



Zangle!

Prefer to watch?



Here's a video tutorial

CARDS & ZANGLES

CARDS:

The game consists of 120 cards. Each card has a shape made of 0-5 triangles. The color of a shape tells you how many triangles it is made of: ones are blue, twos are red, threes are purple, fours are yellow and fives are green. There are four Z cards that represent zero triangles.

ZANGLE:

A. What's a Zangle? A Zangle is 2 or more cards that make the shape on another card. *Must be a minimum of 3 cards total.*

B. There are cards in 2 locations (center cards and your cards). You must use cards from both locations to make your Zangle. The shape that you choose to make can be on a card from either location.

- Use as many of your cards as possible to get rid of all 10 cards faster than your opponents.
- To use more cards, try to make a Zangle with a card that has the most triangles.

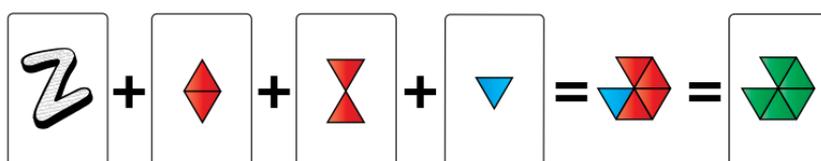
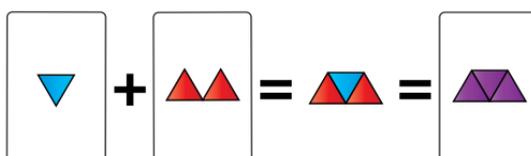
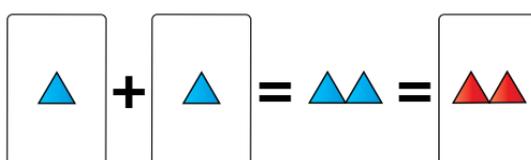
C. You are **allowed** to rotate and/or use the mirror image of the shape on any card to create a Zangle.

D. You are **not allowed** to change the shape on any card by rearranging the triangles on that card.

E. You are **not allowed** to use another player's cards.

EXAMPLES:

In the examples shown, the cards to the left can be added together to make the card on the right.



Z CARD:

- Because it has zero triangles, the Z card can be added to any Zangle to use your cards faster.
- The Z card allows you to make a Zangle with 2 identical cards and still meet the 3 card minimum because it doesn't add any additional triangles.

CHOOSE GAME MODE

TURN-STYLE:

Excellent for first-time players - it's casual and conversation-friendly. Each turn, find the best way to maximize your play.

SPEEDSTER:

Boost your adrenaline and show your skills as you race to find Zangles. The equalizers create hilarious new challenges each round.

SOLITAIRE:

Keep your brain kicking and heart ticking with endless hours of mind-bending fun.

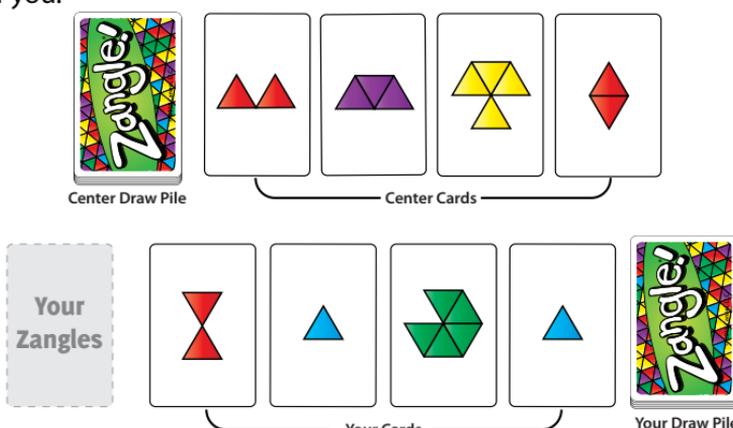
MULTIPLAYER BASICS

GOAL:

Get rid of all of your cards by making Zangles in order to have the lowest score at the end of the game.

DEAL:

1. Shuffle all of the cards together.
2. Deal a draw pile of 10 cards to each player. No peeking!
3. Place the remainder of the deck in the middle of the table. These cards become the center draw pile.
4. Take the top 4 cards from the center draw pile and lay them facedown next to it. *These cards will be flipped faceup before playing (see image).*
5. Flip over the top 4 cards from your draw pile and place them faceup in front of you.



SCORING:

At the end of each round, add together your cards and your draw pile. Each card is worth one point. Players with no cards left get zero points. At the end of the game, the player with the lowest score wins.

Tie: In the event of a tie, all players with the same lowest score will compete in a bonus round. The deal is the same as above but each player only receives 4 cards. First player to use all 4 cards wins!

TURN-STYLE GAME MODE

TURN-STYLE RULES:

1. See **MULTIPLAYER BASICS** section for how to deal.
2. Turn-Style version of the game has 3 rounds.
3. Flip over the 4 center cards for everyone to see.
4. The dealer goes first, then play continues to the left.
5. Each turn, make 1 Zangle (see **ZANGLE**).
6. If you cannot make a Zangle then you must take a hit.
 - A hit is when you take the top card off of the center draw pile then add it faceup to your cards. You have one additional chance to make a Zangle.
 - If you still cannot make a Zangle, your turn ends. Play moves on to the next player.
7. Place the Zangle in your Zangle pile.
8. Replenish the center cards (up to a maximum of 4) from the center draw pile. You **MUST** replenish the center cards before your cards.
9. Replenish your cards (up to a maximum of 4) from your draw pile.
10. All players are allowed an equal number of turns. Once a player runs out of cards, each remaining player, who has not yet played that turn, has one more chance to play.

For Example: If 3 people are playing and the second player goes out then only player 3 has one more play.

Continue on back

TURN-STYLE RULES CONTINUED:

11. The scorekeeper records and tallies the scores at the end of the round (see **SCORING**).
12. The player to the dealer's left shuffles all of the cards and deals the next round.
13. At the end of 3 rounds, the player with the lowest score wins! In the event of a tie, play a bonus round (see **SCORING**).

SPEEDSTER GAME MODE

SPEEDSTER RULES:

1. See **MULTIPLAYER BASICS** section for how to deal.
2. Speedster version of the game has 5 rounds.
3. Flip all 4 center cards at the same time to start the game.
4. There are no turns, the first player to find a Zangle, calls "Zangle" and gets control of the center cards. That player must take their Zangle immediately (see **ZANGLE**).
5. After you make a Zangle place it in your Zangle pile.
6. Whenever you make a Zangle you **MUST** replenish the center cards from the center draw pile **BEFORE** you replenish your cards from your draw pile.
7. If you say "Zangle" and cannot make a Zangle, then you **MUST** take a penalty card from the top of the center draw pile and add it facedown to your draw pile.
8. At any time you can choose to take a hit. You can take as many hits as you want during the round.
 - A hit is when you take the top card off of the center draw pile then add it faceup to your cards.
9. The winner of each round **MUST** show their Zangles at the end. If their Zangles are not correct, then that player adds 5 points to their score and everyone else receives 0 points for the round.
10. The scorekeeper records and tallies the scores at the end of each round (see **SCORING**). The winner of each round must apply an equalizer for the remainder of the game (see **EQUALIZERS**).
11. The player to the dealer's left shuffles all of the cards and deals the next round.
12. At the end of the 5 rounds, the player with the lowest score wins! In the event of a tie, play a bonus round (see **SCORING**).

EQUALIZERS

A. Equalizers provide an even playing field and an additional challenge for strong players. Each round, an equalizer is awarded to the player who wins that round. That player must play the rest of the game with this equalizer. If that same player wins another round, then they would move onto the next equalizer level.

B. Custom equalizers are encouraged! Before you start the game, decide as a group what 4 equalizers you will use.

Think you came up with the perfect equalizer? Share it! #zangle

Can't decide? Use the 4 equalizers below:

Level 1: You must play with only your non-dominant hand (which includes making Zangles as well as replenishing cards).

Level 2: You can only use your non-dominant hand and you must cover one eye.

Level 3: You can only use your non-dominant hand, you must cover one eye and you can only have 3 faceup cards in your cards at a time.

Level 4: You can only use your non-dominant hand, you must cover one eye, you can only have 3 faceup cards in your cards at a time and you have to add 5 additional cards to your draw pile from the center draw pile.

SOLITAIRE INSTRUCTIONS

GOAL:

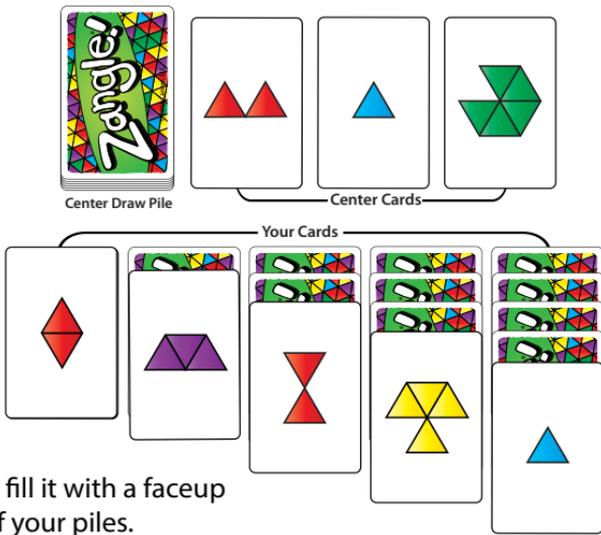
Get rid of all of your cards by making Zangles before the center draw pile runs out.

DEAL:

1. Shuffle all of the cards together.
2. Deal a pile of 10 cards to create the center draw pile. Place them in the middle of the table.
3. Take 3 cards from the top of the center draw pile and lay them in a row faceup beside the pile.
4. Below that, deal out 5 piles, these become your cards: (see image)
 - A. Place 1 card faceup and lay 4 cards facedown next to it.
 - B. Put 1 card faceup (but lowered slightly) on top of the first facedown card, then put a facedown card on top of the next 3 cards.
 - C. Continue doing this until each pile has one face up card on top.
 - D. Take the rest of the cards and set them aside. They will not be used.

RULES:

1. Use faceup cards to make Zangles (see **ZANGLE**).
2. When you use center cards, replace them with cards from the center draw pile.
3. When you use one of your faceup cards, flip over the next one in the pile underneath if there is one. When you have an empty spot, fill it with a faceup card from another one of your piles.
4. If you can't make a Zangle, then discard the 3 center cards and draw 3 more.
5. If you are able to use all of your cards before the center draw pile is gone, then you win! Too easy? Increase the challenge by adding another column!



What's Your Next Play?

Check out more award-winning games by Marsha J. Falco.



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We wanna hear about all the fun you had!



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