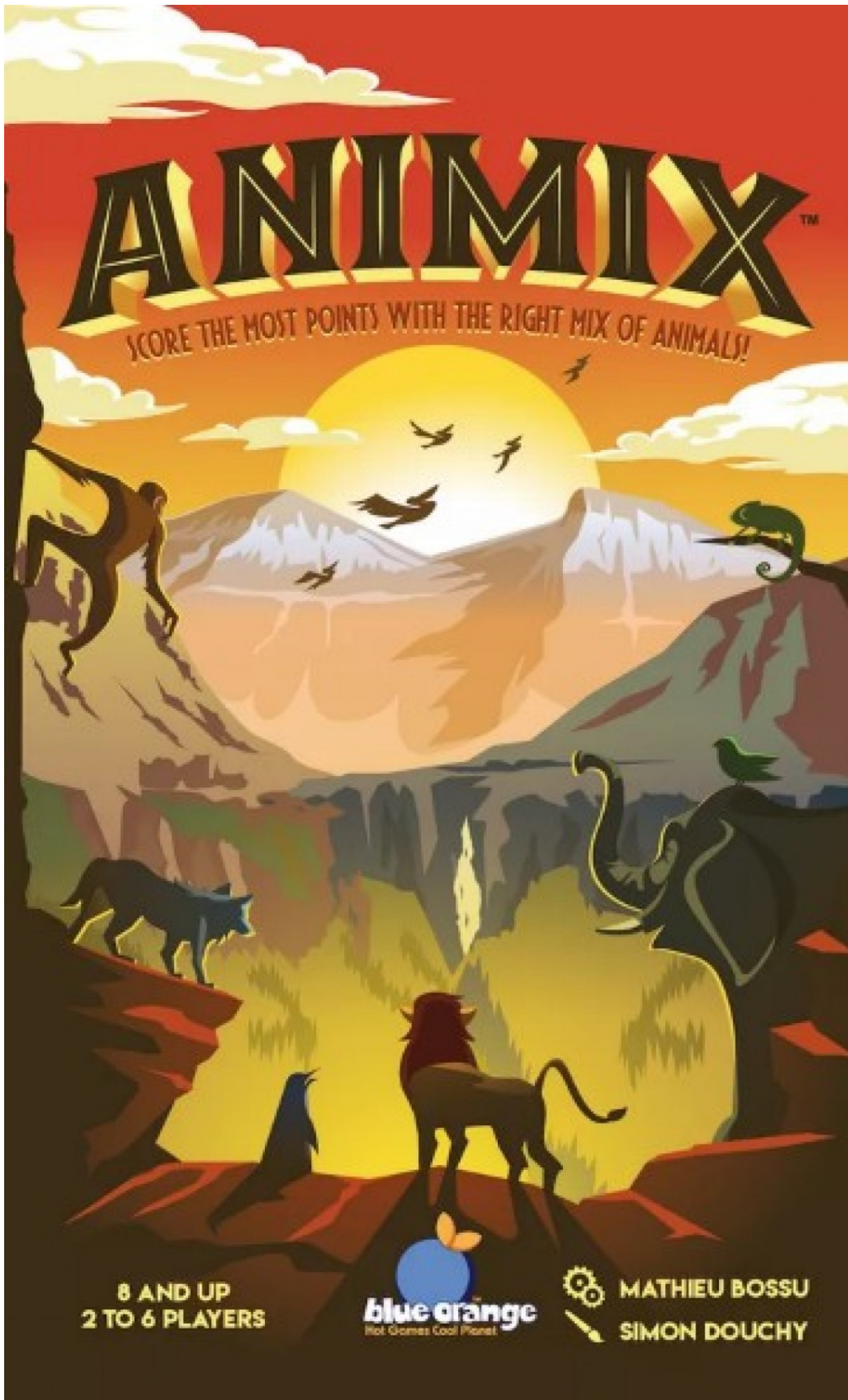


Animix - Learn How To Play This 2 To 6 Players Strategy & Educational Game For Ages 8 and Above By Blue Orange Games

Animix is a set collection game with beautiful, modern illustrations. Learn how to play & score the most points with the right mix of animals!

ANIMIX™

SCORE THE MOST POINTS WITH THE RIGHT MIX OF ANIMALS!



8 AND UP
2 TO 6 PLAYERS



MATHIEU BOSSU
SIMON DOUCHY

San Francisco, California Oct 19, 2022 ([IssueWire.com](https://www.IssueWire.com)) - [Blue Orange Games](#) was founded in 1999 by Thierry Denoual in San Francisco, California. As a company, they are committed to helping family and friends create timeless memories around great games.

Thierry named his new business [Blue Orange Games](#), a reference to a poem by French Poet Paul Eluard, "The Earth is Blue Like an Orange". He felt this name was in line with his vision of a harmonious planet.

Their first game, [Gobblet!](#), was invented by Thierry during a flash of inspiration in a coffee shop in California in the late 90s. This game was an instant success all over the US and helped us build up our company. After that first game, Thierry created, over the years, more than 50 games for Blue Orange Games: Pengoloo, Yamslam, Zimbbos, Sumoku, and Mindo to name a few.

Blue Orange Games has earned a reputation for creating award-winning products with strong play values. Their games are now born from many sources, but they always develop, design, and promote them in-house. They want their games to be enjoyed by families for years to come, so every Blue Orange game must be easy to learn, fun to play, and engaging for a wide range of ages.

Over the last 20 years, Blue Orange Games has sold millions of games all over the globe and our products can be found in over 60 countries. In the US, our games are sold at more than 2,000 independently owned stores, as well as large chains like Barnes and Noble, Fred Meyer, and Target.

[Animix](#) (Released in 2020) is an animal-themed strategy game and the objective of the game is to score the most points by keeping the right mix of animals. Animix is a set collection game with beautiful, modern illustrations. The animals you keep score points based on the other animals that are played in the center of the table. Each type of animal scores points differently, so plan ahead to make sure the cards you keep and the cards you play are the perfect mixes to win the game!

Also called [Animix Park](#), developed by Thierry Denoual & Brandan Parsons, Designer Mathieu Bossu & Artist Simon Douchy.

Setup

- Depending on player count, select the corresponding amount of animal species as shown in the reference table below. All unused species are discarded back into the box. Shuffle together the chosen Animal cards (10 per species). Randomly place these cards face up in the centre of the table in a grid, respecting the number of columns and rows indicated in the reference table below.
- Deal out 6 of the remaining Animal cards to each player, face down (or 5 if you are playing with 6 players). Any remaining cards are discarded back into the box without being looked at. Do not reveal your hand to other players!
- Make a pile of all the Mountain tokens next to the play area. Players should keep a small free space in front of themselves. They will play their personal Animal cards here during the game.

How to Play

Try to score the most points by playing the right mix of animal cards. The animals you play into your personal "pen" will score points based on how the other animals are grouped together in the center of the table. Either play an animal from your hand directly into your pen OR replace an animal from the center grid with one from your hand. Each type of animal scores points differently, so you will need to plan ahead!

The last player to have petted an animal starts. Players take turns in a clockwise direction. On your turn, you complete either action 1 or action 2:

- Choose an animal from the cards in your hand and place it face down in front of you. At any time, you can look at the cards that you have placed.
- Take an Animal card from the grid and place it face down in front of you. You must then choose an animal from the cards in your hand to place, face up, in the space left by the animal you just took. Place a Mountain token from the pile on top of the animal that you moved to the grid. This token locks the animal in so it can no longer be taken.

Note: Animals can be replaced by other animals of the same species.

End of the game

The game ends when all players have no cards left in their hands. All the cards which are face down in front of a player are flipped face up. For every species, the player with the largest number of animals in that species wins the corresponding points.

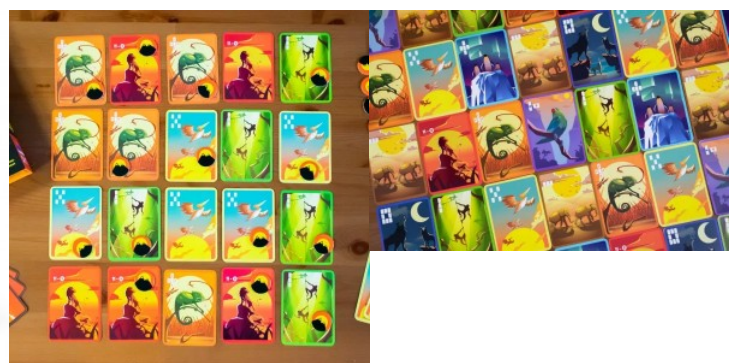
If several players have an equal number then they share the points between them, rounding down to the nearest whole number. The number of points won depends on the position of the animals in the grid at the end of the game. Each species earns points according to its own scoring method as described on the next page.

Each player adds the total number of points won according to the species they have the most of. The player with the highest score wins the game! In the case of a draw, players share the victory.

<https://www.youtube.com/watch?v=ZJ0obcYely0>

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Media Contact

Board Games Galore Wiki

info@board-games-galore.fandom.com

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