ANIMALS (TOKYO🀄UTAKU): Place all of the Jutaku pieces in the center of the table. The host will name an animal (lion, squirrel, giraffe, etc). Set a timer for 60 seconds, and make the sounds that animal makes loudly to signify the game is starting ("SQUEEK"). The players then use the Jutaku pieces, one at a time, and arrange them in ANY way they see fit to make that animal. When the 60 seconds are up, the host says "STOP", and players stop building. The host then awards point tokens to their favorites working down in value.