

# ANIMIX™

## -RULES-



### INTRODUCTION

Try to score the most points by playing the best mix of animals.

The animals you play in front of you will score points based on the other animals that are played in the centre 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 centre are the perfect mix to win the game!



**MATHIEU BOSSU**



**SIMON DOUCHY**



### CONTENTS

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

# OBJECT OF THE GAME

Score the most points by playing the best mix of animals.

## SETUP

**1** Depending on player count, select the corresponding amount of animal species as shown in the reference table below. All unused species are discarded back to the box.

Shuffle together the chosen Animal cards (10 per species). Randomly place these cards face up in the centre of the table in a grid, respecting the number of columns and rows indicated in the reference table below.

**2** Deal out 6 of the remaining Animal cards to each player, face down (or 5 if you are playing with 6 players). Any remaining cards are discarded back to the box without being looked at. Do not reveal your hand to other players!

**3** Make a pile of all the Mountain tokens next to the play area.

Players should keep a small free space in front of themselves. They will play their personal Animal 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

The last player to have petted an animal starts. Players take turns in a clockwise direction. On your turn, you complete either action A or action B:

- A** Choose an animal from the cards in your hand and place it face down in front of you. At any time, you can look at the cards that you have placed.



- 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. All the cards which are face down in front of a player are flipped face up. For every species, the player with the largest number of animals in that species wins the corresponding points.

If several players have an equal number then 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 species earns points according to their own scoring method as described on the next page.

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.



# 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 right). Touching diagonally does not count.



## 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 Pelican 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

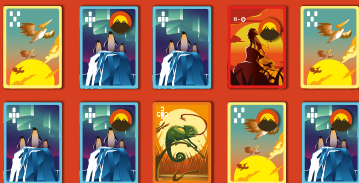
Score a total of 11 points minus the number of lions in the grid. Watch out: there must be at least one lion in the grid for points to be scored.



**SCORING EXAMPLE** In this instance, each species wins the following number of points:

**Penguins:**

The biggest group of penguins connected orthogonally is made up of 4 Penguin cards. This penguin 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 Pelican cards. These pelicans are therefore worth 8 points.

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

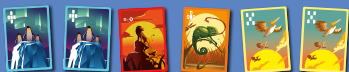
*Margot has the most chameleons (8 points) and is tied with Romain for the highest number of pelicans. They therefore share the 8 points, so they each win 4 points. Margot's total is 12 points.*



*Zoe is 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 so she wins 6 points for them. Zoe's total is 10 points.*



*Romain is 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.**



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