



ANIMANIA

動物瘋

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Playing Time 5 – 15 mins

Players 3 – 5

Age ranges 8 +

Story

The animals are ready to fight for the Throne of the zoo!

Select an animal you wish to help: make it attack, defend it with your shield, or heal it with the precious potion, so it can defeat tons of opponents and become the mighty King of the zoo!

Be careful, though, if it accidentally kills someone, it will be despised by other animals and disqualified for the Throne!

Contents

13 Animal cards

45 Action cards - 5 sets x 9 cards
 - Sets are distinguished by the color of their back.

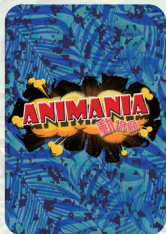
15 Health tokens

15 Crown tokens

Setting

1. Each player draws an Animal card randomly, and place it face-up in front of themselves.
2. Each player takes a set of Action cards, shuffles the cards and forms a personal deck in front of them, and draws 3 cards from the deck as their starting hand.
3. Each player takes 3 Health tokens and places them with the number 2 side face-up.

Health tokens



Personal deck



Animal card



Starting hand

Game starts

The game continues for 5 rounds, each of which has 3 steps:

Draw, Play, and Sum up.

During each step, everyone plays simultaneously, so make sure each one of you has played before moving on to the next step.

1. Draw - Draw an Action card from your personal deck.
2. Play - Play an Action card face-down in front of you.
3. Sum up - Reveal the card you just played, and sum up all the Actions' effects. Discard the used cards face-up next to you, so others can review the cards you've played.

Action cards

Attack

The number of scars shows the damage it deals; the arrow points to the target.



For example, the leftmost card deals 3 damages to the player on your left, and the second card from the right deals 1 damage to players on BOTH your left and right. The rightmost card is Massive Attack, which deals 1 damage to everyone except yourself.

Please make sure the arrow remains under the scars when you play Attack, so it won't point to the wrong target.

Heal

The number of potions indicates how much Health you can restore.



Defend

When you play Defend, you are immune to all Attacks in that round.



Health and Elimination

At the beginning of the game, each player has 6 Health, which is the maximum number of Health. Whenever a player takes damages or is healed, they should discard, turn over, or take the Health tokens to match and indicate their remaining Health.

During the game, if a player's Health equals or is lower than 0, the player dies and is eliminated (quit the game). Players who deal damages to the victim should compare the amount of damages they've dealt, and the one that dealt the LEAST damage should also quit the game.

For example, Tom has 4 Health before summing up, and Dick deals 3 damages to him while Harry deals 2. Tom's Health becomes lower than 0 ($4 - 3 - 2 = -1$), so he dies and quits the game, while Harry also quits the game because he has participated in attacking the victim and dealt the least damage.

Game ends

The game ends under any one of the following conditions:
completion of 5 rounds, only 2 players survive, only 1 player survives, all the players are eliminated.

1. Completion of 5 rounds: The survivors compare their Health, and

the one with the highest number of Health wins the game. There might be more than 1 winner.

2. Only 2 players survive: The survivors decide the winner the same way as the 1st condition.
3. Only 1 player survives: The only survivor is the winner.
4. All the players are eliminated: There will be no winner.

Alternatives

Crown's Fever

Players gain 1 Crown token when they win a game; the fastest one who collects 3 Crown tokens can finally claim to be the King of the zoo.

Newbie Training

Skip drawing the Animal cards, so everyone plays without their niche. It is recommended to play Newbie Training if most players haven't tried this game before.

Credits

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Animal's Niche

Different animals are distinguished by their niche, which might be a stepping stone to the throne if utilized well. The animal list below is a detailed introduction to each animal's niche.

Note: The Attack, Heal, or Defend mentioned below means all kinds of Attack, Heal, or Defend. The number follows after them indicates the power of the card. For example, Attack 2 means Attack that deals 2 damages (in other words, the card that has 2 scars on it), and Heal 1 means the card that restores 1 Health (with 1 potion on it), etc.



Ferocious Lion

You always deal 1 extra damage with Attack 1 & 2.



Tough Rhino

The damage you take from Attack 2 or Attack 3 is always reduced by 1.

>> This applies to every single Attack. For instance, if you

are hurt by 3 players at once, and the damages are respectively 3, 2, and 1, then total damage you actually take is $(3-1)+(2-1)+1=4$.



Gluttonous Pig

You always restore 1 extra Health when you play Heal.



Timid Hedgehog

Players who successfully attack you will lose 1 Health.

>>Your niche doesn't count as an Attack.

>>If you play Defend and take no damage, the attacker won't lose Health.



Chubby Penguin

You are immune to total Attack damage that equals 2 or 5.

>>The number of total Attack damage shouldn't be reduced by Heal nor increased by Hedgehog's niche.

>>Your niche won't be affected by Elephant's niche.



Violent Buffalo

When you commit a fatal attack with other players, you won't be eliminated.

>>If you kill someone alone, you have to quit the game.



Naughty Monkey

Each round before players reveal the card they play, you can blindly switch other 2 players' cards.

>>Your niche is selective. You can decide to use it or not.

>>You can only switch 1 card from the Wise Owl even when it decides to play 2 cards at step 2.



Wise Owl

You can play 2 cards at step 2, and wait for others to reveal their cards before you activate 1 of the cards you play.

>>Your niche is selective. You can decide to use it or not.

>>After summing up, the card that hasn't been activated should still be discarded.



Autotomous Lizard

You survive the 1st fatal attack and refill Health to 2, but the attacker with the least damage should still quit.



Vampire Bat

You recover 1 Health when you successfully deal damages with Attack 2 or Attack 3.

>>If your Attack is blocked by Defend or is ineffective because of Penguin's niche, you can't restore Health.



Tyrannous Elephant

When you play Attack 2 or Attack 3, your target's Defend will be ineffective at that round.

>>If the target's Defend is ineffective, all the players' Attack to the target will be successful.



Sneaky Hyena

When you play Heal 1, others' Heal 1 will be ineffective.
When you play Heal 2, others' Heal will be ineffective.

Mischievous Fox

You play Defend or Heal 2 as Pass Damage.

- >> Pass Damage: If a player on your left attacks you, the damage will be transferred to the player on your right, and vice-versa.
- >> The source of damage remains the same, so if it becomes a fatal attack, you are not responsible for it.
- >> When you play Defend or Heal 2, you will no longer be defended or healed.
- >> You can still pass damage even if Tyrannous Elephant plays Attack 2 or Attack 3 on you.
- >> Only you can Pass Damage, so if your Defend or Heal 2 is switched by Naughty Monkey with another player's card, they can't use it as Pass Damage. Also, others' Defend or Heal 2, when being transferred to you, will work as Pass Damage for you.

