

ZOBMONDO!![®]

the outrageous game of bizarre choices™



for 3 or
more adult
players
or teams

Note: Although some ZOBMONDO!![®] questions may paint a risqué, nauseating, or downright disturbing picture, they are NOT to be taken literally (don't try any of them!), nor are they meant to offend. Instead, they are designed to make you think and engage in lively discussion. Feel free to skip questions that might be too vivid for your particular group, or go ahead and destroy a card if you find it too offensive. Then



place yourself in the proper fun, social state of mind and have a great time playing!

Contents

- 300 cards
- 5 colored gems
- 1 drawstring pouch
- 1 ballot pad
- 1 score pad

Setup

- The score pad will serve as the gameboard. Choose a scorekeeper for the game and give the score pad to that player.
- Put the colored gems into the drawstring pouch.
- Place the ballot pad within easy reach of all players.

OBJECT

Predict how other players will answer questions and be the first player to have your initials written in all the squares on the score pad.

GAMEPLAY

The oldest player goes first. Play passes to the left.

On Your Turn:

- Draw a card from the box. You are now known as the "Zobber."
- Draw a gem from the pouch and match its color to the corresponding question on the card (see chart). Silently

The gems and cards are color coded.
Match the gem to the corresponding category on the card:

Yellow ... Pain/Fear/Discomfort

Red ... Appearance/Embarrassment

Purple ... Food/Ingestion

Blue ... Ethics/Intellect

Green ... Random



CONSENSUS: A group decision. In ZOBMONDO!!, consensus is reached after a lively, uninhibited discussion about which of the two bad options for a question is better. Consensus can be reached by voting, discussing or debating. Use whatever process you choose, but don't get hung up on it. Try to take no more than 3 minutes to come to an agreement.

Players who purposefully prevent the group from reaching consensus should be labeled "difficult" and banished from gameplay. The goal of ZOBMONDO!! is entertaining social interaction, not competitive game strategy.



read the question and try to predict which answer the other players will choose. Write the answer on a ballot and place it facedown in front of you.

- Read the question out loud to the other players.
- Players discuss which of the question's two options they prefer. The goal is **consensus**—see the definition above as it applies to gameplay.

Note: No matter how disgusting, obnoxious, heinous, or hilarious the choices are, saying "I don't like either" is not allowed in ZOBMONDO!! Players must choose one of the options.

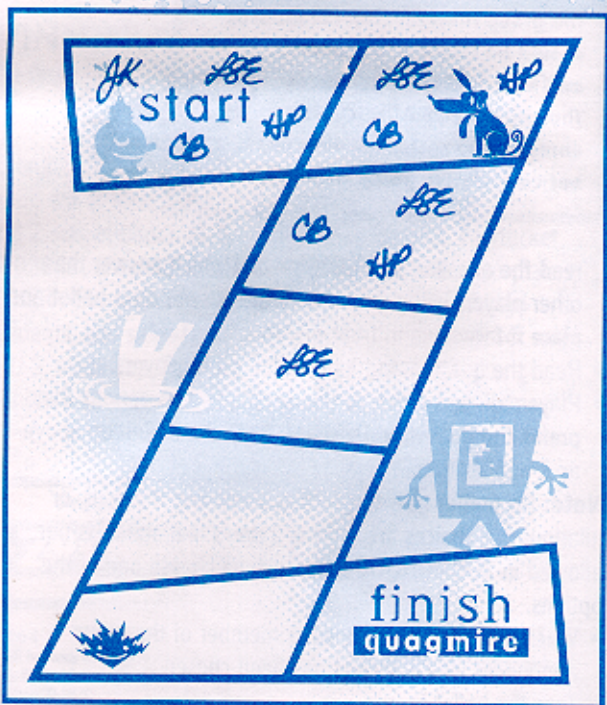
- When everyone has agreed, a member of the group announces which answer has been chosen.
- Turn the ballot faceup.
- If you incorrectly predicted the answer, you must wait until your next turn to try again.

- If you correctly predicted the answer, the scorekeeper writes your initials on the first square of the score pad, and your turn is over.

Note: Your initials in a square act as your “mover” as you race towards the Finish. You cannot leave a square and move along the score pad until, on your turn as Zobber, you earn your initials in that square by correctly guessing your opponents’ answer.

- Play passes to the left.

The Score Pad



The Quagmire™

The QUAGMIRE appears at the end of the score pad. Successfully complete your turn in this space, and you win the game! When you reach the QUAGMIRE:



- Invent your own question. Your goal is to ask a question that makes it difficult for other players to easily choose one option. In the QUAGMIRE, you want to avoid consensus!
- Read your invented question to the group.
- Players vote separately and write their individual choices on ballots. No discussion is permitted.
- Collect ballots and read the individual choices out loud.
- If all players have chosen the same answer, you are stuck in the QUAGMIRE and must wait until your next turn to invent a new question and try again.
- If players have chosen different answers, the scorekeeper writes your initials in the QUAGMIRE square and you win.

SPECIAL NOTES ON Quagmire GAMEPLAY:

- Do not use questions you've already heard or read. This is a major violation and is considered cheating (unless you choose ahead of time to ignore the QUAGMIRE — see "A Variation on QUAGMIRE Gameplay"). Be original and have fun making up your own questions.
- Stay true to the spirit of ZOBMONDO!! Asking others a question like, "Would you rather drive a white car -OR- a red car?" in order to get a divided response is also a major violation.
- Players may challenge a Zobber if either violation occurs. If the group agrees on the violation, the Zobber must come up with another original question or lose the turn.

A VARIATION ON Quagmire GAMEPLAY

If you think making up an original question will be too difficult, all players can agree at the beginning of the game

to ignore the QUAGMIRE rules and continue regular ZOBMONDO!! gameplay in the QUAGMIRE square instead.

Team Play

It's more efficient to play with teams if you have more than 8 players. One team "Zobs" by quickly and silently agreeing on which answer the other teams will choose. In the QUAGMIRE, the Zobbing team makes up a question, and the other teams agree silently on their answer before writing it on a ballot. Consensus becomes even more important with team play.

WINNING

The first player to reach the final QUAGMIRE space on the score pad and have his or her initials written there wins.

To order additional ballot and score pads, send a check made out to HPD for \$3.50 (includes postage, handling and 2 sets of pads). Mail to HPD, P.O. Box 693, Pawtucket, RI 02862, or telephone 888-836-7025 (toll-free) to place a Visa or MasterCard order. California and Rhode Island residents, add sales tax. Please allow 4-6 weeks. Offer valid in U.S. while supplies last, and price is subject to change without notice. We reserve the right to limit quantities.

Proof of Purchase

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We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

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