



Animal Misfits

Contents:

30 cards (to make 10 characters)

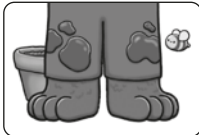
Setting up the game

Shuffle the cards and place them in a face down pile in reach of all players.



To play

- The youngest player starts.
- Take a card from the top of the pile and place it, face up, in front of you. Play passes to the next player.

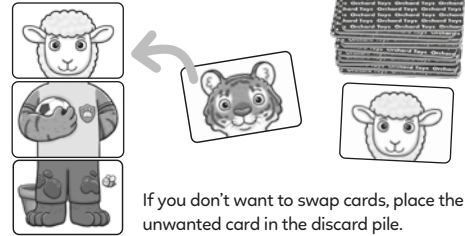


- Players continue to take cards from the pile trying to make a **three-part** character (at this point in the game the parts **do not** need to match).



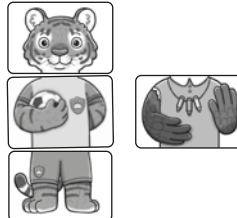
- If you turn over a body part that you **already have**, you can swap the cards and place the unwanted card on a face up discard pile. On their turn, players may take cards from either this **or** the main pile.

Note: If the cards in the main pile run out, leave the top card of the discard pile face up and reshuffle the rest of the cards to create a new, face down, main pile.

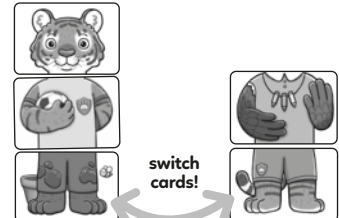


If you don't want to swap cards, place the unwanted card in the discard pile.

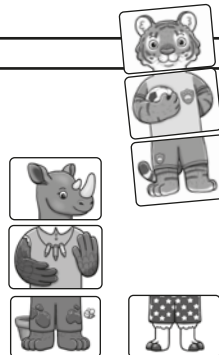
- Once you have a **three-part** character, with or without matching parts, you can start building a **second** character. **You may only build two characters at a time.**



- On your turn, **instead** of picking up a new card from either pile, you can choose to **move a card** from one of your characters to the other. Play passes to the next player.



- Once you have a character with **matching** head, body and legs, place this character to one side and, on your next turn, start collecting parts for another character.



The winner

Play continues until one player has made **two matching** characters and wins the game!

