POCKET ZOO

2-4 · 10-20 · 8+

Tetris-like enclosures meet dominoes in a pocket-sized zoo.

Build pens, complete rows… and be ready when the photo is taken!

56 animal tiles · **21 square tiles** · **12 tokens** · **Box 12 × 6 × 6 cm**





The game

Each turn, take a domino tile from the market and add it to your zoo. Match colours to build Tetris-shaped pens; mix animals to complete rows.

Meanwhile, the day at the zoo moves on: **ticket**, **photo** and **ice cream** reward good timing.

Why it works

- **Tiles only, no board:** small box, one-minute setup.
- **The camera slides along the market:** every tile taken brings the shot closer. Speed up or hold back?
- **27 goal combinations:** every game asks for a different zoo.
- **Light interaction:** hate-drafting at the market, races for ticket and photo.
- **Teach in 5 minutes.**



Box mockup

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Placeholder prototype art. Physical prototype and rules available on request.

Play it online
games.andreaiachini.com/pocket-zoo