

# Anomia

Competitive

Ages 10+


Playing time: 30 minutes

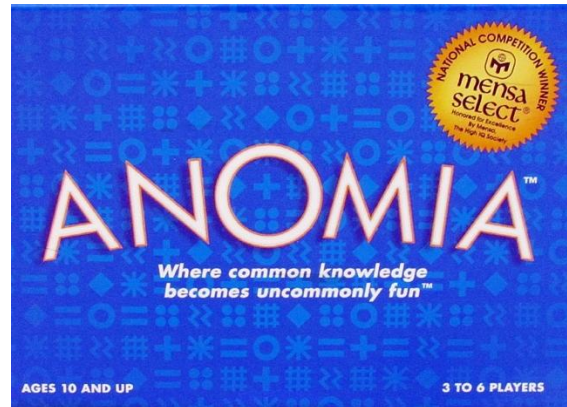
2-6 players

Reading required to play

No math required to play

Time to learn: 10-15 minutes

Strategy level:   
1 goal/strategy      2-3 goals/strategies      4+ goals/strategies



How quickly can you blurt out an example of a topic when under pressure? In Anomia, you'll turn over a card and quickly check to see if its symbol matches the symbol on another player's card. If it does, you will face-off with the other player, racing to name an example of the topic written on their card (e.g., cheese) before they can do the same for yours (e.g., mountain). Under time pressure, it becomes harder than you think! Whoever says a correct example first wins the card. But pay attention – when you remove the card, a new one with a matching symbol could be revealed underneath, causing another face-off! Wild cards can also add a second set of symbol matches to watch out for! When the deck runs out, the player with the most cards wins!