



Animal Upon Animal



A wobbly stacking game for 2 to 4 animal stackers ages 4 – 99.

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Playtime: 10-15 minutes

The animals are working together to build a pyramid. Divided into equal teams, they compete to be the most balanced and skilled. On the flamingo's turn, he tries to climb the top of the animal tower. He cautiously edges along the back of the crocodile and then musters all of his strength to pull himself onto the beak of the toucan. From there, he skillfully maintains his balance and walks along the snake to squeeze between the humps of the camel. Now a quick sprint past the bleating sheep and the summit is within reach.

The flamingo skillfully uses the monkey's tail to complete the ascent. Somewhat out of breath but feeling overjoyed, he reaches the top of the animal stack and looks down proudly.

At the bottom, the tortoise begins their turn and looks up to wonder "How am I supposed to get up there?"

In Animal Upon Animal, players compete to be the first to place all of their animals onto the growing animal pyramid.

Game Contents

1 crocodile, 4 flamingos, 4 monkeys, 4 toucans, 4 snakes, 4 camels, 4 sheep, 4 tortoises, 1 die, 1 rulebook

Game Setup

Place the crocodile in the center of the table; it is always the base of the pyramid.

Give each player one animal of each type so that everyone has seven different animals in front of them. This is each player's personal supply for the game.

If there are fewer than four players, return the extra animals to the box.



How to Play

Players take turns in a clockwise direction rolling the die and stacking their animals. Whoever can slither across the floor most like a snake starts the game. On your turn, roll the die and carry out the action it shows.

Roll the Die

What does the die show?



One dot

Take an animal from your supply and place it wherever you like on the animal pyramid, according to the stacking rules.

Two dots

Take two animals from your supply and place them one at a time onto the animal pyramid, according to the stacking rules.

The hand

Pick one of your animals and give it to a player of your choice. That player now has to place it on the animal pyramid according to the stacking rules. If they cause animals to fall, they will take the penalty, not you.

Question mark

Together, the other players decide which of your animals you have to place on the pyramid according to the stacking rules.

The crocodile

Take one of your animals and place it **on the table** so that it touches either the snout or the tail of the crocodile. If there is already another animal standing there, you may place yours touching it instead.

This lengthens the total available area for stacking. From now on, players can stack on top of this animal as well as the crocodile.

Stacking Rules

The following rules apply when stacking animals:

- Players may only place their animals using one hand.
- No part of a stacked animal is allowed to come into contact with the table. (Exception: If the die shows the crocodile, the animal must be placed on the table surface according to the crocodile rules.)
- All animals on the table must be placed parallel to each other.

After you have placed your animal(s), it is the next player's turn to roll the die.



What to do if there is a collapse:

- If some of the stacked animals fall off the pyramid, or if the whole pyramid collapses, the player who caused it selects two of the animals from those fallen and adds them to their own supply. Any other fallen animals are returned to the box. If only a single animal has fallen, then it is the only one that the unlucky player takes.
- If the crocodile has fallen over, simply stand it up again.
- Was the unlucky player holding an animal in their hand when the pyramid collapsed? That animal also goes back in to the player's supply.
- If animals fall off the pyramid without anyone intervening, return all of the fallen animals to the box.

End of the Game

The game ends as soon as one player has placed their last animal successfully onto the stack.

That player has won the game and earns the title of Best Animal Stacker.



Additional Rules for Advanced Stackers:

- If there are fewer than four players, distribute the extra animals equally to all players.
- If animals fall off the pyramid, the player responsible takes up to five of the fallen animals instead of just two.
- When a player has only one animal remaining, they may place it on the pyramid without rolling the die first.

A challenge for children playing alone:

How many animals can you balance on top of the crocodile before the pyramid collapses?

*"I wish to dedicate this game to the memory of my parents
Anton and Scholastika Miltenberger."*
