

2-6 players - 20 minutes - 6 and up

ANIMAL WORDS

Goal of the Game

The animals forgot their names after taking their daily bath in Watsyurname Lake. Help them find the letters that make up their names.

On each round, recreate your animal name, then try guessing the names of your teammates' animals.

At the end of the 5th round, count the stars you and your teammates won together and assess your score.

Setup

- 1 Place the bag filled with all the letters in the center of the table, within reach of all players.
- 2 Each player takes a personal board and a card screen, which they place in front of them.
- 3 Place the deck of Animal cards facedown and the sandglass on the table.



Cocow, your space mascot!

Hi, I'm Cocow! I'll be by your side as you read this booklet. I'm going to give you bits of advice and other instructions to help you get the most out of the game!

In your game box, you will find two decks of cards, one in English and another in French.

You can play the game in the language of your choice.

The variant for the youngest children, new to English, will allow them to become familiar with animal names, while the normal mode is more complex.



The animals have lost their names. Help them recover their identity!



Contents

- 82 cardboard letters
- 6 personal boards
- 60 Animal cards
- 6 card screens
- 1 fabric bag
- 1 2-minute sandglass
- 1 rulebook



For your first game, fold the card screens upward to reveal the bottom of the cards inserted into them.



Game overview

The game is played over 5 rounds.

On each round, first recreate your animal name by drawing letters from the bag, then guess the names of the other animals from the letters your teammates placed on their boards.

First phase : Recreate your animal name

At the beginning of each round, deal an Animal card facedown to each player.

Then, each player chooses one of the two animals depicted on their card, and whose name their teammates will try to guess.

Each Animal card displays an easy side, worth 1 star ★, and a difficult side, worth 2 stars ★★.

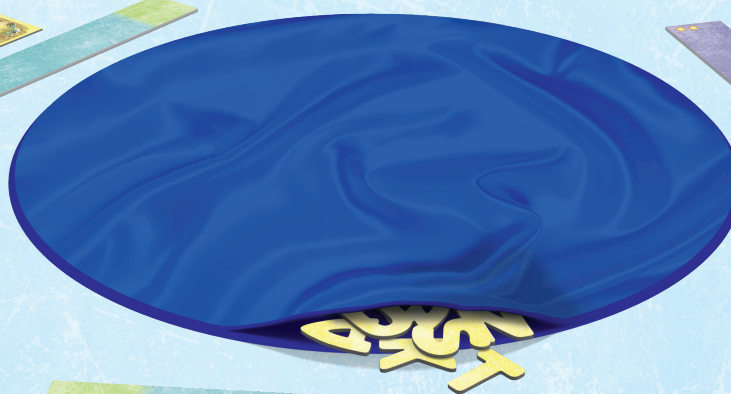
The card is then inserted into the screen, leaving only the chosen Animal visible.

Then, each player places their personal board with the "easy" (★) or "difficult" (★★) side up.

When everyone is ready, the oldest player says "DIVE" as they flip over the sandglass.



Ben



Vincent



HORSE



Lea

Simultaneously, all the players put one (and only one!) hand in the bag and try to find the letters that make up their animal name using their sense of touch.

Players must draw the letters from the bag one at a time, without looking inside, still using only one hand.

After drawing a letter from the bag, the player can either:

Place the letter on their personal board if it matches one of the letters of their animal name,

◀ OR ▶

Return the letter to the bag and draw a new one if they took that letter in error.

The board size limits the number of letters a player can place. If the player's board is full, they must return a letter to the bag or stop drawing. Their teammates must guess the animal name from the letters already placed.

The oldest player is responsible for monitoring the sandglass while drawing their letters. Once the time has run out, they must say "OUT!" and each teammate must immediately remove their hand from the bag without taking a letter (even if they were already holding one).

Vincent chose the card depicting a horse. Therefore, he placed his board with the "1 star" ★ side up. Ben also chose a 1-star animal, while Lea chose a 2-star ★★ animal.

Second phase : Guess the animal names

Once the time has run out, the players can return any letter not included in the animal name to the bag. Then, they can reorganize the remaining letters that make up their animal name so that each letter is placed correctly, from left to right.

The leftmost space is dedicated to the first letter, the second space to the second letter, etc.

When a letter is missing, the player must leave the corresponding space empty.

Then, the boards are swiveled to make the letters legible to all.

The teammates must guess the animal names spelled out on the boards.

They work together for each board to propose a single animal name. **If the proposal matches the animal name to be found, the card is won and is set aside for scoring.**

Variant for the youngest

When the team is ready to guess the animal names, draw as many cards as are in play (for example, for a 3-player game, add 3 cards from the draw pile to the three players' cards), shuffle them facedown, and then place them faceup on the table.

The names of the animals to find are among those visible on the cards.

For each animal name to be guessed, the guessing players must agree on an animal and then point at that animal.

The incorrectly designated cards are shuffled and placed under the draw pile.



The player whose animal name must be guessed cannot help their teammates by giving hints (gestures, mimics, sounds, etc.).

If a player has not found any letters, their teammates must propose a random animal name.



End of round

Set the won cards aside and overlap them, leaving the star(s) ★ visible.

Stow the cards wrongly guessed in the box, and return the letters to the bag.

If you haven't played five rounds yet, deal 1 card to each player to start a new round.



Vincent

The players correctly guessed the name of Ben's animal, "pigeon", and that of Vincent, "horse." Each of these cards is worth 1 star ★. However, they failed to guess the name of Lea's animal, "anteater." Therefore, this card is worth 0 stars ★.

Game end

At the end of the 5th round, tally the stars ★ you earned, then assess your score using the table below:








Download blank cards from our website, which you can customize to play with your own words!



◀ or ▶ www.spacecow.fr/animots-cartes

Number of players	Number of stars				
	★	★	★	★	★
2	1 to 4	5 to 9	10 to 14	15 to 19	20
3	1 to 7	8 to 14	15 to 22	23 to 29	30
4	1 to 9	10 to 19	20 to 29	30 to 39	40
5	1 to 12	13 to 24	25 to 39	40 to 49	50
6	1 to 14	15 to 29	30 to 44	45 to 59	60

 <p>The pigeon and you scored equally. To progress, feel free to play without the sandglass to familiarize yourselves with the letters!</p>	 <p>The goat and you scored equally. You know the names of the animals; now, you will need to find more letters to improve your score!</p>	 <p>You defeated the antelope! You make a great team; now you can try to guess the names of the most challenging animals!</p>	 <p>You did as well as the monkey! Impressive, it's almost a flawless performance. Did our friend the platypus give you a hard time?</p>	 <p>You have matched the lion! Congratulations! Letters no longer hold any secrets for you. You can now play in another language or replace the 2-minute sandglass with 1-minute sandglass!</p>
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Cocow thanks you moo-moo!

Cocow sends all her moo-moo thanks to all the young Earthlings who tested the game. The game designers extend all their thanks to their young and less young Earthlings!

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