

- **AFTER A WILD CARD IS DRAWN:** Going forward, all players must now look out for matching symbols on player's cards as well as matches made by the Wild Card. A Wild Card remains in play until covered by a new Wild Card. If you draw a Wild Card, you get to draw again, but only after all possible challenge Matches have been played.
- **HOW THE GAME ENDS:** When both draw piles are depleted the person with the most cards in their Winning Pile wins the round. You can play another round with the same deck or use the other deck in the box to play with a whole new set of cards. Each deck is unique (except for the wild cards).

A few more important things...

CARD FLIPPING: Flip your card quickly. Make sure that all players can see its face at the same time. You may not peek at your card, and you must keep your hands out of the way. Failure to do so will result in losing your turn. We suggest grasping the card from the far edge and quickly flipping it back toward yourself.

UNNOTICED MATCHES: If there is a match on the table, but the matching players do not notice it, another player may prompt them to look more closely. Subtle murmuring usually does the trick. Nudging can be helpful too. Remember, drawing new cards cannot proceed until all challenge Matches have been played.

REPEATS: The group may determine whether the 'no repeat' rule is in effect for a round. It's fun to play either way, but it's harder when you are not allowed to repeat answers that have already been used. If you opt for the 'no repeat' rule the following applies: Once an example is uttered, whether in play or in conversation, it may NOT be used to win a Match during that round. The exception to this is when the same answer is appropriate for a different card.

Example:

Card = Type of Fruit

Answer: Orange

Card = Colour

Answer: Orange

TIE BREAKERS: If two players tie during a Match, a third player draws a card and flips it over for the two tied players. In this case the two tied players race to call out the answer for the same card. The winner gets the losers card from the initial Match. The card used for the tie-breaker gets shuffled back into the draw piles. If the card drawn for the tie-breaker is a wild card, place it back into the draw piles and draw again.

THE ANSWERS: A correct answer is usually common knowledge, it can be real or fictional, current or historical and is one that the group generally recognises to be true. For example, if you are trying to name a musician, you could give an example of a famous musician (Kylie Minogue), a local musician (your Aunt Sally), or a commonly known fictional musician (The Pied Piper).

Any disagreements about an answer, shall be decided by a group vote. If necessary use dictionaries, magazines, the internet etc.

THREE PLAYER GAME: For three player games we suggest removing 2 symbols from the deck. This will increase the number of Matches relative to the number of players and the number of cards. For example, remove all cards (including Wild Cards) that display the "diamond" and the "O" symbols, and play with the remaining deck.

That's it! Enjoy!



For more information about Coiledspring Games visit us at:
www.coiledspring.co.uk


3-6


Age 10+


30 Min

Warning!

Not suitable for children under 3.

Game devised by Andrew Innes.
Artwork and Graphic Design by Peter Wocken Design LLC.

© Coiledspring Games 2014. © 2009 Andrew Innes, All Rights Reserved. ANOMIA TM & Where common knowledge becomes uncommonly fun TM are trademarks of Anomia Press, LLC. www.AnomiaPress.com.

Coiledspring Games, Unit C1, Twickenham Trading Estate, Rugby Road, Twickenham, TW1 1DQ, UK.

ANOMIA™

Where common knowledge becomes uncommonly fun™

About ANOMIA™

Anomia: (uh-No-mee-uh) - noun - 1) A problem with word finding or recall. 2) Chaos. 3) The game where common knowledge becomes uncommonly fun!

Players: 3* to 6 players, ages 10 and up. (*See directions for 3-player set up).

Cards: Each deck contains 92 unique playing cards (sharing 8 symbols) and 8 Wild Cards.

Goal: To be the person to have won the most Matches and have the most cards in your Winning Pile.

Duration: One round lasts about 20 minutes. Two rounds are suggested.

Vibe: It can be your turn at any time and anyone can be your opponent!

DIRECTIONS

ANOMIA™ is simple. The easiest way to learn is by playing. Playing as you read the directions will help you learn it quickly.

THE CARDS

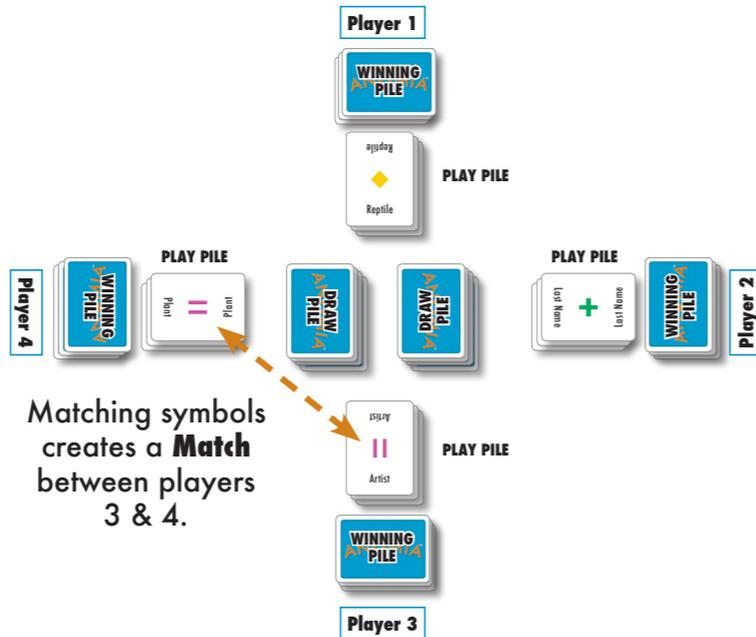
- Take one of the decks of cards from the box. The other deck you can use for the second round.
- Shuffle the cards thoroughly. Split these cards into 2 piles in the middle so everyone can reach them - these are your draw piles.

PLAY BEGINS

The first player draws a card from either pile and quickly flips it face up in front of them so everyone can see it. Each card has words and a symbol. (If you draw a wild card put it back into the deck for now- we'll come back to them shortly).

One at a time, players continue drawing cards from either **Draw Pile** until the symbols on two players cards match. If you draw a card and there is no symbol matching in play, the next player draws. **Note: each player** should only have one card showing face up at a time. If it's your turn and you already have a card in play, flip the new card on top of your existing card. This pile of cards is your **Play Pile** (See Fig 1.)

Fig 1. Here's what the table for a 4 player game might look like.



- WINNING CARDS:** When the symbols on two players' cards match, both players must compete to be the first to call out a correct example of the person, place or thing **on the opponent's card**, before your opponent can do the same for your card. The player who calls out the correct answer first wins that card, and puts it in their **Winning Pile**. The winner keeps their card on their play pile.
- The loser's Play Pile will now reveal a new top card. Watch Out! A new Match may now occur between the loser and another player. Drawing new cards does not continue until all possible challenge Matches have been played. Please note, play is structured so that there can only be one challenge Match at a time, though there may be many in quick succession.
- AFTER A MATCH:** Drawing continues with the next player taking a card and playing it face up on his/her play pile.
- WILD CARDS:** A Match can also occur when a **Wild Card** is drawn. If you draw a Wild Card, place it face up in the middle between the 2 draw piles. (See Fig 2.) A Wild Card displays two different symbols. If those two symbols are in play (i.e. the wild card has the 4 dots symbol and the round circle symbol, and one player has the 4 dots symbol and another player has the round circle symbol on their Play Pile) then those two players must race to call out the correct answer on their opponent's card.

Fig 2. Here's what a Wild Card match between players 1 and 2 might look like.

