

# Matt Ramsey's Fancy Animals

Components:

- 1 4 Fancy Animal portraits
- 2 78 Material cards (4 suites, 1 - 13)
- 3 48 Clothing cards (Hand, Feet, Body, Head)
- 4 4 Special rules cards



Special rules cards: page 4 End game scoring: page 5  
Example moves: page 8

In Fancy Animals, you will choose one of four different animals and compete to get the fanciest clothing items by arranging the material cards (leather, gem, metal, cloth) in rummy-type runs.

## Definitions

A run = a sequence of at least 3 numbers in the same suit (acquire clothing)

A set = at least 3 of the same number in 3 different suits (to activate special rules cards)

**IMPORTANT:** Runs and sets must always have at least 3 cards. You may never arrange the cards on the table so that there are fewer than 3 cards together.

★ ★ ★ **KEY CONCEPT:** There may be several instances where you will be able to get clothing cards by creating runs using material cards that have come from your hand. However, the core of this game is the ability for players to creatively rearrange cards that have already been played on the table. Players will do this by adding to those runs, changing the suites on cards (each card is dual suited!) and linking them together with other cards, combining several different runs, etc. Please see page 8 for some examples of legal moves that will make up the bulk of the game. ★ ★ ★

Set up: In a 2-player game, you will NOT use the material cards: 12-13. Everyone gets a Fancy Animal card and 10 random material cards from the draw deck. Place the 4 clothing decks face up next to each other and then place the top card from each pile below the main pile—thus, you will be able to see 8 different clothing cards.



On your turn take one of the following actions:

1. Play a card (or cards) from your hand and take one item of clothing (if you make the proper run to do so)
2. Take a new card from the draw deck
3. Activate a special rules card (see Special Rules Cards page 4).

You may never “pass” without playing at least 1 card OR taking 1 card from the draw deck.

Note: you may never have more than 13 cards in your hand at one time.

### How to get a piece of clothing:

Each clothing card displays the point value and the material type and number of cards (a “run”) needed to purchase it .

For example:



This card is worth 3 points (if put in the correct spot by your animal portrait (see the scoring section on page 5) and you get it by creating a run of at least 5 material cards in the leather suit. The run can start with any number but must be in numerical order.

To create a run you must use at least 1 card from your hand to any existing run or set on the table. You may always play several of your cards to several different runs (if you want) but you can only ever get 1 piece of clothing each turn. See examples of legal moves on page 8.

Runs go from 1 to 13 (or 1 – 11 in a 2-player game). So you cannot have a run of, for example, [13, 1, 2 ] unless the Loop card is in play (see Special Rules Cards section on page 3).

Once you acquire a piece of clothing, place it in it’s proper place next to your animal portrait (see the scoring section on page 5).

If there is already a run on the table that fulfills the requirement on one of the clothing cards in the offer, you must still play a card from your hand to any legal place on the table before you can claim that clothing card.

**IMPORTANT:** You may not collect a piece of clothing by simply rearranging cards on the table without playing at least 1 card from your hand to any existing run or set on the table. The run you play to does not have to correspond to the piece of clothing you are receiving. For example: you can play a card to a Leather run but then rearrange other cards on the table to create the necessary Gem run in order to get a Gem item. Note also that a run could be longer than necessary--in other words, you could create a run of 6 cards to get an item that only needed a run of 5 cards.

If you get a piece of clothing, try and place it in its proper spot as shown on the frame of your animal portrait. If that space is occupied you must place it in another available space but there will be a scoring penalty of -2 points (but see Cover Special Rules Card page 4).

If someone gets a piece of clothing, be sure to replace it with a new card from the clothing pile so that there will always be 2 pieces of clothing available for each of the 4 different types of clothing.

#### Wild cards

Clothing cards that you own can be removed from your animal portrait and used as wilds for that material type. For example: a cloth shoe can be used to represent any number in the cloth suit, but not the metal suit. You no longer receive any points for that card. You may use a wild card that another player has played but you must replace it with whichever number it was representing—that replacement card can come from an existing run or set on the table or your hand. If you have a clothing card covering another on your portrait you may **NOT** use the covered card as a wild. If it becomes uncovered (because you used the covering card as a wild) you may then use it as a wild.

## Special Rules Cards

To activate a special rules card you must play a set. The cards must all come from your hand. Once activated, flip over the card or turn it on its side.

That rule is now in effect for all players for the rest of the game.

### Special Rules Cards:

**RETURN CLOTHING.** You may select 1 piece of clothing from 1 pile and put it on the bottom of that pile. In order to do this: You must still play at least 1 card from your hand (e.g., add your card to an existing run or set) and you may not take a clothing card. If, on your turn, you do not play any cards and instead take a card from the deck you may not use this rule for that turn. Note: you may use this rule right away on the turn that it is first activated--i.e., play the set, activate RETURN CLOTHING, immediately return a clothing card.

**LOOP.** You can loop a sequence. That is, 1 can now be placed after 13 (e.g., the sequence 12,13,1,2 would now be a legal run of 4). In a 2-player game, a 1 can be placed after an 11. The same number cannot appear more than once in a run.

**COVER.** You may place clothing items on top of others and the bottom pieces will score  $\frac{1}{2}$  their point value each (round up). Note: If you cover a card, you cannot use it as a wild until it gets uncovered. It would get uncovered only by using the card above it as a wild card. Covered cards do NOT count toward your clothing type bonus (see scoring below).

**MIX MATERIALS.** Two different materials can be "mixed" to make a sequence. You must lay down at least 3 cards (in a run) from your hand and either the cards from your hand OR the cards on the table must match the material type of the clothing you receive. For example: You would like to get the metal shirt requiring a sequence of 7.



You may lay those 4 cards down (do not connect them to the metal cards) and receive the metal shirt. State this move to all players. You may not lay down, for example, 4 leather cards next to 3 metal cards on the table to get the Gem shirt because neither the run you are playing from your hand, nor the run on the table, are Gem.

### Game End & Scoring

After you place a piece of clothing on the last open spot by your animal portrait each other player will take 1 more turn. After that, everyone totals up their score. Each clothing item is worth the point value located in the upper left corner of the card. Animals get MINUS 2 points for every piece of clothing not in the proper spot.

Covered pieces of clothing never cause negative points--they simply score for 1/2 their value (rounded up).

Animals get bonus points for each piece of clothing made from their favorite material. Their favorite material type is located at the top right of the animal card for quick reference.

The first favorite piece of clothing is worth +1, the second is worth +2, the third is worth +3, the fourth is worth +4 for a possible total of 10 extra bonus points for all 4 of the same material type. Covered cards do not count toward this bonus.



### Example scoring:

The fancy pig ended the game by grabbing the Gem Hat. The fancy tiger was not able to get a hat card so he ended his turn by grabbing the Cloth Shirt. Because the Cover Card special rules card was in play he was able to cover the Gem Shirt he had previously placed there.

The fancy pig receives: 1 point for the bag, 5 points for the shirt, 5 points for the shirt and 8 points for the hat for a total of 19 points. He loses 2 points because the Leather shirt is in the wrong spot. He has 2 of his favorite material so he gets 1 bonus point for the first one and 2 bonus points for the second one ( $1 + 2 = 3$  points). His final score is  $19 - 2 + 3 = 20$  points.

The fancy tiger receives 2 points for the glove, 4 points for the shoes, 6 points for the shirt, 3 points ( $1/2$  of 6) for the covered shirt for a total of 15 points. In addition, the tiger has 3 of his favorite material so he receives 1 bonus point for the first one, 2 bonus points for the second one and 3 bonus points for the third ( $1 + 2 + 3 = 6$  points). His final score is  $15 + 6 = 21$  points. The fancy tiger won!

In the event of a tie, the animal with the most of their favorite clothing pieces (including any covered items) wins. If there is still a tie, the player with the highest value of cards left in their hand wins (disregard suite—simply total the numbers). If there is still a tie, all tied players should have a long and thoughtful conversation on which of the tied animals is, in fact, the fanciest. Tea should probably be involved.

## Remember

\*Sometimes it is worth it to use a clothing piece as a wild card in order to get something of higher value.

\*Sometimes it is worth it to place a piece of clothing in the wrong spot on your portrait—especially if it is a material type that your animal loves!

\*If the Remove Clothing Special Rules card is in play, it can be worth it to play a card from your hand to an existing run or set in order to remove a piece of clothing you know an opponent wants or to try and find a piece of clothing that you want.

\*Take advantage of the fact that each card can be used as 1 of 2 different suits. Just because a card is used in a run or set as one suit doesn't mean it can't be removed and used as a different suit.

\*You can often make longer runs than it first appears if you take a few moments to study the table and think creatively!



## Here are several examples of legal plays:

Extend a run:



Your hand



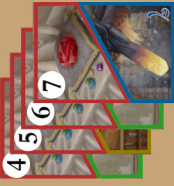
The table

You can make a 7 run sequence by adding the 4 & the 10 in the proper order and collect, for example, the cloth chest piece which requires 7 cards.

Create a run using cards on the table:



Your hand



The table

You can take the 7 from the table and make a 3 sequence run with your 5,6. Because taking the 7 will still leave a group of three (4,5,6) you can legally perform this move.



Change a card's suit and create a run:



Your hand



The table

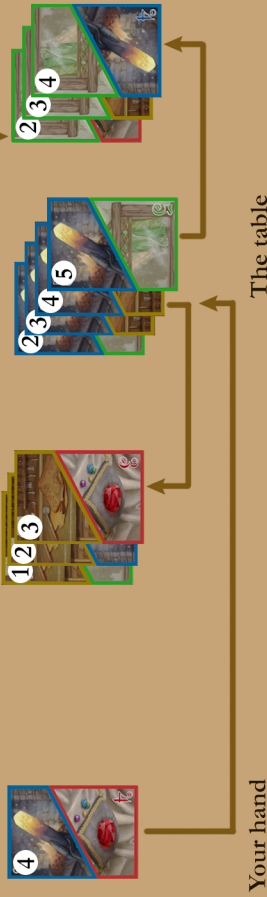
You can take 3 & 4 from the table, flip them to Leather and then add your cards to make 2 through 5 in Leather. While leaving the 5-7 gem cards together.



**IMPORTANT:** a required run can be made completely from cards from your hand or by adding at least 1 card from your hand to one of the existing runs or sets on the table.

Create a run by using several runs on the table:

Let's say you want the Cloth Shoe requiring a run of 5.



You can replace the 4M/L with your 4M/G; take that 4M/L, switch the suite and put it on the end of the leather run, take the 1L/C off of that run, switch the suite, and put it at the start of the cloth run and then take the 5M/C off of its run, switch the suit, and put it on the end of the of the cloth run; thus creating the required run.

Even though you did not directly use a card from your hand in the cloth run, you still created the run by using a card from your hand.

Create a run by rearranging runs on the table:

In the previous example, you would not have been able to rearrange the runs without playing the 4M/G card from your hand. However, from time to time you may be able to simply rearrange the cards on the table to make a required run. In order to take a clothing card, however, you must still play at least one card from your hand onto any existing run or set on the table (the card you play must legally be allowed to go there). Then you make take the clothing card that corresponds to the run you created by simply rearranging the other cards.