

Animal

3-6 players

52 cards

Difficulty: Easy

Duration: Short

Be the first to get rid of all your cards by shouting the correct animal name fastest.

SETUP

- 3-6 players with a standard 52-card deck.
- Deal all cards face-down evenly. Each player chooses an animal identity.

SCORING

- No points. First player to empty all their cards wins.

Tip: Pick a long animal name and memorize everyone else's animal before the game starts.

ON YOUR TURN

- Flip your top card onto your face-up pile.
- If two face-up piles show the same rank, those players race to shout each other's animal name.
- The slower player picks up the faster player's face-up pile.

Animal is a lively children's card game where each player chooses an animal identity. When two players flip matching card ranks, they must shout each other's animal name as fast as possible. The slowest player picks up the pile, and the goal is to get rid of all your cards first.

Objective

Be the first player to get rid of all your cards by being the fastest to shout the correct animal name when matching cards appear.

Setup

1. **Players:** 3 to 6 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal the entire deck as evenly as possible face-down to all players. Each player chooses an animal and announces their animal name and sound to the group.

Gameplay

1. **Flip:** On each turn, the current player flips the top card of their face-down pile onto their personal face-up pile.
2. **Match:** When two players' face-up piles show cards of the same rank, those two players must race to shout the other player's animal name (or sound).
3. **Penalty:** The slower player must pick up the faster player's entire face-up pile and add it to the bottom of their face-down pile.
4. **Mistakes:** If a player shouts the wrong animal name, they must pick up both face-up piles involved.
5. **Continue:** Play continues clockwise with the next player flipping a card.

Winning

- **Empty hand:** A player wins when they have no cards remaining in both their face-down and face-up piles.
- **Last player:** The last player still holding cards loses the game.

Variations

- **Animal sounds:** Instead of animal names, players must make the animal's sound (e.g., moo, oink).
- **Double match:** If three or more players flip the same rank simultaneously, all involved must shout and the slowest picks up all piles.
- **Swap names:** After each round, players swap animal identities to increase difficulty.

Tips and Strategies

- Pick an animal with a long, difficult-to-pronounce name to give yourself an advantage.
- Keep your eyes on all face-up piles, not just your own, to spot matches quickly.
- Practice saying all players' animal names before the game starts so you can react faster.

Tips & Strategy

Choose a long or tricky animal name to make it harder for opponents. Stay alert and watch every player's flip, not just the person next to you.

The real skill is peripheral attention: watching all piles at once. Choosing a short animal name for yourself is a disadvantage since opponents can say it quickly.