

CRITTERS

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Critters is a set of 100+ animal cards and 80 attributes cards that can be played in a variety of family games. Each card has an animal, a point value and attributes for its animal. Attributes are an important quality in playing the various critter games.



Up to four or five players, aged three to 103, can play most games in 10 to 30 minutes.

The games your family can play include:

- **Escape from the Zoo** – be the first to release all your animals
- **Guess My Critter** – players try to guess each other's animal
- **Team Secrets** – players try to guess each other's animal
- **Zoo By Two** – a matching game
- **Zoominoes** – a connections-style game
- **Scattered** – a memory game
- **1-2-3 Flip!** – a fast thinking matching game
- **Critter Wars** – a battle based on points for two players
- **Alpha Battle** – a sequential alphabet game
- **Attributes** – grab cards based on attribute for most points
- **Collector** – collect the most animals to win.

We encourage you to find other ways of playing with your Critters and sharing with us so we can update the rules.

Who Goes First?

Each player draws one card and the person with the alphabetically lowest animal goes first.

Escape from the Zoo

In **Escape from the Zoo**, players must get all of their animals “out of the zoo”. The zoo is your set of animal cards.

Game Setup

1. Shuffle both sets of cards individually.
2. Place the attribute cards face down in one pile.
3. Deal ten animal cards to each player – this is their “zoo”.

Game Play

On each turn, a player flips over attribute card from the draw pile. Each player then tries to remove one animal card that matches the attribute.

Play continues with the next player to the left (clockwise).

Winning the Game

The first person to release all their animals from the zoo is the winner.

Zoo By Two

In **Zoo By Two**, players must match pairs of animals using their attributes. For example, two different birds match, as does a beaver and a cow (both mammals), or a green bird and a green butterfly or turtle and whale (both aquatic).

Game Setup

1. Shuffle the cards
2. Flip all cards upside down
3. Place all cards on table between all players
4. Decide who goes first.

Game Play

On each turn, a player flips over any two cards and examines their attributes.

If any two attributes match, the player keeps the cards. Otherwise, the cards are returned face down.

Play continues with the next player to the left (clockwise).

Winning the Game

Once all cards have been matched, or no more matches are possible, each player adds up the points in their pile. The player with the highest score wins.

Zoominoes

In **Zoominoes**, players connect cards by matching similar animal attributes.

Game Setup

1. Shuffle all the cards, attributes and animals.
2. Flip over one card between all players as the starter card.
3. Deal at least five cards to each player.
4. Assign one player to be the scorekeeper

Game Play

On each turn, a player tries to place one of their cards adjacent to one of the cards in play on the table. If not possible, the player draws a new card and relinquishes their turn. If placing adjacent to more than one card, all attributes must match for extra points. Two pairs: double, three pairs: triple, four pairs: quadruple.

Scoring

Track and accumulate points after each play.

Winning the Game

When all cards have been played, the player with the highest score wins.

Critter Wars

In **Critter Wars**, two or more players compete to get the highest score.

Game Setup

1. Shuffle the cards
2. Deal out 10 or more cards to each player
3. Players can view their cards

Game Play

On each turn, each player flips over one card at the same time. The alphabetically highest animal (by name) wins the pair. Although rare, if there is a tie, flip over another set of cards.

Winning the Game

At the end of each round, count the number of sets won and record the score. Play a few rounds to determine the winner.

Guess My Critter

This is a game of deduction. An even number of players compete to guess each other's secret animal. Pairs of competing players face each other to ask questions.

Game Setup

1. Shuffle the attribute cards and place face up between all players. You can organize into several piles or scatter them all so they are all seen.
2. Shuffle the animal cards and give each player one card face down. That card is the player's secret animal.

Game Play

Each player in turn selects an attribute card and asks their opposing player if their animal has that attribute. That player must answer YES or NO or SOMETIMES. To keep track of deductions, the questioner keeps the attribute card, placing it face up for a YES answer or face down or to the side for a NO answer.

Winning the Game

When a player thinks she know their opponent's animals, she can ask without drawing an attribute card. The questioner wins if she guesses correctly, otherwise the opponent wins.

Team Secrets

Similar to Guess My Critter, this game of deduction is played in teams of two players each. Team mates try to guess each others' animals.

Game Setup

1. Shuffle the attribute cards and place face up between all players. You can organize into several piles or scatter them all so they are all seen.
2. Shuffle the animal cards, giving each player one card in secret. The opposite team player must guess that card.

Game Play

Each player in the team selects an attribute card and places in front of their hidden animal card. The other player in the team uses the attributes to guess the animal.

Up to five attribute cards can be played, after which if the animal is not guessed, the animal card is replaced and the attribute cards returned.

Winning the Game

When a player thinks she know their team mate's animal, they can call out an animal. Guessing it, the team collects the animal to keep score. After five rounds, the teams add their points to determine the winning team.

Collector

In Collector, players must collect animals that match attributes.

Game Setup

1. Shuffle the attribute cards and place face down as the draw pile
2. Shuffle the animal cards and scatter face up between all players such that all are more or less visible.

Game Play

On each turn, a player flips over an attribute card. All players then grab any animal matching the attribute. The players must declare the animal. Players can challenge selections.

Play continues until all attribute cards have been drawn.

Winning the Game

Once all attribute cards have been played, each player counts their points. The winner will have the most points.

Scattered

In **Scattered**, several players must find and collect animals with the same attributes.

Game Setup

1. Shuffle all the animal cards
2. Place the animal cards face down such that all are not covered by other cards

Game Play

On each turn, a player flips over two cards. If they have similar attributes, the player keeps the cards. Otherwise, the player flips the cards back.

Winning the Game

Once all cards have been played, count points collected. The player with the most points wins.

Alpha Battle

In **Alpha Battle**, several players compete to show either the highest or lowest animal name.

Game Setup

1. Shuffle all the animal cards
2. Deal the animal cards equally to all players.

Game Play

On each turn, a player declares “high” or “low”. All players then select one card and reveal them simultaneously. The player with the highest or lowest card wins all the cards.

Winning the Game

Once all cards have been played, count points collected. The player with the most points wins.

1-2-3 Flip!

In **1-2-3 Flip**, several players must find and collect animals with matching attributes.

Game Setup

1. Shuffle all the animal cards and all the attribute cards
2. Place the animal cards face up such that all are not covered by other cards.
3. Place the attribute cards face down in a single pile

Game Play

On each turn, a player calls out “1-2-3 Flip” and flips over an attribute card. The players then try to find an animal that matches the attribute. The first person to do so, keeps the card. The other players cannot continue.

Winning the Game

Once all attribute cards have been played, count points collected. The player with the most points wins.

Speedy/Travel Zoo

In Speedy/Travel Zoo, several players get to find matches without keeping score. You still know who wins.

Game Setup

1. Shuffle all the cards
2. Place the attribute cards face up in a single pile
3. Place the animal cards around the attribute cards in 8 equal piles

Game Play

On each turn, a player selects an animal card that matches the attribute. Once played, discard the top attribute card. If a match is not possible, discard the top attribute card and try again.

Winning the Game

Once all cards have been played, count points collected. The player with the most points wins.

Attributes

In **Attributes**, several players must find and collect animals with matching attributes.

Game Setup

1. Shuffle all the animal cards and all the attribute cards
2. Place the animal cards face down such that all are not covered by other cards.
3. Place the attribute cards face down in a single pile.

Game Play

On each turn, a player flips over the next attribute card and attempts to find a matching animal. The player flips over one animal card. If one of its attributes matches the attribute card, the player keeps the animal card. Otherwise the card is flipped back. The attribute card is discarded.

Winning the Game

Once all attribute cards have been played, count points collected. The player with the most points wins.



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SNOWY OWL



BIRD

FAMILY
B



GREY WHITE
FOREST NEST
FEATHERS BEAK
CLAWS



ALLIGATOR 1



AQUATIC



	ARCTIC		ANTARCTICA
	ASIA		AFRICA
	AUSTRALIA		CENTRAL AMERICA CARIBBEAN
	EUROPE		SOUTH AMERICA
	NORTH AMERICA		CANADA
	NOCTURNAL		
	REPTILE		CRUSTACEAN
	MAMMAL		BIRD
	AMPHIBIAN		FISH
	ORGANISM		INSECT
	CARNIVORE		HERBIVORE