

# ZOOP junior

Special rules for playing with kids from 5 to 8 years old.

## 1.- Setup

The dealer deals 8 cards to each player and one card is placed face up in the centre of the table. The remainder of the cards are placed face down to form a drawing deck. The first player to imitate the sound of one of the animals in the game will be the starting player; the turn rotates clockwise around the table.

## 2.- Playing

The game is played in turns. During their turn, each player tries to discard one card that shares at least 1 of the 2 characteristics (colour or type of animal) of the card that has been placed face up in the centre of the table. In Junior mode doesn't matter the number of animals for discarding. The effects of an Special Animal will not apply in this mode.

The first card placed face up during the setup can't be a Wild Card or a Cage; if that is the case, the card must be returned to the deck.

Once a card is discarded, the turn passes to the next player. In case a player can't make a play, they will draw a card from the deck and try to play it. If the drawn card can't be played either, then the turn passes to the next player.

If a player can't make a play and the deck has run out of cards, they lose their turn.

The first player to get rid of all the cards in their hand crosses the finish line and wins the game. The winner gets to play first in the next game.

## 3.- Wild Cards and Cages

In Junior mode, the Wild Cards and Cages will be used as follows:



**Wild Card:** can always be played and once played, the next player must play a card containing one of the three wild card species (rabbits, koalas or toucans)



**Cage:** can always be played and once it has been played, the next player must play a card containing one of the five species of the cage (monkeys, kangaroos, frogs, crabs or chameleons)