

WELCOME TO SARDINIA!

The word "Tzintzula" is the Sardinian name for the mosquito, in Italian the mosquito is called "Zanzara".

TZINTZULA

GAME RULES



INFO

For 3 to 6 players

Ages: 6 years and up

Playing time: about 10 minutes

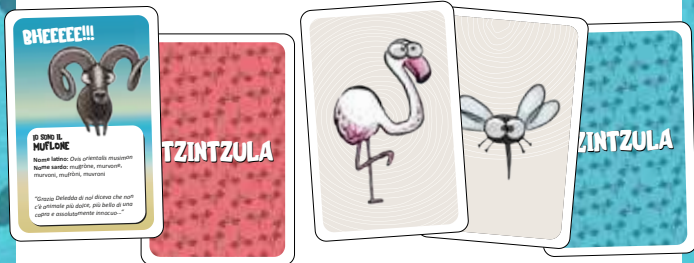
WHAT'S IN THE BOX

110 cards divided into:

11 **cards with typical Sardinian animals (red back)**

99 **cards (blue back):**

88 animals, 7 mosquitoes, 4 cards "The wind is turning"



**Cards with short
description of the animals**

Playing cards

IDEA OF THE GAME

A group of animal friends, the monk seal, the Eleonora falcon, the white Asinara donkey, the Giara horse, the Fonni herd dog, the Sardinian wildcat, the pink flamingo, the Sardinian wild boar, the mouflon, the scops owl and the sheep meet together on their favorite beach of "Is Arutas" for a day of sun and fun. They spend their time in a good mood making the typical sounds of happy animals until Tzintzula, the terrible mosquito, comes to disturb. It's a mischievous insect ready to suck the blood of the merry gang.

Will they be able to get rid of it and find peace again?

SPETTING UP

If you play with three or four players, you should put away all the cards of 2 animals (**blue playing cards**)

Attention: Each group of animals is made of 8 cards.

Otherwise you can play with all the **blue playing cards**.

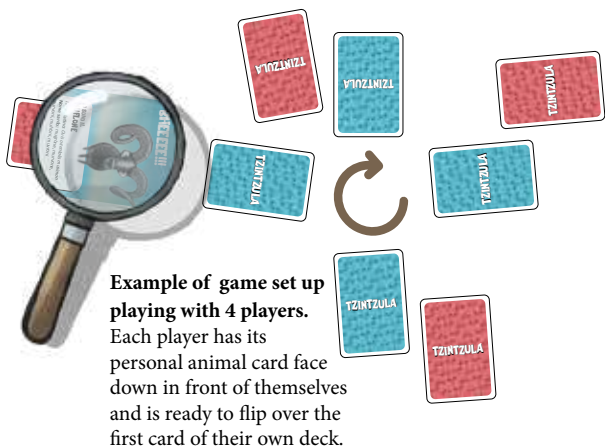
Each player draws without looking one of the **red animal cards** and imitates the sound of the animal. Then the card will be placed face down in front of each player. The players have to remember the sounds of the other players' animals. If you play the variant for experts (look further down), shuffle the **11 animal cards** and place them as a deck face down.

Shuffle the **blue playing cards** and deal to each player the same amount of cards. Each player places it's own deck face down in front of themselves.

The last one who got bit by a mosquito will start the game.

In case of a tie the youngest starts.

Note: It is best to play at a round or square table so that all players sit equidistant from the center of the table.



Example of game set up playing with 4 players.

Each player has its personal animal card face down in front of themselves and is ready to flip over the first card of their own deck.

GAME GOAL

The player with the fewest playing cards wins.

PLAYING THE GAME

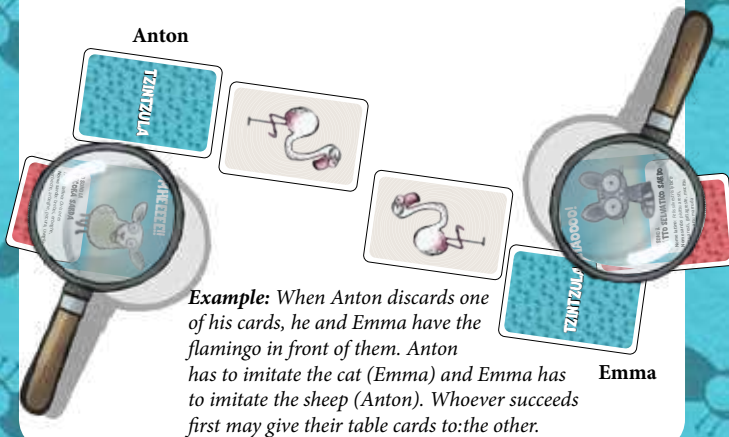
The first player flips over the top card of their card deck and quickly places it face up in front of him or her, forming his or her own discard pile during the game.

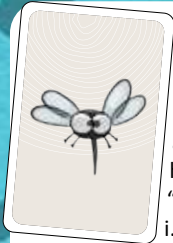
Note: Always put the cards down quickly and in such a way that the other players see the card first, to be fair.

Then it is the next player's turn and clockwise the players discard the cards one by one. The game continues this way until someone discards a card with an animal, that is already face up on another discard pile. In this case the game stops. The two people with the same animal now imitate the animal sound of the other person.

Attention. The players must imitate the animal sound of the opponent, not their own animal sound!

The player who reacts first and imitates correctly, gives all of their table cards to the duel opponent. The cards are added to the hand deck. Anyone who has forgotten which animal the player embodies can imitate any animal to find the right one. There is no penalty for wrong imitation, it only counts who imitates the right animal first.



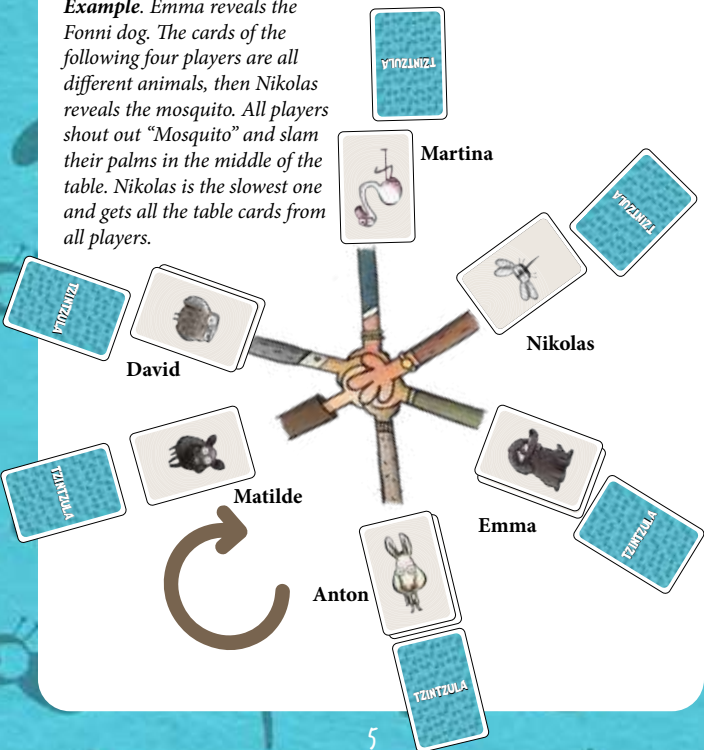


THE MOSQUITO

As soon as a player places a **blue playing card** with the image of the mosquito on it, all players shout out “mosquito” loudly and hit the center of the table with their palms. A “stack” of hands forms. Whoever does this last, i.e. who has the last hand in the stack, receives the discarded cards of all players. The card with the mosquito gets set aside face down and removed from the game. Then the next round starts.

Attention. If there aren't any discarded cards on the table, the player will receive one hand card from each player.

Example. Emma reveals the Fonnei dog. The cards of the following four players are all different animals, then Nikolas reveals the mosquito. All players shout out “Mosquito” and slam their palms in the middle of the table. Nikolas is the slowest one and gets all the table cards from all players.



A rectangular card with rounded corners and a light beige background. In the center, there is a dark brown circular arrow icon, consisting of a thick line forming a circle with an arrowhead pointing clockwise.

THE WIND IS TURNING

When this special card is discarded by a player, the direction of the play changes.

WINNING THE GAME

The game ends as soon as the **seventh mosquito card** appears. The players slam their palms in the middle of the table and the slowest one receives the table cards as a penalty. The player with the fewest hand cards wins. In case of a tie, the victory is shared.

Attention. If a player runs out of hand cards to play before that the seventh mosquito card is revealed the card game continues waiting for the still missing Tzintzula card(s). In case this player will be the slowest one slamming the hand on the table, they receive the table cards of each participant and then starts over to play with these cards as their new hand cards.

GAME VARIANT FOR EXPERTS

The cards “The Wind is turning” get a new function: As soon as a player reveals this card, they must draw a new animal card (the one with the red back) and from that moment they embody a new animal. They make the animal noise once, then the game continues.

Attention: Playing this way can take a long time until the game ends. If you are a nice group and you want to experience really funny moments, then try this variant.

PROTECTING ANIMALS BY LEARNING ABOUT THEM



THE WHITE ASINARA DONKEY

This albino breed lives in limited number on the island of Asinara (a small offshore island to the north) and in the forest of the Porto Conte Regional Park.



THE PINK FLAMINGO

The flamingo builds its nest out of mud on embankments, on peninsulas or small islands in salty lagoons. Egg laying (1-2 eggs) takes place in May.



THE GIARA HORSE

These small wild horses live on the Giara plateau (about 50 km north of Cagliari) in family herds consisting of a stallion and one or more adult females.



THE WILD BOAR

The origin of the wild boar in Sardinia goes far back. It was bred by Sardinian prehistoric man as early as the Neolithic Age.



THE ELEDNORA FALCON

This medium-sized hawk, with a wingspan of 110 to 130 cm, is named after the Sardinian regent Eleonora d'Arborea. Breeding sites are in secluded coastal locations such as rocky cliffs.



THE SCOPS OWL

The scops owl is a purely nocturnal bird. The focus of activity is before midnight. In the early morning twilight, she retires to her shelter, which is always very well covered, and spends most of the day largely motionless.



THE MOUFLON

This wild sheep is an experienced jumper, a great climber and a fast runner (approx. 60 km/h). Of all the animals, the mouflon is one of the most well-known animals in Sardinia.



THE HERD DOG FROM FONNI

This dog breed is only present in Sardinia. Although it takes its name from the small hilltop village of Fonni, it can be found all over the island.



THE SARDINIAN WILDCAT

Agile and quick when climbing trees, she prefers the hours around sunrise and sunset. At night and in the midday heat, the Sardinian wild cat is inactive.



THE SHEEP

The Sardinian breed spread throughout mainland Italy thanks to the emigration of Sardinian shepherds in the 1960s. (*Wikipedia*)



THE MONK SEAL

The origin of the name lies in the black color of the fur (especially in the female animals) which is reminiscent of the robes of the monks.