

4-7
years

2
4

10
min

Zoomino



Grégoire & Jules Largey



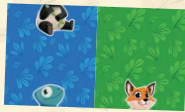
Pierre Willot

Have you ever come across a pandapotamus? Or a chamelion? In the magical world of *Zoomino*, animals have ideas we can't make head or tail of. It's up to you to assemble the real animals and take some nice photos for the memories. Click! It's in the can!

Goal of the game

Build real animals (lion, panda, parrot) to score the most points.

Contents



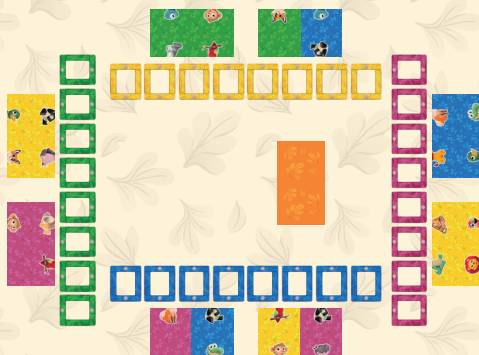
60 dominos
(10 different animals)

32 double sided
photo frames

Setup

Each player chooses a frame color and takes the eight corresponding frames. Shuffle the dominos and place them in the middle of the table, face down, to form a draw pile.

Each player takes two dominos and adds them to their hand.



Example of game setup

How to play

All players play at the same time:

1. Each player chooses one of the two dominos in their hand and places it in front of them, in their play area.
2. Each player places their second domino in front of the player to their left, face down.
3. When every player has a domino face down in front of them, they pick it up. They also draw a domino from the draw pile and add it to their hand. Then repeat these three steps.



Make sure you choose the domino you give to your neighbor carefully as it could help them create an animal!



Placing a domino in the play area:

When you place a domino in your play area, you must place it horizontally. It must be adjacent to another domino to form at least one animal (except during the first round).

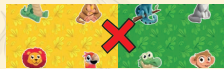
You'll create two types of animals:
Real animals: With a head which matches the body.
Imaginary animals: Made up of two different animals.



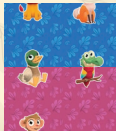
IMPORTANT: Make sure that no head or body ends up facing an empty space **on another domino**.



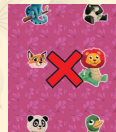
At least one animal is created.



You can't play this domino as it doesn't create an animal.



Two animals are created.



You can't play this domino because the fox's head is facing an empty space.

Each time you create a real animal with your dominos, place a frame on it to take a picture.

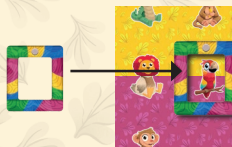
If **both** backgrounds are your color, place the frame on the **solid** color side (2 points).

If at least one of the two backgrounds is not your color, place the frame on the **multicolored** side (1 point).

I have the **blue** frames:



I have the **yellow** frames:



I have the **blue** frames:



Game end

The game ends as soon as a player places their eighth frame in the play area (or if there are not enough cards in the draw pile for everyone).

Each player scores 1 point for each multicolored frame and 2 points for each solid colored frame in their play area.

The player with the most points wins the game.

In the event of a tie, the player with the most imaginary animals on a solid background of their color wins.



Note: To make it easier for children to count their score, there are colored dots on each frame to show how many points they're worth.



2 points for solid colored frames



1 point for multicolored frames



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WARNING! Not suitable for children under 3 years, because small parts could be swallowed. Keep this information and address for future reference. 01-2024

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