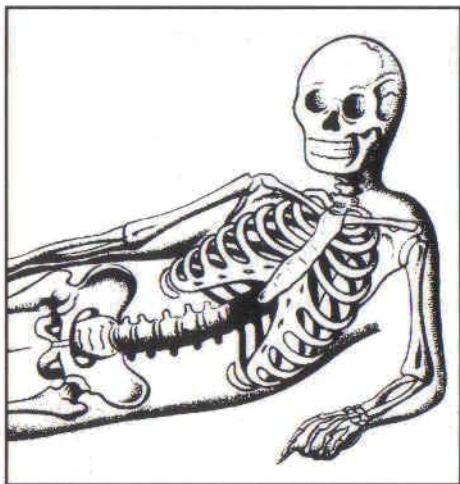


ANATOMIX

RULES



Thank you for purchasing Anatomix. This fast-moving family game is for up to four players or teams from the age of five. There are two levels of difficulty so that players of different ages and abilities can play together. We have included some extra variations that can make the game easier or more challenging if required. Children from five years of age can start using this game as a simple jigsaw as well as playing Level 1.

CONTENTS

- Playing Board
- Set of 84 cards
- 48 jigsaw pieces to complete four jigsaws
- Anatomix Spinner
- Multi-lingual booklet

On the playing board, can you relate the decorations/illustrations around the bodies to specific parts of the body? Here are some examples to get you going:

- (i) For the skeleton picture the helmet could represent the skull, as both protect the brain.
- (ii) In the nerve picture the computer could represent the brain as both process a lot of information.
- (iii) In the muscles picture the man raising his left arm is using his biceps.
- (iv) In the organs picture the bellows could represent the lungs.

Do not worry if you cannot make a connection, as you learn about the body more ideas will come to you!

OBJECT OF THE GAME

To be the first player to complete their body jigsaw.

RULES FOR LEVEL 1 for players from the age of five

The puzzle pieces are all placed upside down so that the numbers on the back of the pieces are visible. This pile is called the **Body Bank**. The youngest player goes first and spins the **Anatomix Spinner**. If a number is indicated- and there are two numbers to choose from- the player picks a single jigsaw piece from the Body Bank with either of the two numbers on it and turns it over to see whether it goes on their body jigsaw or not. If it does, it is then placed on their body jigsaw, if not the player keeps that piece for use if they have to give or swap a body piece with any other player (see below). If a red area is indicated (the ones with the faces) the following actions must be followed:

Two happy faces means that you swap any single body piece that you have with any single body piece of your choice that any other player has.

A sad face with a -1 means you have to return a piece to the body bank.

Only one spin of the Anatomix Spinner per turn is allowed. It is then the next player's turn.

HINT

If you already have a body piece eg No 3, and you earn another No 3 piece, keep it near you as you may want to give it or swap it with another player.

GAME VARIATIONS

To make it easier you may want to let all players start with three puzzle pieces chosen at random.

RULES FOR LEVEL 2 for players from the age of twelve

The same as above with the extra dimension of when a number is indicated the player has to answer a multiple-choice question. Only if this question is answered correctly can the player pick up the numbered piece from the Body Bank. Whether a correct or an incorrect answer is given it is the next player's turn.

Each card has two multiple-choice questions. The person to the right of the player who has to answer the question picks up the card and asks the player whether they want to answer the first or second question, and that question is then asked.

All other rules from Level 1 apply.

HINT

If you have to give or swap a piece, your choice can be tactical to hinder other players' attempts to complete their body jigsaws.

GAME VARIATIONS

(Please agree any variations to the rules with all players before starting!)

1. Return a piece to the Body Bank if an incorrect answer is given, or
2. Do not provide the multiple-choice answers to the questions and simply pose the questions instead or
3. Agree that a piece can only be placed on the board if it connects to a piece that is already on the board.

We would like to thank our panel of Doctors and translators who helped us with this game.

DR Susan Loughlin, DR Annette Schuh, DR Ricardo Pinto, DR Artaut;
Geneviève Lalanne, Eveil & Jeux; Ian Orr-Ewing, Chiltern Translation Svcs

ANATOMIX

Question & Answers

- **What happens when the game is played with less than four players?**
 - ≥ If only two players are playing, all forty-eight puzzle pieces are to be used, with each player controlling two bodies.
 - ≥ If there are three players, leave one complete puzzle in the box, and use one each.
- **What happens when you can't take a piece from a player?**
 - ≥ The only time you would be unable to take a piece from another player is on the very first spin, in which case spin again. Otherwise, any piece can be taken from any other person, i.e. the piece does not have to belong to your puzzle, you could simply want to stop another player winning.
- **Once pieces are put down on the puzzle board, are they still subject to swap or take?**
 - ≥ Yes.
- **What happens if I spin and there are no pieces with that number in the Body Bank?**
 - ≥ Spin again. If after three spins you do not get a number you want then it is the next player's turn.
- **What do you do when there are a small number of pieces left in the Body Bank?**
 - ≥ When there are only two pieces left in the Body Bank all players have to donate the pieces they have collected but have not been able put on a puzzle (as they belong to another player's puzzle) back to the Body Bank.

- **How long do I have to answer a question?**
 - ≥ Approximately 10 seconds, don't be too strict!
- **How long will the game take to complete?**
 - ≥ Approximately 30 minutes with 2 players, 40 minutes with 3 players 50 minutes with 4 players.
- **Why do you get a choice of two numbers from the spinner?**
 - ≥ So that you have a choice of which piece to add to your puzzle.
- **Can I play Anatomix on my own?**
 - ≥ Yes! Try mixing all the 48 puzzle pieces together, and then see how long it takes you to make up the four individual puzzles.
 - ≥ What happens if you put a piece from one puzzle into another? You get to see for example how the heart fits in with the skeleton, or how the nervous system and the muscles work together.
 - ≥ Can you think how the cartoon drawings round the edges of the puzzles might relate to the body?

GAME VARIATIONS:

Agree any variations before play begins!

- ≥ If a player gets a correct answer, they can have another turn up to a maximum of three. or
- ≥ If a player earns a puzzle piece that connects to a piece already on their puzzle they can have another turn
- ≥ You can also play a type of memory game with two players. Place all the pieces face-down on the table, and take turns to turn over two pieces, until you find two from the same body. (The colour of the background should help to identify that you have two from the same body.) The person who completes their two puzzles first is the winner.