

## HOW TO PLAY

TAKE TWO CARDS:



ONE GREEN ANIMAL CARD



ONE RED AILMENT CARD

START THE TIMER! (1 MINUTE)

TRY TO MIME YOUR ANIMAL FIRST



NO SPEAKING!

IF ANOTHER PLAYER GUESSES IT...

TRY TO MIME YOUR AILMENT SECOND



NO ANIMAL NOISES!

MIME CARDS ONE AT A TIME!

SEE OVERLEAF FOR A SPECIAL BONUS IF YOU CAN MIME BOTH CARDS AT THE SAME TIME!

## ALL OTHER PLAYERS:

GUESS THE ANIMAL & AILMENT TOGETHER!



“A CAMERA SHY DRAGON!”

FIRST PLAYER TO SHOUT THIS WILL WIN THE RED CARD.



ALL RED CARDS ARE WORTH ONE POINT.



THE MIMER WILL WIN THE GREEN CARD.



GREEN CARDS ARE WORTH TWO OR MORE POINTS.



AWARD THE RED CARD ONLY ONCE THE TIME IS UP.  
ONE ANIMAL AND ONE AILMENT CARD PER TURN.  
COLLECT CARDS TO ACCUMULATE POINTS!



AFTER 1 MINUTE...  
PLAY MOVES CLOCKWISE TO THE NEXT MIMER!

## HOW TO STEAL CARDS:

IF YOU STILL HAVE TIME LEFT, AFTER BOTH THE ANIMAL AND AILMENT HAVE BEEN GUESSED...



AT THE BOTTOM OF EACH CARD IS A STEAL MIME YOU CAN TRY.

IF SOMEONE GUESSES THIS, YOU CAN STEAL A RED CARD.



YOU CAN STEAL THE RED CARD FROM ANOTHER PLAYER... OR FROM THE BOX.

YOU CANNOT STEAL FROM THE PLAYER WHO GUESSED THE STEAL MIME. THE GUESSER IS PROTECTED!

IF SOMEONE GUESSES BOTH THE STEAL MIMES, THAT GUESSER CAN TAKE TWO TURNS ON THEIR NEXT GO!



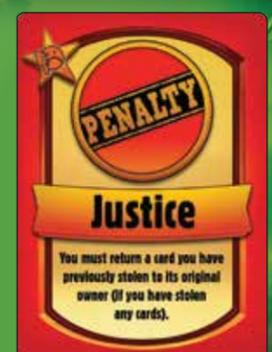
FIRST TO 15 POINTS IS THE WINNER!



## POWER UPS AND PENALTIES



IF YOU DRAW A POWER UP CARD, YOU CAN USE IT NOW OR KEEP IT FOR LATER



IF YOU DRAW A PENALTY CARD, YOU MUST DO WHAT IT SAYS IMMEDIATELY!

HOW TO PLAY GUIDE

# ANIMAL AILMENTS

## HANDY HAND GESTURES



"ONE WORD"



"SOUNDS LIKE..."

"RHYMES WITH..."



"TWO WORDS"



"A SMALL WORD"

"A SMALL CREATURE"

1 SYLLABLE

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2 SYLLABLES

ti ger

## OVERVIEW

IN THIS GAME PLAYERS TAKE TURNS TO MIME (ACT, WITHOUT SPEAKING OR MAKING ANY NOISES)

THE MIMER USES GESTURES AND BODY MOVEMENTS, INCLUDING CLASSIC "CHARADES" TACTICS.

THE OTHER PLAYERS GUESS WHAT CARDS THE MIMER HAS, WINNING POINTS BY GUESSING THE ANIMAL AILMENT!

ALL PLAYERS PLAY AGAINST EACH OTHER. USE YOUR WILD MIMING AND GUESSING SKILLS TO WIN CARDS.

**NO SPEAKING!**

**NO ANIMAL NOISES\***

**YOU CAN USE PROPS.**

**NO POINTING AT LETTERS.**

## \*OPTIONAL RULE (NOISY)

NORMALLY YOU CANNOT MAKE ANIMAL NOISES (UNLESS YOU HAVE THE SQUAWKER POWERUP CARD)

HOWEVER, YOU CAN OPT TO ALLOW ANIMAL NOISES. GREAT FOR KIDS, NOT SO GREAT FOR THE NEIGHBOURS!

IF YOU CHOOSE TO ALLOW THIS, MOOING, MEOWING, SQUAWKING ETC. ARE ALL PERFECTLY FINE...

**BUT NO ACTUAL WORDS OR SPEAKING!**

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## FAQ'S

### WHO GOES FIRST?

IF YOU CAN'T DECIDE, GO WITH THE PLAYER THAT HAS THE MOST HAIR.

### WHAT IF A CARD IS TOO HARD TO MIME?

YOU CAN "PASS" ON CARDS THAT YOU'D RATHER NOT TRY (BUT THE TIMER DOES NOT STOP!).

### WHAT IF NO ONE GUESSES EITHER CARD WITHIN 1 MINUTE?

NOBODY WINS ANY CARDS FOR THE TURN.

### WHAT IF ONLY ONE CARD IS GUESSED WITHIN 1 MINUTE?

THE MIMER KEEPS THE RED CARD ONLY. GUESSERS GET NOTHING.

### WHAT IF I MANAGE TO MIME BOTH CARDS AT THE SAME TIME?

WELL DONE! YOU CAN TAKE TWO TURNS ON YOUR NEXT GO.

## MIMERS RULE!

THE MIMER ALWAYS DECIDES WHO HAD A GOOD ENOUGH GUESS, AND WHO WILL WIN THE POINT.

A BALDING TIGER?



A TIGER WITH BALDNESS?

THE MIMER ALSO DECIDES WHO WON IF TWO PLAYERS GUESS CORRECTLY AT EXACTLY THE SAME TIME.

AGES 12+

PARENTAL GUIDANCE: CARDS MARKED 12+ MAY BE LESS SUITABLE FOR YOUNGER KIDS. YOU CAN IGNORE OR REMOVE FROM THE DECK.

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