

Let-Off Studios'

# ANIMAL HOUSES

Be a happy host to your animal friends!

2 to 4 players, ages 7+, 20 minutes

Animals were kicked out of their woodland home when a greedy developer bulldozed their forest. You want to make sure the animals have a place to live, so you've found some buildings of your own where they can move in. Help all the animals you can, and earn the best reputation of all the humans around...!

## GAME CONTENTS:

- 6 woodland animal dice (you can find these at The Game Crafter:  
<https://www.thegamecrafter.com/parts/d6-woodland-animals>)
- 72 Animal Tokens
- 16 Acorn Tokens
- 10 Animal House Playmats
- 2 Score Reminders / Play Aids

## GAME SETUP:

1. Separate all Animal Tokens and Acorns into their own Supply piles.
2. Each player chooses 1 Animal House.
3. Choose an Active Player.
4. The First Player takes the 6 dice.
5. Now you're ready to begin!

Download the Animal Houses PDF, print and cut out the pieces, and you're ready to play!

<https://let-off.neocities.org/games/losah/animal-houses-pnp.pdf>

## HOW TO PLAY

Assume **you** are the "Active Player" in the instructions below.

There are two phases to a Round: the ANIMAL phase, and the HOUSES phase.

### The ANIMAL PHASE:

1. Throw the dice.
2. Starting with the Active Player, each player does one of the following:
  - a. Choose 1 die, and take an Animal Token matching its result. Set that die off to the side.
  - b. If you don't want to collect a Token for any of the available Animals showing on the dice, take an Acorn Token instead.
3. The player to the left of the player who just chose now chooses a die from the remaining dice, selecting a matching Animal Token and removing that die, as above.
4. Repeat until all players have done either A or B above.

### The HOUSE PHASE:

You and all the rest of the players do this at the same time.

1. Choose an available room in your Animal House, and place your Animal Token in it. That room is now taken by that Animal. It stays there until the end of the game, and no other Animal can move in that same room.
2. If you have two Acorn Tokens, choose any Animal Token you want from the available Animal Supply piles, and move it into an open room in your Animal House.
3. Pass all dice to the player to your left. They are now the new Active Player, and a new Round begins.

**(instructions continued on next page)**

## NEW ANIMAL HOUSES

If your first Animal House is now full, choose a second one before starting the next Round. If more than one player fills all the rooms in their Animal House at the same time, the Active Player chooses first, and choosing moves to the player on the left. Any Animal House is okay to choose: there's one case of two Animal Houses being the same, but you can choose them both if you want to.

You now fill that second Animal House the same way you filled your first one.

## ENDING A GAME

If anyone's two Animal Houses are now full, the game ends at the end of that Round.

Now you need to score your Animal Houses based on the listings below:

<b>SQUIRRELS</b> 3pts for each on a Top Floor. 1 pt for each on a Middle Floor. 0pts for each on a Bottom Floor (they don't like it there).	<b>SKUNKS</b> 5pts if on any floor alone or with only other Skunks. ALL animals on the same floor with a Skunk are worth 0 points, UNLESS they are other Skunks. Skunks are allowed on any floor.
<b>RABBITS &amp; BEAVERS</b> 2pts for each on a Bottom Floor. 1pt for each on a Middle Floor. 0pts for each on a Top Floor (they're afraid of heights). +10pts bonus for three matching animals in a row (going left and right across).	<b>OPOSSUMS &amp; RACCOONS</b> 2pts for each on a Middle Floor. 1pt each on any other Floor. +10 pts bonus for three matching animals in a column (going up and down).

The player with the highest score is the FRIENDLIEST HUMAN THE OTHER ANIMALS KNOW!!! If more than one player ties for the highest score, then the other animals are really lucky (and the humans share the victory).

## OTHER GAME NOTES:

Download the print-n-play version of this game from the let-off studios website:

<https://let-off.neocities.org/games/losah/animal-houses-pnp.pdf>

Regular dice can be used instead of the Woodland Creatures Dice (though these dice served as the main inspiration for this game, and you'll have more fun with a set of your own!). Simply assign a number to each of the different animals in the game.

For an extra challenge or game change, try the following. How much do these change the play of the game?

- In a two-player game, throw only three or four dice, instead of all six.
- If a player has only one Animal House while another player has already started filling a second, they take a free Acorn Token at the start of every turn until they pick a second Animal House.
- When an animal is moved into your Animal House, place it face-down instead of face-up. Now, nobody knows who has moved in to your house until they very end of the game – unless they have a really good memory!
- Choose both of your Animal Houses at the start of the game, instead of in the middle of it. Place your Animal Tokens in either of your Animal Houses until they are both full.

## GAME CREDITS

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Dedicated to Joshua & Spencer. Happy Birthday, guys! 😊