

ZOO TAC TOE

Children's Matching Game

(Updated June 26, 2020)

Zoo Tac Toe is an animal matching game for children to get their critters to “escape from the zoo”. Two or more players line up tokens in order to collect coins. There are several ways to play.



LASERCUT COMPONENTS:

- Ten 6x6 game boards (print more as needed)
- 32 attribute cards comprising 128 animals
- 12 coins valued 3-6 points
- Four sets of colored markers
- One die.

GAME MODES: You can play with a

- single game board
- individual boards
- individual boards with dice.

Playing with a single board is the most challenging.

SINGLE BOARD SETUP: Place one board between all the players. Shuffle the attribute cards and place face down on the table. Give each player a set of colored markers. Place the coins face up between the players.

INDIVIDUAL BOARDS SETUP: Give each player a game board. Shuffle the attribute cards and place face down on the table between all the players. Give each player a set of colored markers. Place the coins upside down between the players.

DICE MODE SETUP: Setup as individual boards except split the attribute cards into two face-up piles.

NO-DICE GAME PLAY:

On each turn, a player will flip over an attribute card. Each player will place their coloured token on an animal that matches one of the animals on the attribute card.

DICE GAME PLAY:

On each turn, a player will roll the die to select a column 1-6. Each player will place their coloured token on an animal that matches one of the animals on one of the attribute card in the selected column. Discard the attribute card(s) used by all players.

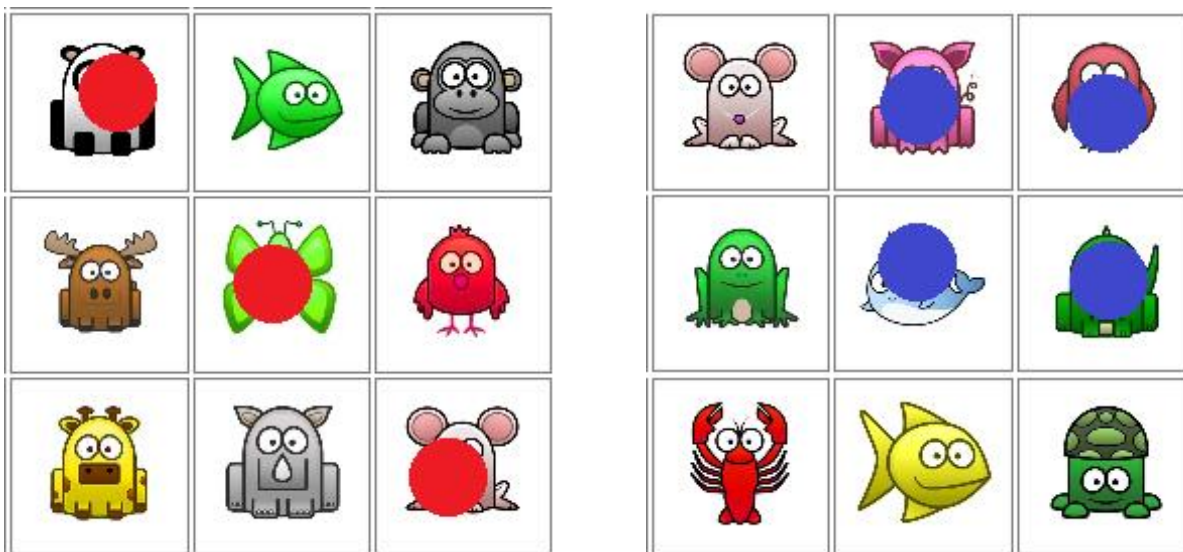
OBJECTIVE: Line up three or more same-coloured adjacent markers or form a square, in order to collect a coin matching the lineup length. Once a coin has been collected, remove the respective markers. It is possible to collect two coins when two lines are made by intersection.

Note: if a coin is not available matching the lineup, take a lower valued coin. For example, you made a square but there is no 4-point coin, take a 3-point coin.

ENDING THE GAME: Once the last coin has been collected, everyone adds up their coins. The person with the most points is the winner. In case of a tie, record the scores and play again.

WINNING PATTERNS:

To win a coin, align your markers in an adjacent pattern, with three or four in a line or a square, for example:



STRATEGIES:

- Thwart your opponent with a potential block.

NOTES: You can decide how many markers must line up to collect a coin. Suggestions:

- With **two** players, align four adjacent markers
- With **three** or more players, align three adjacent markers
- With individual gameboards, align four markers
- A square of four markers is also a winning line up.

There are over 40 different animals, but only 36 will appear on each board.

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