






# ZANIMATCH

 5 to 99 years

 From 2 to 6 players

 **Contents:** 12 big "trivia" cards, 60 "animal" cards, all the animals are listed on the back of the game rules

 **Aim of the game:** to be the first to get rid of all his cards

 **Rules of the game:** The youngest player begins. You play clockwise. Deal out 8 "animal" cards to each player. The rest of the cards make up the pick. The pack of "trivia" cards is placed in the middle of the player, face down. The first player turns the first "trivia" card. He puts it face up in the middle of the players.

Each player carefully notes his hand and the "trivia" card.

The players must very quickly find a card showing one of the animals seen on the trivia card.

The quickest player wins if the card played effectively represents an animal on the "trivia" card. So he gets rid of his card. If not, he takes back his card and he is penalised by picking up 2 extra cards.

The other players take back their cards. Each player turns another "trivia" card on his turn, and so on.

At the end of the deck of "trivia" cards, turn them over and start again.

**Variants, for the quieter player:** A player turns down the first "trivia" card and puts it in the middle of all the players. He counts to five out loud. During this time the players must carefully note the picture and the details of the picture. Then the "trivia" card is turned down. Each player must place in front of him all the cards showing animals seen on the "trivia" card.

The "trivia" card is turned down again for verification. The players who have taken bad cards take them back, and pick up an extra one. The good cards will not be included in the game and will be put aside.

The winner is the one who has the least cards in hand, after all the "trivia" cards have been played.