

# Tazumi's Quest<sup>®</sup>



**RULES BOOKLET**



### ***RULES:***

Zazuu's Quest can be played by 2 to 4 players ages 6 and up. The objective of Zazuu's Quest is to be the first player to place a one (1) through a nine (9) into your playing area (playing area is the surface in front of each player where number cards are placed face up), in any order. (Example: You may play a 2, then a 4, then an 8, etc., in any sequence, one card per turn, until all nine cards are in play.)

### ***Setup:***

1. Choose a dealer.
2. The dealer shuffles the deck and deals four (4) cards to each player.
3. The rest of the deck is placed face-down in the center of the table.
4. Allocate a space for all discards to be placed face-up to avoid any confusion.

### ***Game Play:***

1. The player to the dealer's left takes a turn.
  - a. At the start of your turn you must always draw 1 card, regardless of how many cards you have. After drawing a card, player must play or discard a card.

- b. Player plays one (1) card either a numbered card into his playing area, or a power card, If he chooses to play a power card, follow the rules presented for the power card and listed in these instructions.
  - c. If all cards are drawn from the deck, gather all discarded cards, re-shuffle, and continue play.
2. Each player repeats this process in clockwise order around the table until a winner has been determined.

### ***Discarding:***

If a player decides to discard an unwanted card, that player draws a new card from the deck, this ends their turn. Player cannot play any card until his next turn.

### ***Victory Conditions:***

The first player to have every numbered card from one (1) to nine (9) in their playing area wins the game.

### ***Power Cards:***

**Black Hole:** This card allows you to remove one card from any player's hand or playing area and discard that card (player does not get to use this card). If you choose to remove a card from an opponent's hand, you will not be able to see the card before it is removed. This ends your turn.

**Wormhole:** This card enables player to discard two (2) additional unwanted cards in their hand, then draws three (3) cards. This ends the players turn. Player continues to draw a card on their next turn.

**Alien Attack:** Allows you to steal one (1) card from any player hand or playing area for your use. However, if you steal from your opponent's hand, you will not be able to see the card before it is taken. If a numbered card is stolen it can be played immediately, and your turn ends.

**Gamma Burst:** This card is a WILD CARD. It may be used as any numbered card in your playing area, and cannot be stolen once it is in your playing area. Gamma Cards may represent any number, and can change during the course of play.

### **Hints:**

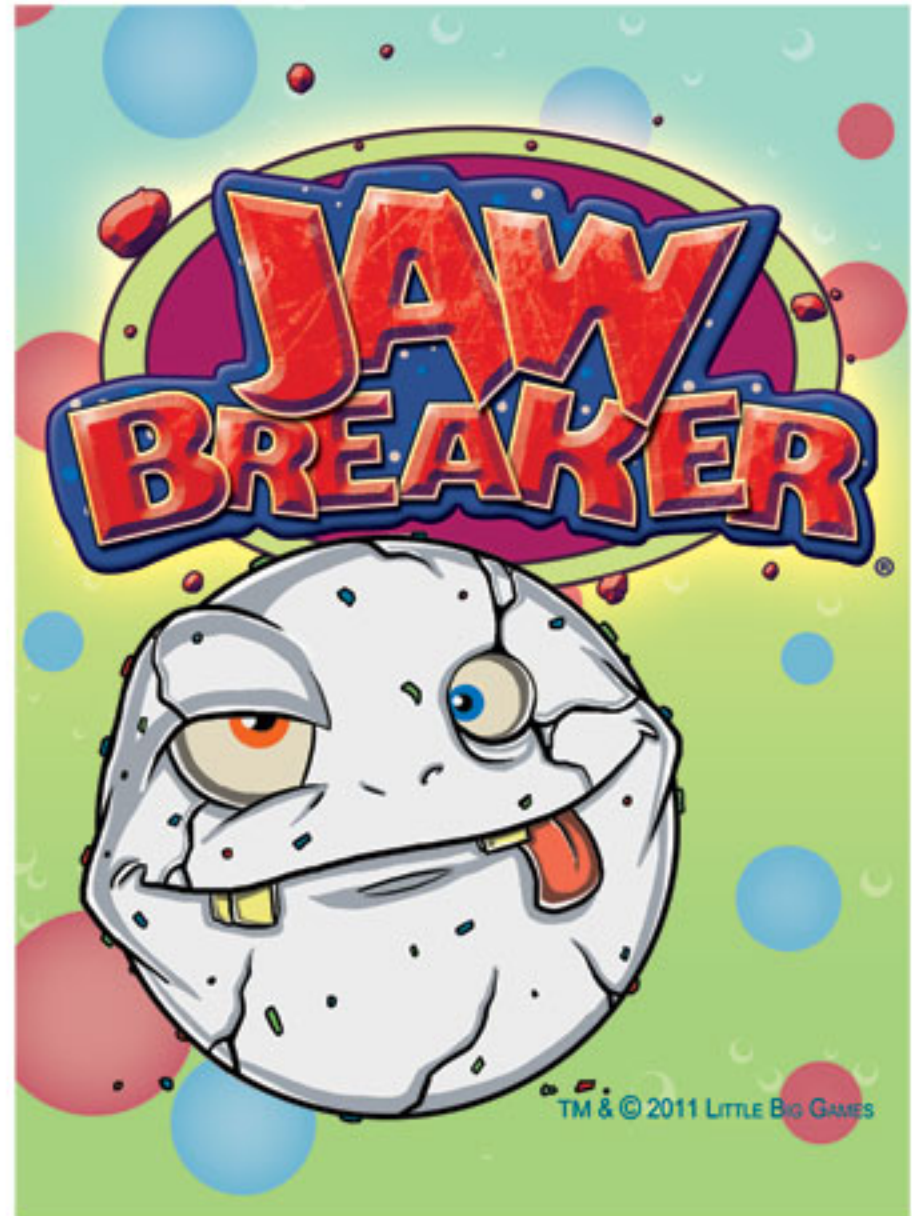
Try not to show your opponents your hand, and randomly shuffle the cards in your hand every so often.

### **Note:**

This game can be played with more than four (4) players when multiple decks exist. Recommended: one (1) Zazuu deck for every four (4) players.



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