

COOL ANIMAL FACTS

Are you an animal aficionado? Test your knowledge and cunning in this nail-biting game of animal trivia. When you play fact cards anyone may challenge your animal knowledge.

If you can't name an animal that matches all the facts, you get another fact card added to your hand. Be the first to play all your animal fact cards to win!



Learn to play video

Credits for the cool cats at Level 99 Games:

Cool Animal Facts Team:
Designer: Kier Arnold
Project Lead: Quinn Washburn
Visual Designer: Francesca Romero
Box Design: Davy Wagnerok
Marketing: Crystal Tsui & Marco DeSantos

Admin Team:
President: D. Brad Talton Jr.
Director of Operations: Joshua Van Laningham

1. GET READY!

Goal: Be the first to empty your hand of cards!

Setup: Shuffle the deck of fact cards and deal a hand of 7 to each player.

You're not allowed to look anything up during the game, except to check if an animal, when named, correctly matches the facts or not. So put your phones, textbooks, and zoo guides away until then!

2. START OF ROUND

Cool Animal Facts is played in a series of rounds.

Each round starts by dealing the top fact card of the deck to the center of the play area.



3. TAKING A TURN

Players take turns, going clockwise, playing one fact card from their hand to the play area. For the first turn of the game choose a player at random to go first.

Players must choose their card carefully, because other players can challenge them to name an animal that matches all the facts in the play area! (See CHALLENGE).

If no other player challenges them, then the next player takes their turn by playing a card.



Example: Playing *This animal is found in North America* would be a good choice because *Crow* fits all the facts!



4. CHALLENGE

Each time a card is played, any other player may decide to challenge the player who played the card. The challenged player must then name an animal that fits ALL of the facts. If the they animal named is:

Correct: The player who was challenged gets to give a fact card from their hand to the player who challenged them.

Incorrect (or cannot prove that they are correct): The player who challenged gets to give a fact card from their hand to the player they challenged.



5. CHALLENGE EXAMPLE

With the clues:

"This animal has hair",
"This animal births live young",
and "This animal hunts animals smaller than itself"

You have to be nearly always right, so you could answer "cat" because these are true of all cats. But if there was also "This animal forms social groups", you would need to pick something more specific, like "lions", because not all cats fulfill this criteria.

When in doubt, you can check online, or put it to a table vote whether an answer is too general or ambiguous.

6. END OF ROUND

Once a challenge is resolved, the round ends. Put all the fact cards from the play area into a discard pile.

Start a new round continuing with the next player in turn order. *Note: Players do not add any new fact cards to their hands!*

7. GAME END



The game ends when a player's hand is empty. That player is the winner!

(After answering a challenge correctly if given one).

8. TIPS



When in doubt, bluff your way out!

No mythical or imaginary animals.



Ultimately, your group always has final say.



Stop here!

You know everything you need to play. See the back for different game modes.

4 COOLEST GAME MODES

Need more ways to show off all the Cool Animal Facts you know? Here's a list of the grooviest game variants!

You'll need to supply your own pen and paper for these modes!

COOL ANIMAL BUFFS

As the game progresses, more and more fact cards will be revealed. If you can name an animal that matches ALL the fact cards, you earn points! But beware of waiting too long, or you may not be able to name an animal that matches all the facts!

- **Players:** 2-4
- **Time:** 10 min
- **Difficulty:** Easy

How to play: Begin a new round by dealing two fact cards face-up to the center of the play area.

In order from youngest to oldest player, each player may choose to name an animal that matches all the facts on the table that hasn't been named before, or to pass.

If a player can successfully name such an animal, they score 1 point per card in the center. If they can't name such an animal, they earn nothing.

After all players have named an animal or passed, reveal the next card.

Each player only gets one chance to name an animal during the round. Use this chance early to score reliable points. Or take a risk by waiting until more cards are revealed. The choice is up to you.

The round continues until all players have attempted to name an animal matching the facts, or until players agree that naming such an animal is impossible.

How to win: At the end of a round, players check their scores. If a player has 9 or more points they win! If more than one player would win, the player with the most points wins, if it is still a tie whoever scored 9 or more points first wins.

If no player has won, clear the cards from the center and deal a new round.

Good luck, Animal Buffs!

COOL ANIMAL DETECTIVES

Guess a secret animal with deduction!


- **Players:** 3-6
- **Time:** 10 min
- **Difficulty:** Moderate

How to play: Each round starts with one player being chosen as the judge and all the other players are detectives. For the first round the judge is chosen at random. The judge secretly thinks of an animal and writes it down. Shuffle the deck, and deal each detective 7 fact cards.

In the play area, save room for three columns of fact cards, one for facts that match the secret animal, one for facts that do not, and a third for facts that sometimes match.

Example: The secret animal is Penguin, so the judge has assigned cards played by detectives to True, False, and Maybe. Note: Only some penguins build nests!

THIS ANIMAL... EATS FISH	THIS ANIMAL... HUNTS LARGER ANIMALS	THIS ANIMAL... BUILDS NESTS
TRUE	FALSE	MAYBE



Detective players take turns clockwise, giving the judge a fact card and then drawing the top fact card of the deck. The judge will put the fact card into the True, False, or Maybe pile based on the secret animal. If the judge is unsure if a fact is true or false for their chosen animal they may look it up or put in the Maybe pile! Detective players may not look up facts about animals.

The detective player who gave the judge a fact card may then make a guess about what the secret animal is, or they may pass, if they don't want to make a guess. There's no penalty for guessing wrong, but it may give additional clues to the other detectives!

The round ends after a detective either guesses the animal correctly or if each detective has taken 4 turns and none have been able to guess the animal correctly.

The first player to correctly guess the animal scores 2 points and the Judge scores 1.

If no detective guessed correctly then no players gain points.

Then, the player to the left of the current judge will act as the judge in the next round.

How to win: The first to score 4 points is the winner!

COOL ANIMAL TOWERS

Test your limits by trying to take as many facts as possible with a single animal!

- **Players:** 2
- **Time:** 15 min
- **Difficulty:** Moderate

How to play: Cool Animal Towers is played over a series of rounds.

At the start of each round, lay out a column of 7, a column of 5, and a column of 3 fact cards on the table.

THIS ANIMAL... BREATHES IN WATER	THIS ANIMAL CAN BE COLORED... BROWN	THIS ANIMAL CAN... REGENERATE LIMBS
THIS ANIMAL HAS... HAIR	THIS ANIMAL LIVES IN... HUMAN HOUSES	THIS ANIMAL HAS... NO TEETH
THIS ANIMAL... SMALLER ANIMALS	THIS ANIMAL LIVES IN... SWAMPS	THIS ANIMAL IS... SLOW
THIS ANIMAL... EATS RODENTS	THIS ANIMAL HAS... SMOOTH SKIN	THIS ANIMAL IS FOUND IN... THE ARCTIC OR ANTARCTIC
THIS ANIMAL HAS... SCALES	THIS ANIMAL... BUILDS NESTS	THIS ANIMAL LIVES IN... JUNGLES



Example: A player names Salmon for the column of 7 cards. They get to take all three of the facts that matched Salmon.

They keep these cards in pile in front of them. As long as they don't take the last card or incorrectly name an animal, they'll score them as points at the end of the round.

Taking turns, a player picks a column and names an animal. They then take as many of the fact cards in the column they chose (and no other column) that match the animal they named. That animal does not need to match all the facts in the row, just as many as they wish to take.

Each animal must be unique—after being named, the same animal cannot be named again this round. Whenever a player cannot name a unique animal that will allow them to take at least one fact card or when a player takes the last fact card from the table that player loses the round and gets 0 points for that round.

If a player names an animal and is challenged (use challenges as described on the other side of the rules sheet) and proven wrong, they take no cards and get -1 point, but if they were right the challenger gets -1 point. The animal they named may not be used again.

The player who won the round counts the number of fact cards they took. If no player has 15 or more points, players start another round.

How to win: Be the first to score 15 or more points!

COOL ANIMAL DOMINOES

Fit your facts into an ever growing puzzle!

- **Players:** 2-5
- **Time:** 20 min
- **Difficulty:** High

How to play: Shuffle the deck and deal each player a hand of 8 fact cards.


Put the top fact card from the deck in the center of the play area as the starting fact. Players take turns placing a fact card in the play area, adjacent to at least one other face-up fact card.

The player must then name an animal that matches the fact they just played and all of the facts in both the same row and the same column. Players earn 1 point for each fact in the row and column. If they are challenged (use challenges as described on the other side of the rules sheet), and are wrong, they score no points and return the fact card they played to their hand. But if they were right the Challenger gets -1 point.

Each time a player plays a fact card they draw a new card from the top of the deck to replace the one they played (unless they were challenged and proved incorrect and the card they played returned to their hand).

THIS ANIMAL... EATS FISH	THIS ANIMAL IS... COMMON AT ZOOS	THIS ANIMAL IS... A BIRD	THIS ANIMAL... EATS HUMANS
THIS ANIMAL LIVES IN... SWAMPS	THIS ANIMAL... FIGHTS FOR SOCIAL DOMINANCE	THIS ANIMAL HAS... A MANE	THIS ANIMAL LIVES IN... FRESHWATER

+3 Points!



Example: A player plays the card "This animal is a bird" and names Ostrich which are also common at zoos and fight for social dominance. There were a total of 3 cards in the row and column of the card they played, so they score 3 points.

Once an animal has been named, that animal can't be named again for the rest of the game! Keep track of previously named animals by writing them down on a piece of paper.

Continue taking turns until a player reaches 20 or more points.

How to win: The first player to reach 20 points is the winner!