



# PitMonks ZMSS Kennel



**This is a 2 Player game.**

***The Gameboard page DOES NOT RECORD ANY INFO***

***Do not refresh your page whilst mid-game else you will lose all progress.***

When playing together at home, I suggest you write down your chosen ZINUs number as evidence at the end of the game to prove which one you chose, the Gameboard does not store any information!

The Gameboard just facilitates a visual experience to participate in the game.

## **Game Objective:**

Guess your opponent's Resurrected ZINU before your opponent guesses yours correctly.

## **Gameboard ZINUs:**

Notice the differences among the 24 ZINUs on your gameboard.

Hair and eye colours are different, some are holding an item in their hand, some have different hats on or wear glasses just to name a few.

As you play, you'll notice all kinds of differences between them, NO TWO ZINUs are alike!

As you checkout each Mob Pack, you will get presented with ALL 10,000 ZINUs eventually.

When you enter a Mob Pack Number, that number will always retrieve the same set of ZINUs so that each player has the same Mob Pack in front of them, however they will shuffle about the page each time.

## Gameplay:

### Your Objective:

Your objective is to guess your opponent's Resurrected ZINU Mob member by asking one question per turn and eliminating any Mob members that don't fit your opponents answers.

You do this by clicking/pressing on the Mob card and it will get turned over.

You can click/press on them again and they will turn back over. There is no penalty for picking a card back up, but you shouldn't need to if you've asked a solid question.

### Starting A Game:

The YOUNGEST player goes first.

On your turn, you may EITHER ask a question, OR, try guessing your opponents Resurrected Mob number.

**Don't use your turn to guess** your opponents Resurrected ZINU until you're certain! If you guess incorrectly, you'll **LOSE the game!**

### When It's Your Turn:

Until you're ready to guess who your opponents Resurrected ZINU, you must ask your opponent **ONE question per turn.**

Each question must have a **YES** or **NO** answer.

Use the Traits as a guide, for example, you may ask: "Does your Resurrected Mob member have a beret on?" Your opponent will truthfully answer "**YES**" or "**NO**".

After your opponent answers, you may be able to eliminate one or more Gameboard ZINUs by just clicking/pressing on them to turn the card over.

***For example, if your opponent says "Yes" to your question of "Does your ZINU have Reading Glasses on, you can turn over all those ZINUs who are NOT wearing Reading Glasses, getting you closer to identifying their Resurrected Mob Member.***

After asking a question (and flipping over any ZINUs you can) your turn is over.

### Guessing the Resurrected Mob Member:

When you're ready to guess who the Resurrected ZINU is, make your guess on your turn, instead of asking a question. You can't do both.

To guess the Mystery ZINU, say (for example), "**Your Resurrected Mob Member is #1234**".

Your opponent must then tell you whether your guess is correct or not.

**If your guess is correct, you WIN the game!**

**If your guess is wrong, you LOSE the game!**

At home, your paper note will be used as evidence, on a Space with the Mob, the Host will confirm.

## How To Win:

Players alternate turns asking a single question per turn until one player makes a guess as to the identity of their opponents Resurrected Mob member ZINU.

**If you guess correctly, or your opponent guesses incorrectly, you WIN the game.**

## Question Notes:

There are 10,000 different ZINUs

Be careful to ask the right questions so as not to be misunderstood.

Use the Traits listed on the cards to fine tune your questions.

## How Do I Use The Gameboard?

1. Enter a Mob Pack number into box No.1 - Both players need to use the same number here!
3. Press the button No.2 to "**Load My Mob Pack**" and the 24 ZINU Mob will start to download and display on the page.
3. Look at the 24 ZMSS Mobs and choose a ZMSS # Number, Enter this number into box No.3.  
*At home, write the number down, in a Space, DM the chosen number to the Host.*
4. Press button "**Resurrect This Mob Member**" as your reference during the game.

**You're ready to play.**

DO NOT REFRESH/RELOAD YOUR PAGE

Continue this until you are confident to guess your opponents Resurrected ZINU  
Getting this wrong will lose you the game!