



# Joe's Zoo



**A zoomongously funny game by Wolfgang Dirscherl**

For 2 to 5 players, aged 4 upwards, Piatnik game number 609091, © 2014 Piatnik, Vienna • Printed in Austria

Who let the animals out? They've all run off to hide in different compounds and Joe the zoo warden is not pleased! Let's help him draw the flamingo, the zebra, the crocodile, the anteater and the tiger out of their hideaways so he can put his zoo back in order. Every time you find an animal you receive an animal snack as a reward. What makes this game special is that you all play simultaneously!

## Contents:

1 game figure „Joe“, 1 die, 10 animal cards, 25 betting cards: 5 colour coded sets with 5 cards per set, 30 animal snacks, 1 rule

## Aim of the game:

The first player to collect a total of 6 snacks is the winner. You only collect a snack when you correctly call the animal hidden on the underside of the card on which Joe is standing. The players most apt at remembering the animal's hideouts will win the game.

## Game setup:

- Sort the cards and separate the :
  - **Animal cards:** these cards have an animal illustrated on either side of the card
  - **Betting cards:** 5 colour coded sets of 5 cards each displaying a tiger, an anteater, a flamingo, a crocodile and a zebra..
- Shuffle the 10 animal cards well and form them into a circle on the table.
- Place Joe on any of the 10 cards.
- Place the animal snacks and the die close to the circle.
- Every player receives a set of 5 betting cards with the same colour reverse side.  
Any sets not in play are put away.



**Piatnik**

### Game play:

- The youngest player begins and the order of play is clockwise.
- At your turn throw the die and move Joe along in a clockwise direction according to the number thrown.
- After moving Joe, you and everyone else bets on what animal you think is hidden underneath Joe. Select the appropriate card with your chosen animal from your set and place it in front of you, face down.
- When everybody has placed their bet, all betting cards are turned over simultaneously. Now it is time to reveal the animal hidden underneath Joe and compare it with everyone's betting card.
- Everyone who called the animal correctly receives a reward in the form of an animal snack. If you predicted the wrong animal you don't receive anything.
- Players now take their betting cards back and a new round begins. It is now the next players turn to throw the die and move Joe forwards. Players once again bet on the animal hidden underneath Joe and so forth...

### End of the game:

The game ends as soon as one player has collected 6 animal snacks. This player is the winner. If there are more players with 6 snacks there are more winners.

Warning! Not suitable for children under 36 months. Contains small parts.  
Danger of suffocation. Please keep address for further reference.  
Colours and contents may vary.

If you have any questions or suggestions for „Joe's Zoo“, please contact:  
Wiener Spielkartenfabrik,  
Ferd. Piatnik & Söhne,  
Hütteldorfer Straße 229-231,  
A-1140 Wien

[www.piatnik.com](http://www.piatnik.com)

