶ H ▶ Ch ▶ C ▶ E ▶
Gi ▶ T ▶ B ▶ H ▶ Ch ▶
C ▶ E ▶ Gi ▶ Go ▶
Ch ▶ C ▶ E

KEY
Go (gorilla)  H (hippo)  L (lion)  R (rhino)  T (tigers)  Z (zebra)
SOLUTIONS

PUZZLE 13

MOVES
E ► L ► Z ► Ch ►
B ► Gi ► A ► H ►
Go ► B ► Gi ►
Go ► B ► Gi ►
Ch ► Z ► L ►
E ► Gi

PUZZLE 14

MOVES
E ► H ► B ► Go ►
A ► Z ► T ► B ►
Go ► A ► B ►
Gi ► Ch ► R ► L ►
E ► H ► Go ► Gi ►
T ► R ► L ► E ►
H ► Go

KEY
A (alligator)
B (bear)
C (camel)
Ch (cheetahs)
E (elephants)
Gi (giraffe)
SOLUTIONS

PUZZLE 15

MOVES
Ch ➤ E ➤ B ➤ A ➤
H ➤ L ➤ R ➤ B ➤
A ➤ H ➤ L ➤ R ➤
T ➤ C ➤ E ➤ A ➤
B ➤ T ➤ C ➤ E ➤
A ➤ B ➤ T ➤ C ➤
E ➤ A ➤ Gi ➤
Ch ➤ B

PUZZLE 16

MOVES
C ➤ E ➤ Z ➤ R ➤ L ➤
A ➤ B ➤ H ➤ T ➤ Go ➤
Ch ➤ C ➤ E ➤ Z ➤ R ➤
L ➤ Go ➤ T ➤ C ➤
Ch ➤ L ➤ Go ➤ T ➤
C ➤ Ch ➤ E ➤ Z ➤ R ➤
Go ➤ L ➤ R ➤ Go ➤
L ➤ R ➤ Go ➤ Z ➤ E ➤
Go ➤ Z ➤ L ➤ R ➤ Z ➤
Go ➤ E ➤ L

KEY
Go (gorilla)
H (hippo)
L (lion)
R (rhino)
T (tigers)
Z (zebra)
PUZZLE 17

MOVES

E ➔ B ➔ A ➔ T ➔ H ➔
A ➔ B ➔ E ➔ C ➔
Ch ➔ Go ➔ R ➔ E ➔
C ➔ Ch ➔ Go ➔ R ➔
L ➔ T ➔ H ➔ A ➔ B ➔
C ➔ E ➔ Go ➔ R ➔ L ➔
T ➔ Z ➔ A ➔ H ➔ C ➔
E ➔ Go ➔ T ➔ L ➔ R ➔
Ch ➔ Go ➔ T ➔ L ➔
R ➔ Ch ➔ Go ➔ T

PUZZLE 18

MOVES

B ➔ A ➔ E ➔ C ➔ H ➔
T ➔ L ➔ Z ➔ Gi ➔ E ➔
A ➔ B ➔ Ch ➔ Gi ➔ E ➔
L ➔ Z ➔ E ➔ B ➔
A ➔ C ➔ H ➔ T ➔ Z ➔
L ➔ C ➔ A ➔ B ➔ C ➔
A ➔ B ➔ C ➔ E ➔ R ➔
Gi ➔ Ch ➔ C ➔ E ➔ R ➔
Gi ➔ Ch ➔ C ➔ E

KEY

A (alligator)  B (bear)  C (camel)  Ch (cheetahs)  E (elephants)  Gi (giraffe)
After solving a puzzle, you can simply choose a different animal from the top row and try to get it home. If you wish to change the level of difficulty, use the instructions below.

From solving the puzzles in this manual, you know that if an animal’s head or tail (or head and tail) overhangs its base, that animal is harder to move. If neither an animal’s head nor tail overhangs its base, that animal is easier to move.

<table>
<thead>
<tr>
<th>Easy to move</th>
<th>Harder to move</th>
<th>Hardest to move</th>
</tr>
</thead>
<tbody>
<tr>
<td>camel</td>
<td>alligator</td>
<td>elephants</td>
</tr>
<tr>
<td>giraffe</td>
<td>bear</td>
<td>cheetahs</td>
</tr>
<tr>
<td>gorilla</td>
<td>hippo</td>
<td>tigers</td>
</tr>
</tbody>
</table>

It is possible to create a puzzle that you cannot solve. If you can make three or four moves, then your puzzle should be solvable.

Slide the animals around so that the animals without overhanging parts are closest to the animal you are trying to guide home.

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**TIPS**

1. Choose your difficulty level.
2. Look at the REMOVE column and decide which of the listed animals to take out of the puzzle.
3. Look at the SOLVE FOR column. Decide which of the listed animals to guide home. Place that animal in any position in the top row.
4. Set up the rest of the animals on the puzzle board, leaving the home space empty.
5. Slide the animals forward, backward, up, and down to solve your puzzle.
## MAKE-YOUR-OWN-PUZZLE TABLE

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>REMOVE one of these animals from the puzzle</th>
<th>SOLVE FOR one of these animals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beginner 1</td>
<td>elephants, cheetahs, tigers</td>
<td>camel, giraffe, gorilla</td>
</tr>
<tr>
<td>Beginner 2</td>
<td>elephants, cheetahs, tigers</td>
<td>alligator, bear, hippo, lion, rhino, zebra</td>
</tr>
<tr>
<td>Beginner 3</td>
<td>elephants, cheetahs, tigers</td>
<td>elephants, cheetahs, tigers</td>
</tr>
<tr>
<td>Intermediate 1</td>
<td>alligator, bear, hippo, lion, rhino, zebra</td>
<td>camel, giraffe, gorilla</td>
</tr>
<tr>
<td>Intermediate 2</td>
<td>alligator, bear, hippo, lion, rhino, zebra</td>
<td>alligator, bear, hippo, lion, rhino, zebra</td>
</tr>
<tr>
<td>Intermediate 3</td>
<td>alligator, bear, hippo, lion, rhino, zebra</td>
<td>elephants, cheetahs, tigers</td>
</tr>
<tr>
<td>Advanced 1</td>
<td>camel, giraffe, gorilla</td>
<td>camel, giraffe, gorilla</td>
</tr>
<tr>
<td>Advanced 2</td>
<td>camel, giraffe, gorilla</td>
<td>alligator, bear, hippo, lion, rhino, zebra</td>
</tr>
<tr>
<td>Advanced 3</td>
<td>camel, giraffe, gorilla</td>
<td>elephants, cheetahs, tigers</td>
</tr>
</tbody>
</table>