



# Zing-a-Zam!

Age: 6+ Players: 2-5 Time: 20

Mirror spell here, freezing spell there — spells are flying everywhere, and no one is prepared for what might come next!

Young wizards from all across the land have come to participate in the Tournament of Wizardry — the biggest magic competition in the world!

Are you up for the magical challenge of Zing-a-Zam?



**SKIP THE RULEBOOK!**



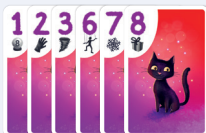
Dized® teaches while you play  
or  
watch the rules video



## Contents



5 character decks (each containing eight cards numbered 1-8)



12 Cat Companion cards

## Game overview

The goal of this trick taking game is to gather more cards than other players into your score pile throughout the game by playing different spells and trying to outsmart your opponents.

## Setup

Take the twelve Cat Companion cards and shuffle them. Place them in a face down pile within easy reach of all players.

Sort all the characters into separate decks according to the picture on the front of the card, and shuffle each character deck separately. Place all the shuffled character decks face down, and then each player selects one character to play with.

**Important:** Unlike in other card games, in Zing-a-Zam you may not look at your own hand of cards! Take your chosen character deck and put all the cards in your hand so that the backs of the cards are facing you.

The fronts of the cards can only be seen by the other players. Use the stars on the backs of the cards to help you arrange the cards properly. If you can see the stars on the backs of the cards, the opponents can see the numbers and icons on the fronts of the cards.



Before the game begins, flip **one** of the cards in your hand so that you can see the front of the card. The oldest player starts the game.

## How to play

The game is played over multiple rounds. In each round, each player plays one card.

During your turn, select one of your cards to play from your hand: you can choose to play a card that you cannot see (with its back facing you) or one which you can see (with its front facing you). Place the card face up in front of you where all players can see it.

If possible, apply the effect of the spell indicated on the card. The spell effects and exceptions are covered later in this rulebook.

The next player, going clockwise, takes their turn by playing a card and possibly activating a spell effect. And when all players have played one card each and applied the spell effect of their card, the round ends.

If you played the highest card, you win the round and take all the cards played during this round. Put them face down, in any order, on top of your score pile. If more than one player has the highest number card, the last player to have played that card wins the round.

**Important:** A number 1 card will always win a round containing a number 8 card, no matter what other cards have been played. If multiple players played a number 1 card, the last player to play the card wins the round.

The winner of the round becomes the first player of the next round, selecting one of their own cards to play from their hand.



*In this example, the fox wins because 5 was the highest number in the round, and the fox was the last player to play a number 5 card.*

When one or more players have run out of cards, the game's end is triggered.

**Important:** Players are never allowed to count the cards in their own score piles, or those belonging to the other players.

## End of the game

When one or more players have no cards remaining in their hands (they cannot play the next round), the game ends. Any cards remaining in the hands of the other players are discarded.

Players count the cards in their score piles. Each card is worth one point. The player with the most points wins.

If there is a tie, the tied players count how many number 8 cards they have in their score pile, and the player with the most wins. If still tied, they count the number 7 cards... and so on for each number in descending order until a winner is determined. In case the players are still tied, the players share their magical victory!

## Playing multiple games

(Recommended for 2–3 players)

This is particularly fun with 2 or 3 players, when games are fast and furious! Play the first game as usual. At the end of the game, count the cards in your score pile. One player must write down all the players' scores.

At the start of each following game, during setup, the player(s) with the lowest overall score turns one extra card around in their hand so that it is facing them. This means they will be able to see the fronts of two of their cards when they start the game (instead of one).

The player who currently has the highest score goes first. If players are tied, the oldest tied player goes first. After three games (or as many as you decide to play) add up your scores, and the player with the highest overall score wins and is declared the Wizarding Champion!

## Credits

**Author:** Adam Porter

**Illustrations:** Laimēs Kūdikis

**Game development:** Jānis Bernāns, Sabine Riseva

**Graphic design and layout:** Jānis Upiitis, Andrejs Timofejevs

**English proofreading:** Adam Porter, Brandon Parsons, Sabine Stepanova

**Project management:** Agnese Freimane

**Sales and partners:** Egils Grasmanis

**CEO:** Egils Grasmanis

**CFO:** Lana Grasmane

**Playtesters:** Barduchi, Cimdinu Family, Miks Grasmanis, Imants Prieditis

**Special thanks:** Kids and teachers from "CreaKids", the Cardiff Playtest UK group, Reinis Butāns, Egils Grasmanis, Jānis Grunte, Artūrs Perepjolkins



© 2023 Brain Games Publishing SIA

Bruninieku 39, Riga, LV-1001, Latvia

(+371) 67334034

info@Brain-Games.com

www.Brain-Games.com

## Spell Effects

1



### Flexible Future

Flexible Future has no immediate effect, but if another player plays a number 8 card, the player with the Flexible Future card will win the round!

*If multiple players have played Flexible Future in a round with a number 8 card, the last player to play Flexible Future is the winner!*

2



### Daring Darkness

When playing a Daring Darkness, you steal the top card from the score pile of the player of your choice and place it face down on top of your own score pile.

*If there is no card to steal, you receive nothing.*

3



### Hypnotic Hurricane

When you summon the Hypnotic Hurricane, you turn one of your cards in your hand to face you.

*If all of your cards are already facing you, the spell has no effect.*

4



### Cat Companion Call

When you call upon a Cat Companion, take the top card from the Cat Companion deck and add it to your hand, facing you.

5



### Magic Mirror

When you play a Magic Mirror, you may copy one of the spell effects that has already been played in the round. *If this is the first card in the round, it has no effect.*

*You cannot mirror a number 1 card (Flexible Future) effect.*

6



### Paranormal Puppeteer

After you play a Paranormal Puppeteer, choose which card the next player has to play during their turn by pointing at the chosen card.

*If you are the final player in the round, this spell has no effect.*

7



### Fantastical Freeze

After you play a Fantastical Freeze, the next player skips their turn and does not play a card in this round.

*If you are the final player in the round, this spell has no effect.*

8



### A Generous Gift

When you play a Generous Gift, you must give the top card from your score pile (if possible) to a player of your choice. They place it face down on top of their own score pile.

*But remember: a number 1 card always wins a round containing a number 8 card!*

*If you do not have a point card to gift, this spell has no effect.*