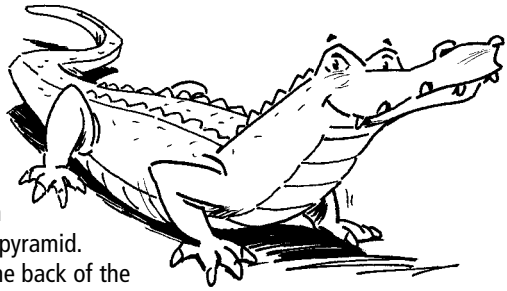
Habermaaß game nr. 4478

Animal Upon Animal

A wobbly stacking game
for 2 - 4 animal piling players ages 4 - 99.

Author: Klaus Miltenberger
Illustrations: Michael Bayer
Length of the game: approx. 15 minutes



The little penguin carefully tries to reach the top of the animal pyramid. He gently climbs on the back of the crocodile and quickly jumps over the collar lizard. From there he balances with utmost skill over the snake and quickly stands on top of the tucan. He just has to pass the bleating sheep and only an inch or so is left to the top.
Skillfully the penguin pulls himself up onto the tail of the monkey. Quite breathless but overjoyed he reaches the top of the animal pyramid and proudly looks down. Down below the ant hegdehog is already waiting, thinking: "How, for heaven's sake, will I climb up there?"

Contents

29 wooden animals
1 die with symbols
set of game instructions

Aim of the Game

be the first to stack all animals

Who is the most skilful at stacking and will be the first left without any animals?

Preparation of the Game

crocodile into center of table, seven different animals per player

Play on an even surface.
Select the crocodile and put it in the center of the table. It is the first animal of the pyramid.
Each player selects seven different animals and puts them in front of them as provision.
If there are two or three players the remaining animals are kept in the box.

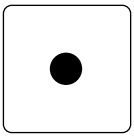
How to Play

Play in a clockwise direction.

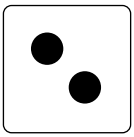
throw die

Whoever can balance on one foot like a flamingo for the longest time, starts the game. If you can't agree, the youngest player rolls the die.

What Appears on the Die?



A dot
Take an animal from your provision and place it carefully with one hand anywhere on the pyramid.



Two dots
Take two animals from your provision and pile them carefully one after the other, with one hand, onto the pyramid.



The crocodile
Take an animal from your provision and put it next to the mouth or tail of the crocodile so that both animals touch. Thus you enlarge the piling surface used for piling animals.



Each time this symbol appears on the die, you can place an animal from your provision next to the animals touching them.



The hand
Choose any of your animals and give it to another player who now has to pile the animal carefully on the pyramid.



The question mark
The other players now determine which of your animals you have to pile. Do this with utmost care.

pyramid collapses = stacking ends

Collapse of the animal pyramid!
Have animals tumbled down during stacking? Or does the whole pyramid collapse? The stacking ends immediately.

Important rules in case of a collapse

animals fall off or pyramid collapses = take up to two animals

- If one or two animals have fallen off, the player who tried to pile them has to take them into their provision.
- If more than two animals have fallen off, the player takes two of them and puts the rest back in the game box.
- Has the entire pyramid collapsed? The player has to take two animals. The crocodile is put back in the center and all remaining animals are returned to the box.
- All animals fall off the pyramid without anybody intervening? In this case all the animals which have fallen off are placed back in the box.

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End of the Game

player places their last animal = victory

The game ends as soon as a player is left without animals. They win and are elected best animal stacker of the day.

Variation for Animal Stacking Experts
Experienced players also take the following supplementary rules into account!

- If you are less than four players you distribute the remaining animals at random between you.
- If animals fall off the pyramid, the piling player has to take up to five animals.
- If it is the turn of a player who is left with just one animal the die isn´t thrown, but the player takes the animal and stacks it immediately onto the pyramid.

If you want to pile animals on your own
How many animals can you pile on the crocodile without the pyramid collapsing?