SPECIES POINTS

Each species has their own scoring system, as outlined below:

MONKEYS
2 points for each Monkey card in the column with the most monkeys.

ELEPHANTS
2 points for each Elephant card in the row with the most elephants.

PENGUINS
2 points for each Penguin card that is part of the biggest group of orthogonally connected penguins (above, below, to the left, or to the right).

LOVEBIRDS
4 points for each pair of lovebirds. A pair of lovebirds is made when 2 Lovebird cards are touching adjacent sides. Each Lovebird card can only be part of one pair.

WOLVES
2 points for each Wolf card on the outside border of the grid.

PELICANS
2 points for each Pelicans card that is part of the biggest group of diagonally connected pelicans.

CHAMELEON
In the grid, look for the Chameleon card which has the most variety of different species orthogonally adjacent to it (including chameleons). Each species adjacent to this Chameleon card is worth 2 points.
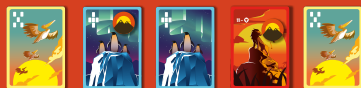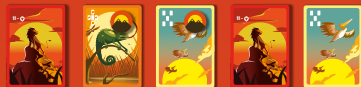
LION
Score a total of 11 points minus the number of lions in the grid. Watch out: there must be at least one lion in the grid for points to be scored.
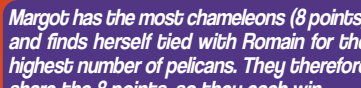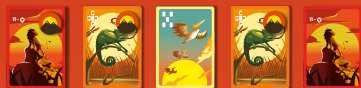
SCORING EXAMPLE
In this instance, each species wins the following number of points:

Penguins: the biggest group of penguins connected orthogonally is made of 4 Penguin cards. This penguins group is worth 8 points.

Chameleon: the chameleon in the 3rd row has 4 different species adjacent to it, including the chameleon. This chameleon is therefore worth 8 points.

Pelicans: the biggest group of pelicans connected diagonally is made up of 4 Pelicans cards. These pelicans are therefore worth 8 points.

Lion: There are 5 lions in the grid. These lions are therefore worth 6 points (11-5=6).

Margot has the most chameleons (8 points) and finds herself tied with Romain for the highest number of pelicans. They therefore share the 8 points, so they each win 4 points. Margot's total is 12 points.

Zoe finds herself tied with Romain for the highest number of penguins. They share the 8 points, so they each win 4 points. However, Zoe has the most lions, she wins 6 points for them. Zoe's total is 10 points.

Romain finds himself tied with Zoe for the most penguins (4 points) and also with Margot for the most pelicans (4 points). He wins 8 points overall.
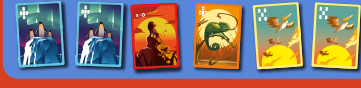
Margot wins the game with her total score of 12 points.

ANIMIX
–RULES–

INTRODUCTION
Try to score the most points by playing the right mix of animals. The animals you play in front of you will score points based on the other animals that are played in the center of the table.
Each type of animal scores points differently, so plan ahead to make sure the cards in front of you and the cards in the center are the perfect mix to win the game!

MATHIEU BOSSU
SIMON DOUCHY

8+ | 2 - 6 | 10 min

CONTENTS
- 80 Animal cards divided into 8 species (10 animals per species)
- 30 Mountain tokens

OBJECT OF THE GAME

Make the best use of your Animal cards in order to have the majority in as many species as possible. Strategically regroup them in the center of the table in order to win the most points.

SETUP

1 Depending on how many players are in the game, select the animal species you want according to the number shown in the following reference table. Species which are not being used can be left in the box.

Shuffle together all the chosen Animal cards (10 cards per species). Place these cards randomly face-up in the center of the table in a grid, respecting the number of columns and rows indicated in the following reference table.

2 Deal out 6 of the remaining Animal cards to each player, face-down (or 5 if you are playing with 6 players). Any further remaining cards are placed back in the box without being looked at. Players can secretly consult their hand of cards at any point during the game.

3 Make a pile of all the Mountain tokens next to the play area. Players should each keep a small free space in front of them. They will play their personal Animal cards here cards here during the game.

	2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS	6 PLAYERS
NUMBER OF SPECIES TO CHOOSE FROM	3	4	5	6	7
GRID SIZE	4 rows by 4 columns	4 rows by 5 columns	5 rows by 5 columns	5 rows by 6 columns	6 rows by 6 columns
NUMBER OF CARDS PER PLAYER	6 cards				5 cards

Example of setup for a 3 player game.

HOW TO PLAY

Randomly determine a start player. Players take turns playing, in a clockwise direction. On your turn, you must choose between the following two actions:

A Choose an animal from the cards in your hand and place it face-down in front of you. You can consult your face-down Animal cards at any time.

B
1 Take an Animal card from the grid and place it face-down in front of you.
2 You must then choose an animal from the cards in your hand to place, face-up, in the space left by the animal you just took.
3 Place a Mountain token from the pile on top of the animal that you moved to the grid. This token locks the animal in, so it can no longer be taken.

Note: animals can be replaced by other animals of the same species.

END OF THE GAME

The game ends when all players have no cards left in their hands. Any face-down cards in front of a player are flipped face-up. For every species, only the player with the largest number of animals in that species wins the corresponding points.

If several players have an equal majority, they share the points between them, rounding down to the nearest whole number. The number of points won depends on the position of the animals in the grid at the end of the game.

Each player adds the total number of points won according to the species they have the most of. The player with the highest score wins the game! In the case of a draw, players share the victory.