

Folanimos



4-10 years



2 - 4 players



10 minutes

Contents: - 24 cards: 12 "heads" and 12 "bodies"
 - 24 tiles (thicker cards): 12 "heads" and 12 "bodies"

Object: To win the most cards.

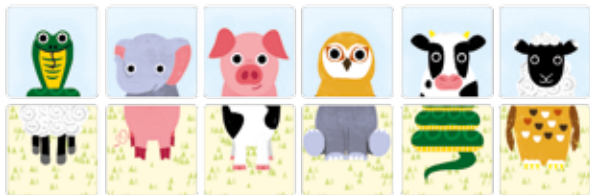
Preparing to play:

Sort the "head" and "body" cards into two decks and then shuffle each deck before placing it face down, thus forming two draw piles.

Lay the "body" tiles out in a row face up on the table.



Then position a "head" tile randomly on top of each of the bodies (it does not matter whether or not the heads match the bodies). You will be playing the rest of the game with these funny animals you have just created.



How to play:

The youngest player starts. The game then continues in a clockwise direction around the table. On your turn, draw a "body" card and place it on the table so that all players can clearly see it. There is then a race between the players, because you all have to identify among those strange animals which one's body is the same as that of the card drawn and be the first to imitate the cry of the "head" associated with the drawn "body" card.

In our example, when the snake's "body" is turned up, you must all try to quickly identify which head is associated with the snake's body - a cow's head - and be the first to yell "MOOOOO"!

If you are the fastest you win the drawn card which you place in front of you to constitute a pile of won cards.

NB: If there is a tie between two players, the card will be played again and so is returned to the middle of the draw pile.

Then the game continues: the next player draws a new "body" card, and so on.

When there are no more "body" cards left, start playing with the draw pile of "head" cards.

Winning:

When the cards have run out the game ends.

Players count the number of cards they have won and whoever has the most wins.

NB: To make the game more challenging you can shuffle the "body" and "head" cards together into a single draw pile. When someone turns up a "head" card everyone has to imitate the cry of the associated body and vice versa.