

# Zobmondo

## – Quick Steps – Start Of Play

- a. Choose a game piece and a "Start" position.
- b. Determine who goes first by rolling the dice.

## Game Play

- a. Take a question card and silently read the question.
- b. Silently predict how the group will answer the same question, write it down on a ballot ticket and place it on the board upside down without anyone seeing it.
- c. Read the question aloud to the group.
- d. Group should take three minutes to discuss the question and come to a consensus.
- e. Group announces its choice.
- f. If you have correctly guessed the outcome, you roll the dice and move forward the appropriate number of spaces and **PLAY SHIFTS TO THE NEXT PLAYER.**
- g. If you are incorrect, you do not advance and must wait until your next turn to try again.

## The Zobmondo!! Center And Winning The Game

- a. Invent your own "Would You Rather" question.
- b. Read it to the group.
- c. No discussion is permitted. Each player writes her individual choice on a ballot ticket.
- d. Reveal the individual votes.
- e. If the vote reveals a disagreement, then you have succeeded. **YOU WIN!**
- f. If the vote is unanimous, you have failed and must wait until your next turn to try again.

I would like to take this space to recognize a few of those who have not otherwise been recognized. Special thanks for advice, opinions, and support goes to Jon Baeta, Laura Daley, Christian Scott Morgan, Karen Forman, Jeff Fowler, Mary Gallagher, Miles Gibbons, Brad Hall, Bill Hengstenberg, Darcy Horn, Darrell Horn, Nancy Horn, Larry Iser, George Koutures, Ferrell McDonald, Felipe J. Riojas, and Sean Sellars. Your input has made this product what it is... weird! Mission accomplished.

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Please visit our website at  
[www.zobmondo.com](http://www.zobmondo.com)



(zōb' mōn' dō)

# RULES OF PLAY

**For 3 - 8 Talkative, Fun, and Imaginative Players or Teams.**  
(Recommended for ages teen to adult.)

## — Equipment —

Zobmondo!! Lite contains one playing board, one die, 200 "Would You Rather" question cards, one card box, 8 glass player pieces, one three-minute sand timer, one ballot pad, and pencils.

## — Object Of The Game —

Above all, to stimulate entertaining, ridiculous, conversation. More precisely, to advance to the middle of the game board, by predicting how friends will answer outrageous, gross, thought-provoking, and hilarious Zobmondo!! "Would You Rather" questions.

## — Start Of Play —

### 1. Each Player Must Choose Piece.

Each player should begin by selecting a game piece and choosing a "Start" position. No two players may begin at the same start point. All paths to the center have the same number of spaces and players **are not allowed to move sideways to a neighboring spiral at anytime.** Categories with their respective color codes follow:

- Pain / Discomfort / Fear — Red
- Appearance / Embarrassment — Blue
- Food / Ingestion — Orange
- Ethics / Intellect — Green
- Random — Purple

### 2. Determine First Turn.

Each player rolls the dice to determine which player's turn is first. Do not use this roll to move your game piece. The player rolling the highest number goes first and begins her journey to the "Zobmondo!! Center" space. If two or more players tie, they roll again.

## — Game Play —

### 3. Zlobber Selects Question and Guesses the Outcome.

*Please note that, during game play, the roll of the die occurs at the end of the player's turn.* The first player, the Zlobber, starts the game by choosing the first card from the card box and then **silently** reads the "Would You Rather" question corresponding to the category color on which her piece rests. She then silently tries to predict how the remaining players, as a group, will answer the difficult question. She notes her guess on one of the ballot tickets and places it face down in the center of the board.

### 4. Zlobber Asks Question to Group and Group Comes to a Decision.

Now the craziness begins. The Zlobber reads the question aloud to the other players. They then have three minutes (use the timer) to debate, reason, argue, and laugh until they are able to reach a consensus choice. (OPTIONAL PLAY: Players may decide not to limit the time for discussion since this type of dialogue is often truly hilarious.) The Zlobber may listen to or participate in the loud, entertaining decision-making process but she should not give the other players any idea what her prediction is. Bluffing to influence the process is perfectly legal but may only reduce the Zlobber's hopes of a correct prediction.

*(Game Play continued in next column)*

*The Reverse Zob: It is permissible for the group to intentionally choose the choice opposite their consensus in order to Zob the Zlobber. It is also legal for the Zlobber to anticipate this tactic and predict the option she believes is less likely. Basically... bluffing, conspiring, and intentionally double-crossing is perfectly OK.*

If the process of building consensus seems confusing, please review the definition of "Consensus" on the Zobmondo!! Terms section on the right side of the instruction card.

### 5. Zlobber's Guess is Revealed and Zlobber Moves Forward if Correct.

When the timer stops, or earlier if a consensus is reached, the group reveals their choice and the ballot ticket is turned over. If the Zlobber has correctly predicted the outcome, she rolls the die and moves forward the appropriate number of spaces. If she is incorrect she does not advance. **Please note that the Zlobber must wait until her next turn to draw another card, whether she succeeds or fails.**

### 6. The Next Player Repeats Steps 3 - 5

Play continues in a clockwise direction as the next player becomes the Zlobber and begins her turn by drawing the next card and proceeding as before.

## — The Zobmondo!! Center — And Winning The Game

A player's last act, upon reaching the center of the board, is to take the "Zobmondo!! Center Challenge." A player need not roll an exact number to enter the Zobmondo!! Center. To win the game, a player must successfully exit The Center. To exit, the contending player must follow this procedure:

A player who is in the Zobmondo!! Center has a different objective and, during her turn, a different procedure is required. She must invent, concoct, derive, or author her own original Zobmondo!! "Would You Rather" question and this question must result in a non-unanimous response from the other players. A skilled and imaginative player can succeed and exit The Center quite easily. She should begin dreaming up such a question in anticipation of her turn ...no subject matter is off limits.

- When her turn arrives she must pose her question to the other players.
- Unlike normal play, Zobmondo!! Center play does not permit discussion, but instead requires that each player record her individual choice on a ballot ticket. These tickets are placed, one by one, in the middle of the board.
- After all the votes are in, they are revealed. A non-unanimous result of any kind releases the Zlobber from The Center making her the winner. A unanimous vote, however, means that the Zlobber has failed and instead must wait until her next turn to try again.
- The logic is simple. Since there is no obvious choice to a good Zobmondo!! Question, a unanimous response should not go rewarded.

While it is possible for a player to remain stuck in the Zobmondo!! Center for several turns, a creative Zlobber can escape and win quite quickly.

*A Special Note on All Zobmondo!! Center Play: Intentionally using a Zobmondo!! question which exists in the Zobmondo!! card deck is a major violation. Let's call it cheating. In addition, players using questions heard in previous games of Zobmondo!! will be declared on probation and placed at the mercy of the consensus. Players should police themselves and use the handy consensus theory to determine the guilt or innocence of a suspicious player. Think of a new question! You can do it.*

## Zobmondo!! Notes (Optional!)

**Abstinence:** Abstinence is strictly against the rules of Zobmondo!!. The phrases "I won't choose either," "Neither one," "Who cares?" and or "I would rather die" should never be heard while playing Zobmondo!!. Furthermore, no condiments, plastic surgery, or actions which change the spirit of the question may be added to a Zobmondo!! scenario.

**The Zobmondo!! Center:** Players creating their own questions when in The Center should always be true to the spirit of Zobmondo!!. Merely asking others whether they would rather drive a white car -OR- a red car so as to elicit the desired non-unanimous response is a blatant violation. Don't let the player in The Center get away with it. Make her stay in The Center until she comes up with a proper question which goes deeper than simply personal preference.

**Short Games:** Short games resulting from fast play or smaller numbers of players may be extended by requiring the winner to travel into the Zobmondo!! Center space and then back out to one of the start spaces. In this scenario, succeeding in The Center space allows the Zobber to roll the die and proceed outward.

**Long Games:** Long games resulting from long discussions and large numbers of players may be shortened by allowing a player ONE additional turn after successfully predicting the group's consensus. Only one free turn should be awarded before play moves to the next player.

**Team Play:** Zobmondo!! lends itself well to team play and requires players to remember, or re-learn, that age-old skill of building consensus. The Zobbing team must note its prediction quickly since all other teams are idle as they decide. Please do not exceed eight players or teams however, as this arrangement will likely result in another age-old situation ... bureaucracy, red tape, and slow play.

**Ice Breakers:** It is not uncommon for players to tote Zobmondo!! cards around with them as handy conversation pieces. This is also legal -- so long as you avoid using these questions when you are in the Zobmondo!! Center.

**Question Submissions:** Please consider submitting your Zobmondo!! "Would You Rather" question creations for future editions. Please do not mail or phone in your submission. Questions dreamed up in The Center can only be submitted by visiting the Zobmondo!! Web Site at [www.zobmondo.com](http://www.zobmondo.com) and following the instructions. Thank you very much for your input.

**Common Sense:** Finally, while some of these questions may paint a shocking, perplexing, sickening, or downright disturbing picture... *they are not to be taken literally or to offend... take them with a "grain of salt".. they are designed to make you think and engage in a lively discussion.* Feel free to skip questions which are too vivid for your particular audience or even destroy the card that contains such a question. But regardless of your choice, please place yourself in the proper fun, social state of mind before playing Zobmondo!!. **Further, anyone even close to the age of 13 should know that performing many of these actions could injure, disfigure, or even kill you. Do not attempt any of this... it is for discussion purposes only.**

## Zobmondo!! Terms (Optional!)

**Consensus:** A group decision. In Zobmondo!!, consensus is reached after a lively, uninhibited discussion about which of the two bad options of a Zobmondo!! question is better. Consensus in Zobmondo!! can be reached by voting, discussing or debating. Use whatever process you choose but do not get hung up on it. After three minutes of discussion, if you are unable to reach consensus, just pick one of the options by flipping a coin or rolling the die and move on to avoid delaying play. Players which prevent the group from reaching a consensus are hereby declared difficult and should be banished from Zobmondo!! game play. The goal of Zobmondo!! is entertaining social interaction. A competitive strategy game is not our vision.

**Unenjoyment:** A term synonymous with discomfort, distress, unhappiness, or uneasiness. We are talking about displeasure of any kind. Zobmondo!! question cards are called "Cards of Unenjoyment" because the questions are downright disturbing and should bring about a temporary feeling of displeasure or uneasiness.

**Zobmondo!!:** The name Zobmondo!! is a slang term. It developed from the root term "Zob" which is a negative exclamation. For instance, if a person stubs her toe, he might yell "Zob!" as a result of the pain. Further, if a person were to break her foot, she might yell, with even greater emphasis, "Zobmondo!", proclaiming greater pain and frustration. Within the context of our board game, it represents the exclamation a person might utter when presented with the difficult and often horrific options from which he or she must choose.

**Zobbed:** Again from the root term "Zob." Using this term in a couple of sentences may be the best way to effectively communicate its meaning and use. Example: "Jenny really zobbed Brian by putting hot sauce in his underwear." "Oh yes, he got zobbed all right."

**Zobber:** The one who does the zobbing. In the context of the game, it is the player who attempts to predict the consensus or invent a new Zobmondo!! question.