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animallia

Règles
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Rulebook



GAMEWORKS

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The players are animal-breeders who compete to present the finest collection of show-animals over the course of 3 seasons. Medals are awarded at the end of each season. The breeder with the highest number of medals at the end of the third season is declared the winner.

Contents

- ★ 90 medals, 15 of each type (animals and "5")



42 cards:

- ★ 6 *action cards* in 4 languages, which explain the special powers some animals have
- ★ 5 families of 7 animals (cats, horses, dogs, rabbits and parrots)
- ★ 1 owl (a joker that can be used to replace any other animal)



Each family has 7 members:



the *champion*
(3 stars)



the *smarty-pants*
(2 stars)



the *cutie-pie*
(neutral)



the *scallywag*
(black stain)



the *thief*
(mask)



the *spy*
(binoculars)



the *prankster*
(gift)

Set-up

Take out the *action cards* and put them to one side. For 2, 3 or 4 players, the 5 "*cutie-pie*" animals are removed from the game. Use all the cards for 5 or 6 players.



Choose a player to be the first *dealer*. He shuffles the cards thoroughly and places them, face down, in a stack in front of him.

The first season begins. Each season is split into 3 phases.

PHASE 1: BUILDING THE COLLECTIONS

The *dealer* takes a card from the deck and places it face up on the table. The *dealer* now has 2 choices, keeping the card or passing it on:

a) Keeping the card. The *dealer* places the card in front of him - still face up - and adds it to his collection. **His turn is then over.**

b) The *dealer* does not want to keep the card. In this case, he passes the card to the player on his **left**, who decides whether he wants to keep the card or pass it to the next player, and so on until a player takes the card or the card comes back to the dealer.

★ If a player takes the card for his collection, he places it in front of him and **the dealer's turn is over.**

★ If the card goes all the way round the table and comes back to the *dealer*, he **must** take another card from the deck. The new card is placed next to the first card, and the two cards now form a set.

The *dealer* again has 2 choices:

- a) He can take the 2 cards and add them to his collection, which ends his turn.
- b) If he does not want the cards, he can pass them to the player on his left.

★ If this set of 2 cards goes round the table and comes back to him, he **must** take a third card from the deck and then has the same 2 choices: take the 3 cards or pass them on.

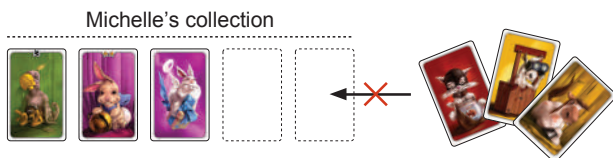
★ If a set of 3 cards goes round the table and comes back to the *dealer*, then he **must** add them to his collection.

As soon as one or more cards have been added to a collection, **the dealer's turn is over**. The deck of cards is passed to the player on his left, who then becomes the new *dealer*. He begins by taking a card and placing it in front of him. He can then choose to keep it or pass it on, and so on.

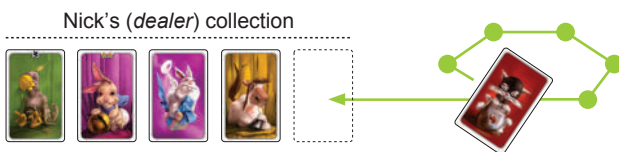
Note: a collection cannot have more than **5 animals**. A player with, for example, 4 animals in his collection must refuse sets of 2 or 3 cards. In the same way, if a card or a set of cards goes all the way round the table and comes back to the *dealer*, and these cards complete his collection, taking it to 5 animals, he **must** accept them. **His turn is then over and his collection is complete**.

Examples

- Michelle already has 3 cards in her collection and she is offered a set of 3: she must pass them on.



- Nick, who is the *dealer*, already has 4 cards in his collection and the first card he turns over is passed on by all the other players: he must keep the card, and complete his collection.



Players who have completed their collection now stay out of the game until the end of Phase 1. The game continues until each animal-breeder has 5 animals in his collection.

If there is only one player left who has not completed his collection, he becomes the *dealer* and must keep the cards as he takes them from the deck until he has his 5 cards. For example, if he does not yet have any cards, he takes the top 5 cards in the deck **one by one** and these make his collection. If he already has three, he takes the top 2 cards in the deck **one by one** to complete his collection, and so on.

SPECIAL CARDS

The *spy* (binoculars), *thief* (mask) and *prankster* (gift) cards all have special powers that can only be activated when the animal in question is added to a collection, and when there is **at least one other animal with the same power already in the collection**.

Special case: when there are 2 or more animals with the same power in the set being passed around, the player who takes the set may activate that power, even if it was not already present in his collection.

A power must be used immediately. If not, it is lost and cannot be saved for later use.

The powers are explained on the action cards.

Note:

★ Powers can only be used when a card or a set of cards is taken "normally". A stolen card or one given by another player can **never** be used to activate any special power.

★ The use of *bonus cards* in Phase 3 (when medals are awarded) **never** activates a special power.

★ A card may be stolen from a player whose collection is already complete. In this case the player rejoins the game.

PHASE 2: ELEGANCE PRIZE AND BONUS CARDS

Players now compare their collections, adding up the number of *elegance points*, i.e. the stars at the top of certain cards. The 5 *scallywags* have a black stain: this is a minus point, which must be deducted from the total number of *elegance points*.

Example

Sarah's collection adds up to 7 *elegance points*



The player whose collection has the most *elegance points* takes 2 *bonus cards* from the deck, which he keeps hidden. The player with the second-highest number of *elegance points* takes 1 bonus card. These cards are used to improve their collections in order to win a higher number of medals (see Phase 3).

Special cases:

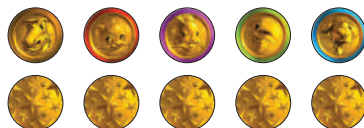
★ If several players come joint second, they each take 1 card.

★ If several players come joint first, they each take 1 card, and there is no second place.

PHASE 3: AWARDING THE MEDALS

For each set of 2, 3, 4 or 5 animals of the **same** family, the player receives the same number of medals. For example, a set of 3 dogs = 3 dog medals. **Single animals are not taken in account.**

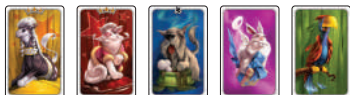
Exception: a player who has made a collection of 5 animals all from different families receives **one** medal for **each** animal.



The medals awarded are turned over and kept secret.

Before the medals are awarded, each player can cover one or more cards in his collection with one or more *bonus cards* received during Phase 2 (elegance prize). This means he can improve his collection and collect more medals. The player can choose to keep his *bonus cards* for another season.

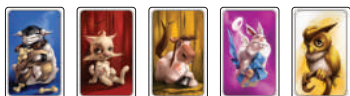
Examples



Patrick has a collection of 5 different animals and receives 1 medal for each animal.



Jenny can take 4 dog medals **or** 3 dog medals and 2 rabbit medals, because the owl (joker) can be used for any animal she chooses.



Nick has the joker and so has several choices: he can take a medal for each animal **or** a pair of medals of his choice (dogs / cats / horses / rabbits).

Example



Michelle, who has two cat *bonus cards* in reserve, uses them to cover up her parrot and her horse, which means she can now take 3 cat medals and 2 dog medals, instead of just 2 dog medals.

The season ends when the medals are awarded, and a new season begins.

NEW SEASON

The player to the left of the last *dealer* is the new *dealer*. The *dealer* shuffles all the cards, apart from any *bonus cards* that have **not** been used, and places the shuffled stack in front of him. Then he turns over the first card and either keeps it or passes it on, and so on.

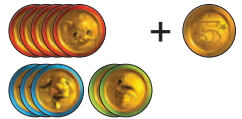
END OF THE GAME AND SCORING

The game ends after 3 seasons. Points are scored as follows:

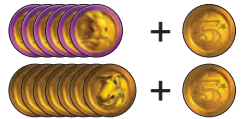
- ★ All players add up the number of medals they have won.
- ★ Each set of 5 identical medals wins the player a *special prize*, in the form of a "5" medal, which is worth 5 extra points.
- ★ The player with the highest number of points is declared the winner. If there is a draw, the player with the highest number of medals in a single family wins the game. If there is still a draw, the players are declared joint winners.

Examples

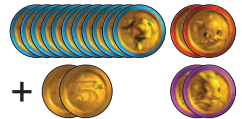
Michelle has won 10 medals. As she has 5 cat medals, she gets a bonus of 1 *special prize* ("5" medal). Her final total is therefore 15.



Sarah has won 13 medals. As she has 6 rabbit medals and 7 horse medals, she gets two "5" medals. Her final total is therefore 23.



Jenny has won 15 medals. Her 11 dog medals get her 2 *special prizes*, so her final total is 25.



RULES FOR 2 PLAYERS

Each player builds up 2 collections, which he lays out in 2 rows, one above the other. The rules are the same, but note the following:

- ★ When a player takes a card or a set of cards, he can put them in either of his collections. However, a set of cards cannot be split to put some cards in one collection and some in the other.
- ★ A power activated by one of a player's collections must be used for the same collection.
- ★ Players cannot move cards between their own collections.
- ★ When a player uses the power of the *prankster*, he can choose which of the other player's collections to give his "present" to. The other player has to accept this choice.
- ★ Medals are awarded **separately** for each collection, but are all counted together at the end of the game.
- ★ *Special prizes* are awarded for each set of 7 medals won for the same family of animals.

The background of the entire page is a vibrant red with vertical, wavy folds, resembling a stage curtain. Scattered across the curtain are several gold-colored stars of varying sizes and orientations. Some stars are simple five-pointed shapes, while others are larger and more stylized, resembling multi-pointed stars or sparkles. The lighting is warm, with a gradient from a lighter orange at the top to a deeper red at the bottom.

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