

AFFENRAFFEN

A matching game by Michael Schacht

For 2 to 6 players, age 6 and up

Excitement in the zoo! The animals are loose and must be brought back into the enclosures as fast as possible. If only one can remember where the animals were last! All players try at the same time to find and collect pairs of animals. For correct pairs, the player receives positive points and for wrong pairs, minus points.

1. COMPONENTS

- 60 animal tiles (four sets of five animals on three different colored backgrounds)
- 6 additional goal tiles (gold backs)
- 4 goal tiles (red backs)
- 2 place markers (+3 for first place, +2 for second place)
- 1 rules book

2. SETUP

- (1) The animal and point tiles are turned facedown, mixed and distributed evenly over the playing area.
- (2) The purple place markers are set aside. If only two are playing, the second-place tile is returned to the box.
- (3) The four goal tiles are mixed and placed in a facedown pile in the center of the table.
- (4) Paper and pencil are needed for scoring.

3. GAME PLAY

A player turns over the top goal tile. This is the current goal. Players try to find pairs of animals that satisfy the current goal.

The tiles depict five different species: ape, zebra, lion, penguin and flamingo. Each animal appears on three different background colors: blue, yellow and green. There is four of each tile.

Two tiles form a pair only if both the animal and background colors match.

4. EXPLANATION OF THE GOAL TILES

Any 5 animals pairs with any colors Each player simply must collect five pairs. He or she may collect pairs of the same animal species and pairs of same color.

3 different animal pairs with any colors Each player must collect pairs from three different animal species. (They do not have to be the same animals shown on the goal tile.) A player may not possess more than one pair of any animal, but may have different pairs of animals with the same background color.

Any 3 animal pairs with different colors Each player must collect pairs of animals with each of the three background colors (blue, gold and green). A player may possess only one pair of each color. It does not matter which pairs of animals are on the tiles.

3 different animal pairs with different colors Each player must collect pairs of animals with each of the three background colors. A player may possess only one pair from each species of animal. (They do not have to be the same animals shown on the goal tile.)

4.1. Searching for Pairs. Once the goal tile is turned over, players begin searching for animal pairs by picking up tiles, looking at them and placing them back on the table facedown. Players may use only one hand; the other hand must remain under the table. Before looking at the next tile, the previous tile must be replaced in its original location.

When a player finds a pair he wishes to keep, he takes the tiles one at a time with one hand and places them facedown in front of him. The player or his opponents may not look at or touch these tiles until the end of the round.

4.2. Additional Goal Tiles. Additional goal tiles (with gray backgrounds) are mixed in with the animal tiles on the table. When drawn, they give a player extra tasks that can bring positive or negative points at the end of the round.

+/-3 POINT TILES (GREEN NUMBERS): When a player draws a +/-3 point tile, he can choose to keep it or return it to the table. If he decides to keep it, he places it face up in front of him. If the player ends the round with a pair of animals shown on the additional goal tile, he receives 3 bonus points. If he does not, 3 points are subtracted from his score.

+/-5 POINT TILE (GREEN NUMBER): If the player finishes in first place, he earns 5 bonus points. If he does not, he loses 5 points. A player may choose whether to keep or return this tile.

-2 TILE (RED NUMBERS): When a players draws a tile with a -2 on it, he immediately puts it face up in front of another player, who must keep the tile. The player does not receive bonus points if he achieves the additional goal. However, if he does not end the round with a pair of animals depicted on the card, 2 points are subtracted from his score.

NOTE: Since players are not allowed to collect more pairs of animals than the current goal requires, additional goals can be fulfilled only with the pairs collected toward the current goal.

4.3. 1-2-Finished! As soon as a player has the number of pairs required by the goal, he takes the place marker with the 1. Then another player has enough pairs, he takes the number 2 marker and the round ends. In a two-player game, the round ends immediately when a player takes the number 1 marker.

5. SCORING

The players reveal their collected pairs of animals. Each player receives positive or negative points for pairs of animals, place markers and additional goals.

ANIMAL PAIRS: A player earns 1 point for each correct pair of animals and -1 point for each incorrect pair. A pair of animals is incorrect if it does not correspond to the current goal or if it is not a pair of animals (different animals or colors).

ADDITIONAL GOALS: If a player fulfills the goals of the green-numbered tiles in front of him, he earns the points (3 or 5) on the tiles. If he does not, the points are subtracted from his score. If he fulfills the goals on red-numbered tiles, he does not earn points; however, if he does not fulfill the goals, he loses 2 points each.

PLACE MARKERS: If the player who finished first fulfilled the goal, he earns the 3 bonus points as printed on the first place marker. Likewise, if the second-place player fulfilled the goal, he earns bonus 2 points.

5.1. Disqualification. If a player ends the round with more pairs of animals than specified by the goal, he is disqualified; the goal and additional goals are not counted as fulfilled. Correct animals pairs do not score positive points. Instead, the player scores -1 for each pair of animals.

5.2. Next Round. After a round is scored, the animal and additional goals tiles are turned facedown and mixed. The used goal tile is set aside and the next one is turned over to start the new round.

5.3. End of Game. The game ends after three rounds (the fourth goal tile is not used). The player who has the most points wins. If all players have negative scores, the one with the least negative points wins.

5.4. For Younger Players. Affenraffen can be played with younger children if one takes the additional goals tiles out of play. The players simply look at the same time for an agreed upon number of pairs.