Animal Characteristics Card Game

Setup:

Shuffle the cards, and deal out five to each player. Place the rest of the cards in a stack, face down, in the center of the playing area. This will be the draw pile. Have the dealer flip over the top card, and place it as the first card in the discard pile. The player to the left of the dealer goes first.

Game Play:

The object of the game is to complete sets of animal cards from the five card types: Class, Animal, Symmetry, Reproduction, and Movement. Each animal has specific characteristics needed to complete the set, which are noted on the animal card.

On your turn, you may either take the top card off the discard pile, or draw the top card form the draw pile. If you wish to keep this card in your hand, then discard a different card. Otherwise, you may discard the card you just got. You may not have more than five cards at the end of your turn.

When you complete an animal’s set of five cards, play them in front of you, then draw four new cards from the draw pile. This ends your turn (you should have five cards). The set in front of you will be scored at the end of the game.

Play proceeds clockwise until all sets have been played, or no player can finish their set. At this point, the round is over, and scoring begins.

Scoring:

When the round is over, each player adds up all the card values for each completed set they played. No points are awarded for partial sets. The player with the most points wins!