

HOW TO PLAY?

- The first player to place their last card successfully is the winner.
- Each player, at his turn, must attempt to place one of his cards in the right place.
- If the player fails to do so, he discards this card and draws a new one.



Possible places:

In this example, there are five possible places in which «Man» can be played.



Contents

110 cards with the name of an animal and an artwork depicting it on the front side. On the reverse, the same information is given along with the animal's characteristics.

1 Common name.

2 Scientific name.

3 Artwork.

4 Family.

5 Species' level of risk of extinction,
(when there's no gauge, it's because there isn't enough data to evaluate it).

6 Characteristics.



FRONT SIDE



“CHARACTERISTICS” SIDE

The animal families



The amphibians



The sea mammals



The arachnids



The crustaceans



The mollusks



The birds



The insects



The fish



The mammals



The reptiles

Details about the characteristics

The average size: this is the average size of animals not including the tail. For reptiles, the tail length is taken into account. Birds are measured from their feet to the top of their heads, and not by their wingspan. The size is given in inches (in.), and feet (ft).



The average weight: this is the average weight of the animals, and is given in ounces (oz), pounds (lbs), and tons (t).



The average lifespan: this is the average lifespan of the animal, and is expressed in days (d), months and years.



Object of the game

To be the only player who no longer has any cards.

Setup

- 1** Players decide with which characteristic the game will be played: size, weight or lifespan.
- 2** Each player is dealt four cards. Players do not look at the “characteristics” side of the cards. More than 4 cards can be distributed as players become more experienced with the game.
- 3** The deck of remaining cards is placed on the table with the “characteristics” side hidden.
- 4** The first card from the deck is placed in the middle of the table (it will be called the initial card from here on), by flipping its **”characteristic” side up**. The line in which players will have to place the cards in front of them will be made using this card as a start.
- 5** You can begin to play!



① First player

④ Card deck

② Play area

⑤ Cards dealt to players

③ Initial card

Game overview

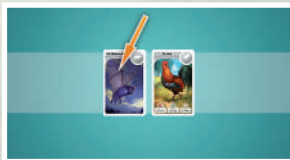
The players play in turn, going clockwise. The **first player** must place one of their cards next to the initial card:

- If the player believes that the characteristic of the animal on their card is smaller than that of the animal on the initial card, the player places their card to the left of the initial card.
- If the player believes that the characteristic of the animal on their card is greater than that of the animal on the initial card, the player places their card to the right of the initial card.

Once placed, the player flips their card so that the “characteristic” side shows, in order to check that the characteristic value properly corresponds to the position it occupies in the line:

- If the card is properly placed, the card remains where it is, “characteristic” side up.
- If the card isn't properly placed, it is returned to the box. The player must then draw the first card of the deck and place it in front of him or herself, “characteristic” side hidden, with their other cards.

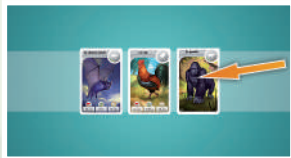
First player's turn:



It's then the second player's (the player to the left of the first one) turn to play

- If the first player has correctly placed their card, the second player then has three choices where to place their card: to the left of the two cards already played, to their right, or between them.
- If the first player hasn't placed their card correctly, the second player then only has two choices (to the right or the left of the initial card).
- If the second player properly places their card, it remains where it is, "characteristic" side up. The line is then repositioned so that a space remains between each card.

Second player's turn:



Third player's turn:



It's now the third player's turn to play.

- If the two previous players have correctly placed their card, the player now has the choice between four spaces.
- And so on...

End of game and victory

If a player is the only one to correctly play their last card during a round, that player is immediately declared the winner. If multiple players correctly place their last card during a round, they remain in play and all other players are eliminated. The remaining players each get a card from the deck with which they will keep playing until only one player places their card correctly.

Special case

During the game, it can happen that a player may have to place a card with the same characteristic value as one already placed. In that case, the two cards must be placed side by side, with no concern about order.

www.asmodee.com

www.studiobombyx.com

Credits

Author: Frédéric Henry
Artwork: Gaël Lannurien
Encyclopedic research: Guillaume Blossier
Translation: Eric Harlaux
Revision: Eric Franklin
Cardline Animals is a game co-published by Asmodee and Bombyx.
©Asmodee/Bombyx 2012 – All rights reserved

