

Animals on Board rules summary

Object: Players split groups of animal tiles to acquire food crates and use the food crates to purchase the animal tiles. At game end, Victory Points (VPs) are scored for collected tiles that are not in pairs.

Setup:

1. Give each player an Ark, a Break Flag, and one Food Crate.
2. In a 4-player game, use all 60 Animal tiles (numbers 1-5 of each of 12 species).
In a 3-player game, use 50 Animal tiles (numbers 1-5 of each of 10 species).
In a 2-player game, use 40 Animal tiles (numbers 1-5 of each of 8 species).
Shuffle the chosen tiles face down and form them into draw stacks.
3. Randomly determine the first player and give him the Starting Player Flag.
4. Each player draws three tiles, secretly chooses one tile, and places it on his Ark (hidden from the view of other players).
5. Once everyone is ready, each player places his other two tiles face up in the middle of the table.

Start of a Round: Add tiles from the draw stacks to the group of tiles in the middle of the table (from setup or from the previous round).

In a 2/3/4 player game, have a total of 8/10/12 face up tiles, respectively, and one face down tile. The tiles at the start of a round are a single Animal Group.

Playing a Round: The player with the Starting Player Flag takes the first turn, then play proceeds clockwise around the table. On your turn, perform one of the following two actions:

Action A) Split One Animal Group: Choose one Animal Group that has at least two tiles and split it into two groups. The two groups do not have to be the same size although they must each have at least one tile. One tile by itself is still considered to be a group.

After splitting a group, take one Food Crate and place it near your Ark (visible to all players).

You may never have more than five Food Crates. If you are about to gain your sixth Food Crate, return one of your Food Crates to the general supply instead (reducing your supply to four Food Crates).

Action B) Take One Animal Group: Choose one Animal Group, pay one Food Crate per tile in the group, place the tiles on your Ark, and plug your Break Flag into its slot on your Ark.

You are now out of the current round.

If you are the first player to take this action in the round, also take the Starting Player Flag.

The number of tiles on your Ark is open knowledge to all players.

If you now have 10 or more tiles on your Ark, announce this to the other players.

End of a Round: After any player's turn, if there is only one player left in the round, that player gets one final turn. Then the round ends and the players remove the Break Flags from their Arks.

Game End: The game ends at the end of a round when at least one player has 10 or more tiles on his Ark.

1. Each player reveals the tiles on his Ark and sorts them by species.
2. Each player returns any of his species to the box of which he has exactly two tiles.
3. If a player still has more than 10 tiles, he must return tiles to the box to reduce his total to 10 – but he may not reduce any given species to exactly two tiles.
4. Each single animal tile in a species is worth its depicted number of VPs.
5. Each tile in a herd of three, four, or five of a species is worth 5 VPs.
6. Each Food Crate left in your personal supply is worth 1 VP.

The player with the most VPs wins. If tied, the tied player who has more different species wins.