

# ANIMETER

## GAME RULES

5+

2-5  
Players

15-20  
Minutes

### COMPONENTS



4



3



2



1

- 3 double-sided tree-meters
- 72 cards with hares, hedgehogs and mice
- 15 red apple crystals (worth 3 points each)
- 35 yellow apple crystals (worth 1 point each)
- game rules and advanced rules leaflets



Red apple

Yellow apple

Predator

Apples in a hollow

Meter difficulty and total points

Long ears    Eagle icon    A character's top



Hare



Hedgehog



Mouse



# COMPETITIVE MODE: HARVEST HUNT!

## GOAL OF THE GAME

Help forest inhabitants gather as many apples as possible! Put the animals on top of each other and reach the apples on a tree-meter. Test your eye-measuring skills and take advantage of each animal's abilities to secure the biggest harvest!

## GAME SETUP

- 1 Choose one of the tree-meters and place it in the middle of the table, so that all the players have a clear view of it.



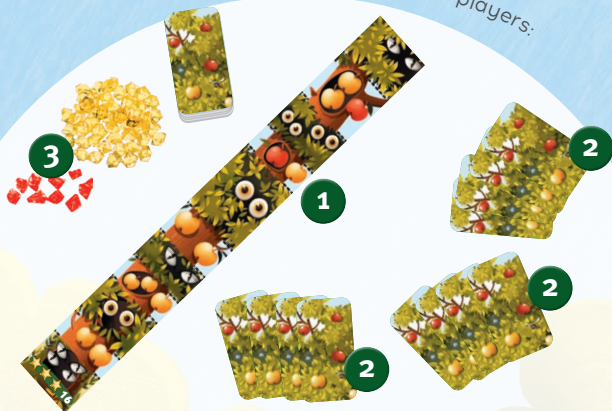
*Note: for your first game we recommend to choose a meter with only one star.*



There are three double-sided tree-meters in the game. The more stars there are at the bottom of a tree, the more difficult is the meter.

- 2 Shuffle the deck of character cards and deal 4 cards to each player. Put the rest of the deck face down next to the tree-meter.
- 3 Put the red and yellow apple crystals nearby.

Setup example for 3 players:



## GAME PLAY

The game is played turn by turn in clockwise order starting with the youngest player. On their turn the players choose a character from their hand and add it to one of their towers. Each player may build **up to 3 towers**. There is no limit to the number of characters in a tower.

**A player's turn consists of 3 steps:**

### STEP 1. CHOOSE A CHARACTER

Choose one character from your hand.



### STEP 2. BUILD A TOWER

Place your chosen character in front of you to start a new tower or add it to an existing tower in front of you. Place the characters on the flat top of each other (be it the head, spines, hat, etc.) But **watch out for the hares!** Although their ears resemble a step, one can use them as such only in certain cases (see "Advanced apple hunters").



### STEP 3. REPLENISH YOUR HAND

Draw one new character from the stack to replenish your hand.

Repeat these steps until every player has played exactly **9 characters**. After that the players proceed to **APPLE HARVESTING**.



## APPLE HARVESTING



*Align the tree-meter with the feet of the lowest character in each of your towers and measure the height of each tower.*

- If the tower top reaches a sector of the tree with apples, take as many crystals from the reserve as there are apples in the sector: yellow crystals for the yellow apples and red crystals for the red apples.

**Note** that not every character may collect apples in the hollows (see "Characters' abilities").



### Important note!

You may not collect apples twice from the same sector, just as you do not need to fight off the same predator twice. When two or more of your towers reach the same sector, you do not collect or lose apples again. But you may choose which of the towers is used for harvesting. It may be crucial when you are facing a predator or an opportunity to collect apples in a hollow.

- If the tower top reaches a sector with predators, watch out! Scare off the predators by throwing apples at them. Discard as many crystals as there are predators in the sector (red apples are not exchanged for yellow ones in this case). Not enough apples to fight off the predators? Discard them later when you collect the crystals with your other towers.

*Note: if there are not enough crystals in the reserve, ask the players who have already done all the measurements to exchange their crystals at the following rate:*



- If the top of your tower reaches exactly the division line between the sectors, you may choose any of these sectors.

## CHARACTERS' ABILITIES:

Each type of characters has their own special abilities:

Mice are very nimble. A mouse at the top of your tower may climb inside tree hollows and collect apples there as well as from the tree branches. Apples in hollows are out of reach for the other characters.





Hares have incredibly strong ears. A hare at the top can collect apples with its ears! You may measure your tower up to the hare's head or its ear tips, choose which is more preferable for you.



Hedgehogs are not afraid of predators. If a hedgehog at the top of the tower reaches a sector with predators, it does not waste apples. Do not discard any apple crystals.



### HARVESTING EXAMPLE:



1 During the game Eugene built 3 towers. The first tower reaches a sector with a hollow, and since there's a mouse on top of this tower, Eugene collects 2 yellow apples.

2 Eugene's second tower reaches the sector with a predator, but the hedgehog at the top of this tower saves Eugene's apples.



3 Finally, the third tower is topped by a hare and Eugene decides to measure it up to the hare's ears. Eugene gets 2 apple crystals for this tower. In total Eugene has collected 4 apples during the game.



## END OF THE GAME



Count the points of each player: **1 point** for each yellow crystal and **3 points** for each red crystal.

The player with the most points is the winner of the game. In case of a tie, the winner is the player with the highest tower. If there's still a tie, all these players share a victory.

*Note: if one game does not seem enough for you, you may play two or three games in a row adding up the scores.*

*Once you have played several games, you can try playing simultaneously instead of turn by turn.*

*You can also play the game with advanced rules (see "Advanced apple hunters" in the Advanced Rules leaflet.*



## COOPERATIVE MODE: WINTER STORES!

*In cooperative mode everyone plays as a team, helping the forest animals store some food for the winter.*

Play this mode just like the competitive mode with the following changes:

- 1** During setup deal 4 cards to each player, then count off 20 more cards and place them as a stack face down in the middle of the table. Put the rest of the cards in the box, you won't need them in this game mode.
- 2** The players build common towers in the middle of the table. Any player may start a tower or add to an existing one. During the game build your towers **at right angle** to the tree-meter.

**3** The players build exactly 5 towers. The goal of the game is to collect the apples from all 5 sectors of the tree-meter (one tower per sector).

**4** Players **may not show** their cards to each other, but it is **extremely important to discuss** each other's actions and characters: their height, type, the length of hares' ears, where you are planning to place each character, etc.

**5** Pay special attention to the eagle icons in the top corner of some cards. The more eagles are seen hovering over the characters, the more difficult it is to collect apples. If you see on the table:



- **1 or no eagles** – it's fine, you may freely discuss your actions and characters;

- **2 eagles** – the predators are nearby, you must hush: you may not discuss anything until at least one of the eagles is covered by another character card;

- **3 eagles** – the eagles have noticed you and are about to attack – scatter, everyone! The game is immediately lost.

### EXAMPLE:

**1** *There are no eagles seen. Everything is fine, the players may discuss their further steps.*



**2** *Now there are 2 eagles hovering above the characters. The players continue the game in silence.*



3

One of the eagles was covered by a mouse. The players may talk again.



6

The game ends as soon as one of the players **takes** the last card from the stack (20 cards played in total). However, the players **may end the game sooner** if they decide they do not want to add any more animals into their towers.

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After harvesting the apples look at the number next to the stars at the bottom part of the tree-meter. This is the total amount of points on the meter.

- If you collected **half** of this number **or less**, alas, your harvest will hardly be enough to feed all the animals during the long winter ahead. *Play again to improve your score!*

- If you collected **more than half** of this number, well done! *Play again to collect even more food for the little creatures!*

- If you managed to collect **all the apples** from the tree, it's outstanding! The animals will be well fed in the winter! *Play again to make sure your victory wasn't a fluke!*

## CREDITS

**Game designer:** Anthony Perone

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