

Quick Pix™

NOT JUST AN ANIMAL GAME



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OVERVIEW: You can get started quickly by reading this overview and referring to the rest of the rules as needed. First, deal out five animal group cards (these cards have two animal groups per card), face up to each player. To play, turn over the top card on the animal deck. The first person to cover the animal card with a correct animal group card from their set of five face-up cards, wins the matched set. The player draws another card from the animal group deck, and places it face up in front of him or her, then turns over the next card from the animal deck. The first player to cover this animal card with a correct animal group card wins the matched set. Play continues in this way until one player has won five matched sets.

NUMBER OF PLAYERS: Two to six, ages 7 and up.

EQUIPMENT: One deck of 74 animal cards and one deck of 36 animal group cards, for a total of 110 cards.

OBJECT: To be the first player to win five matched sets.

SET-UP: One player is chosen to be the dealer. The dealer shuffles the animal deck and places it face down in the center of the play area. The dealer shuffles the animal group deck and deals five cards, one at a time and face down, to each player. The remaining animal group deck is placed face down and to the left of the animal deck. Each player may place their cards face up in an area in front of him or her, or may hold some or all of the five cards in hand.

PLAY: When all players are ready, the player to the dealer's left starts by quickly turning up the top animal card, and placing it face up to the right of the animal deck, so that all players can see it. NOTE: The player turning up the card should not have first look at the card to gain an advantage.

THE ANIMAL CARD represents an animal in one of 16 major animal groups. All players, at the same time, try to be the first player to play a correct animal group card on top of the animal card, to make a matched set.

THE ANIMAL GROUP CARD has two animal groups on it, and the player can play it if either one of the animal groups is the correct animal group for the animal. For example, if the animal card is "Butterfly" and the player has the animal group "Insects or Bony Fish" card, the player should immediately play it before another player plays a correct animal group card on the "Butterfly" card.

The player who makes the matched set takes the set and places it next to him or her. After each matched set is made, the player who made the set first draws a new animal group card to add to his or her hand, and then turns up the next animal card. All players then try to make a matched set with the new animal card, and so on. If the animal group cards draw pile becomes exhausted, players can no longer draw back to five cards in hand, but continue to play with the cards they still have.

If a player plays an incorrect animal group card, the player must take it back, and all players then continue to play. There is no penalty for making a mistake. Note that each animal in the animal deck is also pictured on its matching animal group card, so that it is easy to tell when a correct match has been made.

If a player does not have an animal group card which matches the animal card, the player says, "No!" If all players say, "No," then the animal card is put aside. The same player who turned up that animal card turns up another animal card, and play continues.

THE WINNER: The first player to win five matched sets is the winner of the game.

To play again, separate the animal group cards and animal cards, shuffle each deck, deal, and begin play.

A NOTE ON ANIMAL CLASSIFICATIONS

The animal classifications ("taxonomy") and groupings used in this game are based on standard references and generally accepted views. To achieve the best play of the game, we included several levels within the animal kingdom hierarchy (orders, classes and phyla) to encompass a large variety of animals. In addition, we included one grouping, "hoofed mammals," that is commonly used but is not a pure taxonomic classification. Within this group we feature the manatee and the elephant which do not have hooves, but are descended from a line of animals that did. We also included "dinosaurs" as a separate category because they shared similar characteristics (including being extinct), even though an argument could be made that they fall under "reptiles."

ANIMAL GROUP CHARACTERISTICS:

AMPHIBIANS - Cold-blooded vertebrates that can live on land and in water. Other unifying characteristics include relatively smooth skin, which is kept moist by mucus-secreting glands, two lungs, a three-chambered heart, they lay jelly-like eggs in water and have a two-phased life in which aquatic larvae change or metamorphose into adult air-breathing forms.

ARACHNIDS - Invertebrates that are part of the phylum called arthropoda. They have a segmented body, a tough outer skeleton and eight jointed appendages (legs). Most are carnivorous. Arachnids do not have jaws.

BIRDS - Warm-blooded vertebrates that have feathers. Birds also have a four-chambered heart; forelimbs that have been modified into wings, are egg laying and have superb vision.

BONY FISH - Members of the cold-blooded vertebrate animals found in fresh and salt waters of the world. Bony fish are the largest of five classes of fish. The scales, when present, grow throughout life and are made up of thin, overlapping plates of bone. They also have a lid or flap that covers the slits of the gills.

CRUSTACEANS - Invertebrates that are part of the arthropods. Crustaceans are generally aquatic and differ from other arthropods in having two pairs of

appendages in front of the mouth and paired appendages near the mouth that act as jaws. There are many exceptions to the basic features, however, so a catchall definition is hard to make.

CARNIVOROUS MAMMALS - Members of the order "carnivora," literally meaning "meat eaters." The group includes 10 families of living mammals. A mammal is any of various warm-blooded vertebrate animals of the class mammalia that have hair on the skin and the females have milk-producing mammary glands for feeding their young.

DINOSAURS - The common name given to any of certain extinct reptiles, often very large, that lived worldwide for about 150 million years and died out about 66 million years ago (during the Mesozoic Era).

HOOFED MAMMALS - A common grouping of certain mammals, also called ungulates. Most of the modern-day animals have developed hooves - specialized claws or toe-nails - adapted for running. Many hoofed mammals have developed long legs to increase running speed for adapting to life in the grasslands. Many hoofed mammals have also evolved large grooved molar teeth to grind the grasses and other plants that they eat.

INSECTS - The largest part of the arthropod phylum. Like all arthropods, insects have segmented bodies, jointed legs and, when present, external skeletons. They are different from other arthropods because their body is divided into three major sections: the head, thorax and the abdomen. Insects usually have three pairs of legs.

MARSUPIALS - a group of mammals mostly characterized by early or premature birth and a "pouch" on the mother used for continued development and nurturing of the newborn. The largest assortment of marsupials is found only in Australia.

MOLLUSKS - a soft-bodied invertebrate usually all or partly enclosed in a shell secreted by a soft mantle covering the body. The group includes a large variety of forms including the snail, oyster and octopus.

PRIMATES - In general, primates tend to have the following traits: limbs contain five digits that can move well, especially the thumb and big toe for grasping; flattened nails replace sharp compressed claws; the snout or muzzle is shortened; development of binocular vision; expansion and further development of the brain. Most live in or around trees.

REPTILES - A group of air-breathing vertebrates that have dry, scaly bodies rather than hair or feathers. Members of this group also are cold-blooded, lay water-tight eggs on land or give birth to live young, and do not metamorphose or change (young look much like adults).

RODENTS - A group of mammals commonly known as the order of gnawing animals because its members have a pair of broad, sharp-edged incisor teeth that are firmly inserted in both jaws and are used in gnawing the vegetation of which most rodents eat. Most rodents also have well-developed ears. They occupy a variety of habitats: water, land, burrows underground, trees and even partly in the air (flying squirrels).

SHARKS - Belonging to the cartilaginous fish order (chondrichthyes) containing cold-blooded vertebrate animals found in water. The skeletons of these fish are made completely of cartilage, which is the flexible material you can feel in your nose and ears.

WHALES AND DOLPHINS - Members of the cetacean order. Whales and dolphins are warm-blooded mammals that live, breed and rest in the water. They have a streamlined body shape, paddle-shaped front limbs, tail flattened laterally, and they breath through blowholes on top of the head. Some are thought to be the most intelligent non-primates.

AMPHIBIANS

Bullfrog
Newt
Salamander
Tree Frog

ARACHNIDS

Black Widow
Scorpion
Tarantula
Tick

BONY FISH

Catfish
Flounder
Grouper
Sail Fish
Seahorse

BIRDS

Crane
Ostrich
Owl
Parrot
Penguin

CARNIVOROUS

MAMMALS

Bear
Hyena
Jaguar
Mongoose
Otter

CRUSTACEANS

Barnacle
Crab
Hermit Crab
Lobster
Shrimp

DINOSAURS

Ankylosaurus
Stegosaurus
Triceratops
Tyrannosaurus
Velociraptor

HOOFED MAMMALS

Elephant
Giraffe
Manatee
Moose
Zebra

INSECTS

Ant
Bee
Butterfly
Dragonfly
Grasshopper

MARSUPIALS

Kangaroo
Koala
Opossum
Tasmanian Wolf

MOLLUSKS

Conch
Limpet
Octopus
Oyster
Snail

PRIMATES

Baboon
Gorilla
Lemur
Monkey

REPTILES

Alligator
Lizard
Snake
Tortoise
Turtle

RODENTS

Beaver
Chipmunk
Hamster
Mouse
Porcupine

SHARKS

Blue Shark
Great White
Hammerhead
Whale Shark

WHALES & DOLPHINS

Dolphin
Gray Whale
Humpback
Killer Whale

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Game Developers:
Garrett J. Donner & Michael S. Steer

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