

# ZOOM

## Airplane Card Game (for 2 to 6 players)



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The deck for the following 2 games consists of 36 cards, 4 suits of 9 cards each.

### I. ZOOM for 3 to 6 players

The object of the game is to get all or most of the airplane cards. All the cards are shuffled and dealt to the players. The players place their cards in piles face down in front of them without looking at them.

To start the game the dealer shouts, "Take Off," and he and each other player turns over his top card to start a face-up discard pile of his own.

Each player looks quickly at his card and then at his opponents' cards. If one of his opponents' cards is of the same number as his, he shouts, "Zoom," before this opponent has a chance to call him. The player who first calls "Zoom," gets his opponents' discard pile (including all the cards which he had previously turned over) and starts the next turn by shouting, "Take Off."

If more than two players turn over the same number (an 8 for example), the player first shouting "Zoom" gets all the discard piles of all the other players who turned over that number. The player puts all the cards he has won face down beneath his drawing pile.

When a player calls "Zoom" by mistake, he loses his discard pile and puts it in the center of the table face up. It can be won by any player shouting "Zoom" first when he turns over a card of the same number as the top card of this pile. When several players call "Zoom" at the same time, all the players put their discarded cards from that turn back underneath their drawing pile, and the player who led the last turn starts the next one by shouting "Take Off."

When a player has discarded the last card of his drawing pile, he turns over his discard pile, using it as a new drawing pile. A player is out of the game when all his cards are gone. At the end of the game, the player who has all the cards, or most of them if a time limit was set, wins.

### II. ZOOM for 2 players

The object of the game is to get all the airplane cards.

The cards are shuffled and divided evenly between the two players.

They are left in face-down piles in front of the players. Each player then turns over the top card of his pile; the player having the highest card gets the opponent's card. He then puts the card he has won and his own underneath his pile, face down. Thus, if one player turns up a 4 and the other a 2, the player with the 4 wins the 2 and puts them both under his drawing pile. If both players should turn up 4's, they put the cards in the center of the table, and the player winning the next turn gets all 4 cards.

The game continues until one player wins by having all the cards.