

GAMEWRIGHT®

ZOOMout!™

The **CARD GAME** where **KIDS** make up the **RULES**
For **2 - 6** players ages **6** and up

ZOOMout! is based on **ZOOM™**, the hot show on **PBS**,
by **kids**, for **kids™**.

Rules of Play

Contents

60 cards:

4 suits of the letters Z, OO, M,
and numbers 2 – 10

2 additional Zs and one OO and one M

2 Wild cards and 6 ZOOM cards

Rule Strips:

8 Beginner

8 Advanced

When a 2 card is played, the player says Moo.

*Note: Carefully cut apart the
rule strips before playing the game.*

Note: In all our rules, we use either "he" or "she" to include everyone!



Object

To be the first player in each round to get rid of all your cards and make up a zany new rule. A game can be any number of rounds — you decide. The player to win the most rounds wins the game!

Set-up

1. Shuffle the deck. Deal 5 cards, face down, to each player.
2. Place the remaining cards face down in the center of the playing area to form a draw pile. Turn the top card face up next to the draw pile to form a discard pile.
3. Decide if you want to make up your own rules or use the rule strips included with the game. (See “Zany ZOOMout! Rules” for more information.) If you use the rule strips, shuffle the set and place them face down next to the draw pile.
4. The player to the dealer’s left goes first. Game play passes to the left.

Game Play

On your turn, do one of the following things:

- **Match a card.** Match one of the cards from your hand to the top card in the discard pile, and place your card into the discard pile and end your turn. Only one match per turn.

Matches can be the same letters (Z, OO, M), numbers (2, 3, 4, etc.), or suits (colors, patterns and shapes).

(Note: If the game starts with a Wild card, the dealer must announce the letter, number, or suit it represents. It can be any letter, number, or suit.)

- **Play a Wild card.** A Wild card can be any letter, number, or suit you wish — you decide. Place the card in the discard pile. Say out loud what it represents and end your turn.
- **Play a ZOOM card** (See “ZOOMING”).
- **Draw a card.** If you can’t play a card (make a match), draw one from the draw pile and play it, if you can. If not, add it to your hand and end your turn.

As a player(s) plays his next to last card, leaving only one card left in his hand, that player **MUST SHOUT “ZOOMout!” IMMEDIATELY.**

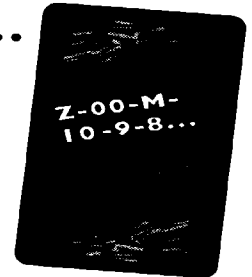
.....
ZOOMout Zoop!
If you forget to say “ZOOMout!” and another player catches your mistake, you must draw four cards and add them to your hand. (Shhh...if no one catches you, keep playing!)
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Winning the Round

The player to get rid of his last card first wins the round and does the following:

- announces a new rule (See “Zany ZOOMout! Rules”)
- becomes the dealer (follow “Set-up” steps 1 – 4), or appoints another player to be the dealer

ZOOMING



- Z** ZOOMING is when you play a “ZOOM” card on your turn. You must shout “ZOOM!” and the following happens, with everyone playing as fast as possible and without taking turns:
- O**
- O**
- M**
- First spell ZOOM — players discard letter cards “Z,” “OO,” “M” to spell ZOOM (letters must be played in the correct order); then continue. . .
 - Counting down from 10 to 2 — players discard number cards 10, 9, 8, 7, 6, and so on. (Number cards can be any suit and color, as long as they’re played in sequence.) Keep going until the number 2 card is played, or no one can play the next correct card in the sequence. When either happens, the last player to have played a card announces a new rule (See “Zany ZOOMout! Rules”).
- 10**
- 9**
- 8**
- 7**
- 6**
- 5**
- 4** If a “ZOOM” card is played and no one can follow with a “Z” card, then the sequence is over, and that player makes
- 3** a new rule. Also he must determine the number and suit
- 2** for the next play.

The Lonesome “OO” Rule

This is a fun rule that jazzes up the game play. Anytime an “OO” card is played outside a ZOOMING sequence, all players must pass the odd-numbered cards in their hands to the player on their right. (Why’s the “OO” card lonesome? It misses the “Z” and the “M,” of course!)

Zany ZOOMout! Rules

Anytime you play the last card in a ZOOMING sequence or win a round, you earn the right to announce a new ZOOMout! rule. All players must then follow the rule throughout the rest of the round and the game.

Creating Your Own Zany ZOOMout! Rules

Make up your own ZOOMout! rules. Anything goes. The wackier, the ZOOM-ier! You simply announce your rule once, then everyone must remember it for the rest of the game. The only limit to making rules is your imagination. So be as outrageous as you dare! However, no rule should favor any one player.

Here are a few suggestions to get you started (fill in the blanks with any card number, letter, or a Wild card):

- SKIP IT: When a ___ card is played, the next player skips his turn.
- REVERSE PLAY: When a ___ card is played, the order of game play changes direction.
- SWAP 'N GO: When a ___ card is played, all players pass their hands to the player on the left.
- Z-WHISTLE: Whenever you play a ___ card, whistle like you're calling a pet dog.

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ZOOMout! Rule Zoop!

If you forget to follow a zany ZOOMout! rule — and another player catches you — you must draw enough cards from the draw pile to bring your hand back up to 5 cards. (Shhh...if no one catches you, keep playing!)

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Using Zany ZOOMout! Rule Strips

When playing a game using Beginner or Advanced Zany ZOOMout! Rule Strips, do the following:

- turn over the top ZOOMout! Rule Strip and read the rule aloud
- place it face up near the draw pile and continue game play

Note: *Zany ZOOMout! Rules can add up, from round to round, throughout the game. Place rule strips next to one another so players can see them. Players must follow all ZOOMout! Rules until the game ends.*

A Word From Gamewright

We left room in **ZOOMout!** for you to make your own rules. In that way, you can share in creating the game. Send us your favorite rules by email or Gmail, and we will post them on the **ZOOMout!** rules board on our web site. C'mon and ZOOM!

— Ann Stambler and Dr. Monty Stambler

The Stamblers live and practice in Boston, where they are experts in child development.

Game by Ann and Monty Stambler

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