

Quick Start Instructions

Anomia (3-6 players)

Setup:

- Take out and **shuffle 1 of the card decks** (blue or red). You only need 1 deck at a time to play so you can set the other deck back in the box.
- Split the deck into 1-2 draw piles (2 if large number of players) . Set them **face-down** where all players can reach.
- Most cards show a word and colour symbol. **Wild cards** show 2 different symbols.

How to Play:

- Decide who goes first. On a turn, a player **quickly flips over 1 card** from the deck 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 card in the stack).
- Everyone looks at the card flipped over. Does the coloured symbol on the card match the symbol on another player's card? **If not**, the next player draws a card.
If there is a match, those 2 players **face-off**!
 - **Face-Offs:** As quickly as you can, each of you try to name an example of the person, place, or thing written on the **other player's** card. (Your opponent will try to name an example of something written on your card.)
 - 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 new card underneath might be revealed. If the symbol on that card matches anyone else's, a **new face-off** starts!
 - **Example:** Player A flips over a card with a yellow diamond that says "vegetable". The card in front of Player B also shows a yellow diamond and says "flower". Player A says "TULIP" before Player B names a vegetable. Player A takes the "flower" card and puts it in their Winning Pile. Underneath that "flower" card, Player B has a card with an orange circle, which now matches the card in front of Player C. Now, Player B 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 as well as when the symbols match exactly as usual.

Game End:

- The game ends when the draw pile runs out. Whoever has the most cards in their Winning Pile wins!