

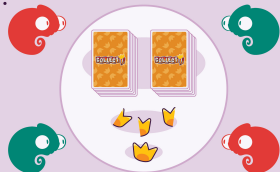
## CLAIMING A CROWN AND WINNING THE GAME

- When the active player forms an **Alliance** at the end of their round, they claim a **Half Crown** (if there are any left). Then, a new round starts. Reshuffle all cards and the next player in turn order goes first.
- If there are no remaining **Half Crowns**, the winner of the round takes the **Full Crown** instead.

👉 **Claim 2 Half Crowns or the Full Crown to WIN!**

## 2V2 MODE

In this mode, the first player to get **2 Half Crowns** or the **Full Crown** wins the game for their team. Teammates must sit across the table from each other:



## RUNNING OUT OF CARDS

When a deck runs out of cards, **split the other deck into 2** and form a **new deck** with the **bottom half**. The round ends in a draw when there are no remaining cards in both decks.



**CROCODILE:** Choose a card from **any player's row**. Put it at the bottom of **either deck**. Close any gap if required.



**CRAB:** Choose a card from **any player's row**. Move it left or right **any number of spaces** within that row.



**MONKEY:** Swap **this** card with **any card** from **any player's row**.



**HERMIT CRAB:** Take another turn if this row contains **at least 1 Crab** (or 1 Chameleon).

## ANIMAL ABILITIES



**OCTOPUS:** Win the round 🏆 if there are **3 different pairs** of cards in this row.

- The pairs **do not** need to be all connected together.
- It is possible to have **2 Octopuses** as part of the 3 pairs.



**PARROT:** Declare an Animal, then **reveal 1 card** from the top of either deck.

If it is the Animal declared, **play the card** (you may choose to activate its **Ability**). If it's not, put the card back on **either deck**.



**WARNING:** A **Chameleon** stands as **any Animal**. If a player reveals a Chameleon this way, **it is considered to be the declared Animal** and must be added to their row.



**LION:** Win the round 🏆 if this row contains **7 different cards** (including this Lion).



**CHAMELEON:** This card counts as **any Animal** in the row. If the row has **2 Chameleons**, you must **immediately** put **both** at the bottom of **either deck**.

# COLLECT!

## CREDITS

Rules V1.2

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SPECIAL THANKS TO ALL OUR PLAYTESTERS!



JÉRÉMY  
DUCRET  
JOHANNES  
GOUPY

SIMON  
CARUSO



# COLLECT!

## RULES

2-5

8+

15'



CM ON

# COLLECT!

THE ANIMAL KINGDOM HAS LOST ITS KING!  
IT'S TIME FOR YOU TO FORM ALLIANCES  
AND BE THE ONE TO CLAIM THE CROWN!

## COMPONENTS

### 4 Tokens

-  3 Half Crowns
-  1 Full Crown

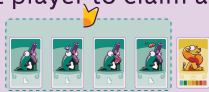
### 64 Cards • 8 per Animal



## OBJECTIVE

Players take turns **drawing and collecting Animal cards**, arranging them in a row in front of them.

By using the Animals' **Abilities**, players aim to **form an Alliance of 4 identical Animal cards** to win rounds. The first player to claim a **Full Crown** wins the game!



## SETUP



- Shuffle all the cards and split them roughly into **2 face-down piles**, forming 2 decks.
- Place both decks in the center within reach of all players.
- Place the Crown tokens next to the decks.
- Randomly choose a starting player, then turns proceed clockwise.

## HOW TO PLAY

**1 DRAW AN ANIMAL CARD:** Choose 1 of the 2 decks and **reveal the top card** to everyone. Then, **pick one of these options:**

Keep the revealed card.



Put it back face down on top of **either deck**, then reveal the top card of the other deck and **keep it**.

**2 PLAY AN ANIMAL CARD:** Play the revealed card from 1 and place it on either the **far left** or **far right** of the player's row (on their first turn, players simply place the card in front of themselves).



**Tip:** The game is **more strategic** than it looks. **Anticipating** where you place your card may help.



**3 USE THE ANIMAL'S ABILITY (OPTIONAL):** If the card played has an **Ability**, you may choose to activate it **immediately**.



**Example:** After playing this Crocodile, Johannes **may** choose to use its **Ability** to destroy **any other card** around the table.

**4 END OF TURN:** Check if an **Alliance has been formed**. If not, the next player continues clockwise.

## FORMING AN ALLIANCE

A round ends immediately if, at the end of the active player's turn, they have formed an **Alliance**:

**THE PLAYER HAS CREATED AN ALLIANCE OF 4 ADJACENT IDENTICAL ANIMAL CARDS**



**Example:** 4 Crabs adjacent to each other, or 3 Crabs and a Chameleon adjacent to each other (the Chameleon counts as a wild card when in a player's row).

OR

**THE PLAYER HAS CREATED AN ALLIANCE BASED ON AN ANIMAL ABILITY:**



**Example:** Jérémy has 3 pairs in his row. With the Octopus' ongoing Ability, he wins the round.

As a reward, they claim a **Half Crown** token or the **Full Crown** token.