

# ANIMOMIX



**Ages:** 3-6 years



**Number of players:** 2-3



**Includes:** 42 cards = 14 "head" cards + 14 "body" cards + 14 "legs" cards.



**Aim of the game:** To be the first to make four "Animomixes".



**Principle of the game:** One Animomix is made up of three parts: a head, a body and legs.

There are two neck sizes and two hip sizes. So, pay attention because if you want your Animomix to pass, all three body parts have to match correctly!



OK



OK



Not OK



Not OK

**Playing the game:** Shuffle the cards and deal four to each player. The rest of the cards are stacked in a pile, face down, in the middle of the table. The youngest player starts, then play continues in a clockwise direction.

For their turn, the first player (A) chooses another player (B) and asks for a “head”, a “body” or “legs”.

- If Player B has a card matching Player A's request, they must give them the card. Player B then takes a new card from the pile so they have four in their hand.

- If Player B does not have a card matching Player A's request, they say “draw”. Player A then draws a card from the pile.

If Player A can make an Animomix, they lay their three cards down in front of them. Then, they take two new cards from the pile so they have four in their hand. Now, it's the next player's turn.

If Player A cannot make an Animomix, they put a card back into the pile so that they only have four in their hand. Now, it's the next player's turn.

**Note:** When it's their turn, if a player already has an Animomix, they lay it down immediately and take three cards from the pile before asking for a card from another player.

**End of the game:** Once a player has put down four Animomixes, they win the game.

*A game by Babayaga.*

**DJECO**

*Warning. Small parts.*