

Quick Start Instructions

Anomia Kids (3-6 players)

Setup:

- Take out and **shuffle 1 of the card decks**. You can set the other back in the box.
- Split the deck into 1-2 draw piles (2 for a large group). Set them **face-down** where all players can reach.
- Most cards show 2 black & white images and 1 coloured symbol. **Wild cards** show 2 different coloured symbols.

How to Play:

- Decide who goes first. On a turn, a player **quickly flips over 1 card** from the draw pile in front of them so everyone can see it at the same time. This card is now at the top of their stack (on the first turn, it will be the first/only card in the stack).
- Everyone looks at the card flipped over. Does the coloured symbol on the card match the coloured symbol on another player's card? **If not**, the next player draws a card. **If there is a symbol match**, those 2 players **face-off**!

How to Face-Off!

- As quickly as they can, the 2 players try to be the first to say a word that **starts with the same sound** as the black & white image on the **other player's card** (not their own card! – see example below).
- Whoever says a correct answer **first** takes the loser's card and places it face-down in their own separate **Winning Pile**.
- After the loser's card is taken, a card underneath might be revealed. If the coloured symbol on that card matches anyone else's, a **new face-off starts!**
- **Example:** Player A flips over a card with an orange squiggle and 2 black & white *spiders*. The card in front of Player B also shows an orange squiggle with 2 *wagons*. Player B says “SNAKE” before Player A names a word starting with an “W” sound. Player B takes the “spider” card and puts it in their Winning Pile. Underneath that “spider” card, Player A has a card with a green arrow, which now matches the card in front of Player C. Now, Player A and C will face-off. Continue until there are no more matches.
- **Wild Cards:** If you flip over a wild card with 2 symbols, place it face-up in the middle until the next wild card is drawn. Now face-offs can happen when the symbols match the wild card AND when the symbols match exactly as usual.

Game End:

- When the draw pile runs out, whoever has the most Winning Pile cards wins!