

ZOO TAC TOE

Children's Strategy Game

(Updated January 27, 2023)

Zoo Tac Toe is an animal matching game for children to get their critters to “escape from the zoo”. Two to four players line up animals in order to collect coins upon the escape of their animals.



LASERCUT COMPONENTS:

- Lasercut 6x6 game board (the zoo)
- 42 two-sided critter tiles (arrow on flip side)
- 32 attribute cards
- 24 coins valued 3-6 points
- Two preprinted individual game sheets
- One die.

GAME MODES:

You can play with:

- single game board
- individual printed boards
- single board with die.
- individual boards with die.

Playing with a single board is the most challenging.

QUICK PLAY OVERVIEW:

The board represents a zoo with 36 unique animals. Players must get their animals to escape by matching animals with those on the attribute cards. Once matched

flip the tile and the align arrow towards the player. Line up three or more arrows in a line to collect coins.

OBJECTIVE FOR ALL MODES:

Line up three or more adjacent arrows or form a square in order to let the animals escape, collecting a coin matching the number of animals that escaped. Once a coin has been collected, replace the tiles with new animals. It is possible to collect two coins when two lines are made by intersection.

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

SINGLE BOARD SETUP: Place the game board between all the players. Shuffle the attribute cards and place face down on the table. Place the coins face up between the players. Fill the board with 36 random critter tiles face up.

INDIVIDUAL BOARDS SETUP: Give each player a game board. Shuffle the attribute cards and place face down on the table between all the players. Place the coins face up between the players. Keep the animal tiles between the players to use as markers.

DICE MODE SETUP: Split the attribute cards into two face-up piles.

NO-DICE SINGLE BOARD GAME PLAY:

On each turn, a player will flip over an attribute card. The player will flip over any tile that matches one of the animals or categories on the attribute card, pointing the arrow towards that player. If there is no match, the turn ends. Animals escape when arrows are lined up.

NO-DICE MULTIPLE BOARDS GAME PLAY:

Same as above except all players use individual boards to play at the same time. Any player will flip over an attribute card. Each player will place their marker on an animal that matches one of the animals or categories on the attribute card. Animals escape when arrows line up.

DICE SINGLE BOARD GAME PLAY:

On each turn, a player will roll the die to select a column 1-6 in which to flip a tile. The player will try to flip an animal that matches one of the animals or categories on one of the attribute cards. Discard the attribute card used. Animals escape when arrows line up.

DICE MULTIPLE BOARDS GAME PLAY:

Same as above except all players play at the same time with their own boards.

ENDING THE GAME:

Once the last coin has been collected or all attribute cards have been used, everyone adds up their coin values. The person with the most points is the winner. In case of a tie, record the scores and play again.

WINNING PATTERNS:

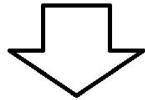
To win a coin, align your arrows in an adjacent pattern, with three or more in a line or a square, for example:









































































































































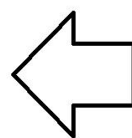
ATTRIBUTE CARDS:

To mark your animal, match one of the four animals on a card or roll a die to use the matching attribute:

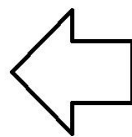
Match a
Specific Animal



 	 	 	 	Roll to Match 1 Bird 2 Reptile 3 Mammal 4 Rodent 5 Fish 6 Insect
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	
 	 	 	 	



Roll the Die
and Match
the Attribute



Make Your
Own Match

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

There are 42 different animals, but only 36 will appear on each board.

PRINTING MORE GAMEBOARDS:

If you would like additional random game boards, please visit ... www.Brainy.games/tactoe/zoo.php

... to print on 8x11 paper or cardstock.

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