



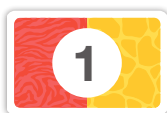
A **WILD AND FUN** animal themed party game  
by Bruno Faidutti and Nathalie Grandperrin

for 3 to 8 people ages 8 and up

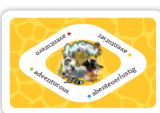


In this game, you'll make a silly monkey of yourself... or perhaps an unhappy squirrel or a clumsy buffalo. **ANIMOTION** requires physical effort, because only the most convincing performance will be deduced by the other players and be rewarded with victory points!

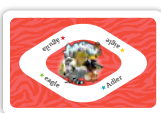
## GAME CONTENTS



6 number cards



51 expression cards  
(double sided)



51 animal cards  
(double sided)



1 alpha animal card



2 dice

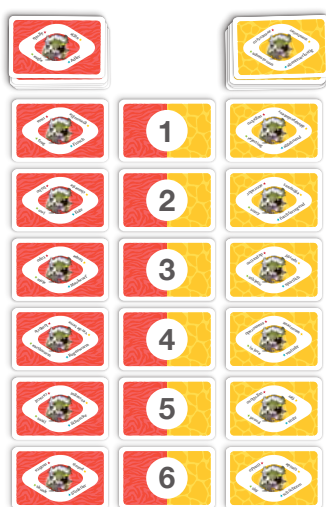


5 blank expression and animal cards each  
(for your own ideas)

game rules  
(in 2 languages)

## GAME SETUP

The **biggest alpha animal** among the group takes the **alpha animal card** and starts the game.



Place the number cards one below the other in a line on the table.

Shuffle the animal and expression cards separately and place them above the numbers to the left and right of the matching colours.

Now turn over 6 cards from each pile and place them next to the matching number cards.

## GAME PLAY

The player with the alpha animal card takes the box and places the two dice inside. Roll the dice in the box and **secretly** look at the result. Then, search for the result inconspicuously on the table.



The **yellow die** shows the expression.  
The **red die** shows the animal.  
Both together makes the combination you will have to perform.

### Important:

Speaking is forbidden, however animal sounds are allowed (if you know what sound the animal you are looking for makes).

The alpha animal has to mime both words at the same time!



### MEANWHILE...

All the other players must guess simultaneously which combination of words the alpha animal is attempting to represent.

**Remember:** everyone has **only one attempt to guess!** If someone gives a wrong answer - either the animal, the expression or even both words are guessed incorrectly - this person is not allowed to guess again during the current round.

The **first correct answer** counts and ends the current round.

The alpha animal receives one of the two cards acted out as a victory point.

The person that guessed correctly gets the **other card** as a victory point.

If everyone guessed wrong, no one gets any points this round.

The two cards that were performed are removed from the game and then...

### PREPARE FOR A NEW ROUND.

Fill up the empty spaces in the display from the appropriate pile.

The alpha animal then gives the dice in the box, along with the alpha animal card, to the next player at the table in clockwise order. This player becomes the new alpha animal and a **new round** begins as just described.

## END OF THE GAME

Play continues until everyone has been the alpha animal 3 times if playing 3 - 5 people or twice if playing with more than 5 people. At this point, the player with **the most cards** wins the game. In the event of a tie, the winner is the person that can roar louder or look cuter. You can decide among yourselves...

**ANIMOTION** is a remake of the French game  
"Animal Suspect" from 2014.

⚙ Bruno Faidutti, Nathalie Grandperrin  
Realisation: Kaddy Arendt, Michael Schmitt  
Lektorat: (DE) Kerstin Fricke  
Translation: Vanessa Abel, Jason Abel

✂ Pablo Fontagnier  
Box illustration comic: Marek Bláha  
Layout: Mühlenkind Kreativagentur  
Support: Lars Frauenrath

Distribution:  
**Pegasus Spiele GmbH**  
Am Straßbach 3  
61169 Friedberg, Germany  
[www.pegasus.de](http://www.pegasus.de)

  
**EDITION  
SPIELWIESE**

**Edition Spielwiese**  
Simon-Dach-Str. 21  
10245 Berlin, Germany  
[www.edition-spielwiese.de](http://www.edition-spielwiese.de)

