CONCEPT™ Kids

Animals



Rulebook

Concept Kids Animals is a cooperative version of the game Concept, adapted to children aged 4 and up.
Use the icons on the board to get other family members to guess as many animals as possible and win together!
The following rules are adapted for younger kids, aged 4 and up.
(Read our tips at the end of the rules to play with older children aged 6 and up).

Contents

1 game board • 110 cards
16 rings • 1 card holder
1 quick rules • This rulebook

Object of the game

In Concept Kids, everyone plays together.
The object of the game is to find 12 animals by using only the various icons on the game board. After 12 animals, tally up the final score and try to do better each game!

Setup

- Place the **game board** in the middle of the table so that all players can see it clearly.
- For your **first few games**, we suggest you only use **blue** framed cards.
  Return the **red** framed cards to the box, they won't be used for this game.
- Shuffle all of the **blue** framed cards and **randomly take 12** to form a face-down deck, next to the game board.
  Return the remaining cards to the box, they won't be used this game.
- Place the card holder in front of you.
- Place all of the rings near the board.



Guess an animal

Note: In this rulebook, "You" always refers to an adult.

During the game, **all children are making YOU guess an animal** by describing it only using the icons on the board.

Take the top card of the deck, **without looking at it**, and place it in the card holder so that all kids can see it.
Then, **taking turns, the children each place a ring on an icon on the game board** to try to help you guess that animal. They can, of course, help each other choose the icons that best characterize the animal.

You can **make as many guesses as you want**. However, the children can only **answer with yes or no** to these guesses.

Result

✓ **If you correctly guess the animal**, place the card face up next to the deck. This card will be worth 1 point at the end of the game.

✗ **If you can't guess and you give up**, the children reveal the animal to you. Then place that card in the box – it won't be counted for the final score.
Note: You must give up if the children can't place any more rings and you can't identify the animal.

Then, draw a card and **try to guess a new animal**.



End of the game

When the deck of 12 cards is empty, the game ends.

Count the number of found cards to determine your **score.**
Compare that **score** with the scale given below to know how well you rate.



Managing the difficulty

You'll find below **three** variants to adapt the game for your children. These variants can also be combined with each other.
For each of these, the game plays out according to the standard rules previously stated, with the exception of the following points:

1

Role Reversal

The children can take your role. To do this, place the card holder in front of a child who puts a card in it without looking at it. You and the other children must now get that child to guess the animal.

2

Level of the Cards

The cards offer two difficulty levels:

- The **blue** framed cards depict animals that children generally learn about in school, in nursery rhymes, or in books.
- The **red** framed cards depict less common animals that require a greater knowledge of the animal kingdom.

To add difficulty, you can play with **blue** framed and **red** framed cards together, or with only the **red** framed cards.

3

For ages 6 and up

When you play with a group of older children, it's no longer the group that makes a player guess, but **a SINGLE player who tries to get all of the other players to guess an animal**.

For setup, take 24 cards instead of 12.

At the beginning of each turn, a player takes two cards from the deck. They choose one and return the other card to the box.
Then that player makes all other players guess the animal they've chosen by using only the icons on the game board.
As soon as any player finds the animal or the group gives up, the turn ends.
It's then the next player's turn to make the other players guess an animal.



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https://www.facebook.com/conceptthegame/

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