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.
C. Use as many of your cards as possible to get rid of at least 10 cards faster than your opponent.
D. To use more cards, try to make a Zangle with a card that has the most triangles.
E. You are allowed to rotate and/or use the mirror image of the shape on any card to create a Zangle.
F. You are not allowed to change the shape on any card by rearranging the triangles on that card.
G. 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.

MULTIPLAYER BASICS
1. Shuffle all of the cards together.
2. Deal a draw pile of 10 cards to each player. No peeking!
3. Deal a draw pile of 10 cards to each player. No peeking!
4. Take the top 4 cards from the center draw pile and lay them facedown next to it. These cards will be the flipped facedown 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.

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

SOLITAIRE:
Booster your adrenal and your social skills as you race to find Zangles. The solitaires create hilarious new challenges each round.

CHOSE GAME MODE

TOURN-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.
7. A hit is when you take the top card off of the center draw pile then add it 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.
8. Place the Zangle in your Zangle pile.
9. Replenish the center cards (up to a maximum of 4) from the center draw pile. You MUST replenish the center cards before your cards.
10. Replenish your cards to a maximum of 4 from your draw pile. Each turn you run 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 the third player replenishes the center cards before their cards. If the third player replenishes their cards to 4 then replenish the center cards before the first player.

For each turn, you may choose to use the following cards:

- Z Angle 2
- Z Angle 3
- Z Angle 4
- Z Angle 5

To use as many of your cards as possible to get rid of at least 10 cards faster than your opponent.

To use more cards, try to make a Zangle with a card that has the most triangles.

If you cannot make a Zangle, you must take a hit.

A hit is when you take the top card off of the center draw pile then add it 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.

Place the Zangle in your Zangle pile.

Replenish the center cards (up to a maximum of 4) from the center draw pile. You MUST replenish the center cards before your cards.

Replenish your cards to a maximum of 4 from your draw pile. Each turn you run 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.
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:
   - A. Take the rest of the cards and set them aside. They will not be used.
   - B. Place 1 card faceup and lay 4 cards facedown next to it.
   - 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.

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.
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3. Take 3 cards from the top of the center draw pile and lay them in a row faceup beside the pile.
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   - 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.
4. If you have an empty spot, fill it with a faceup card from another one of your piles.
5. If you can't make a Zangle, then discard the 3 center cards and draw 3 more.
6. 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!

SPEEDSTER RULES

1. See MULTIPLAYER BASICS section for how to deal.
2. Speedster version of the game has 3 rounds.
3. 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!
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!

SPEEDSTER GAME MODE

SPEEDSTER RULES:
1. See MULTIPLAYER BASICS section for how to deal.
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3. 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!
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!

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