Mystery Zoo

Overview

This journey will not be easy, you will face difficult choices that test your morals and courage. Every decision you make will lead you down a unique path that will shape your character and worldview. Your experience and enlightenment will be invaluable.

Contents

1 Six-sided Die

Game rules

Map (terrain)

4 tokens

Chips

36 Animal cards

81 Event cards

Number of Player

Four players

Age of Player

10+ years old;

How to Win

Player who has the most credits (Money plus animal cards credits) will be the winner.

How to End the Game

- 1. When any player draws the **Great Flood Card**, the game ends.
- 2. Any area's animal card is drawn out, the game ends.

Before Starting Play

1). **Cards:** All the event and animal cards are shuffled and placed face-down on the table in a pile in the middle of each level board.

- 2). **Token:** Each player determines a color of token. Place the tokens on the start grid
- 3). **Money:** Every player grabs 1000 dollars from the table as initial funding.

How to Start Play

Who goes first?

Start acting clockwise according to the sequence

Turn Sequences

- 1). Roll the dice
- 2). **Move** your token according to the number of dice you roll.
- 3). **Action**: After reaching the specified location, act on the events on the grid.

Level 1:

L	Draw an animal card
?	Draw an events card
Government	Check one player's all animal cards a. If he has three star animal - Option 1: Give you \$1000. - Option 2: He loses the three star animal card and loses \$500. b. If he doesn't have three star animal - You lose \$200



Place to sale animal (follow the price on the card)

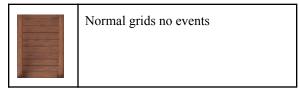
Level 2:

X	Draw an animal card
?	Draw an events card
Secret dealer	Draw secret dealer events card (This event is not mandatory)
STATE OF THE PARTY	Check one player's all animal cards
Government	a. If he has three star animal Option 1: Give you \$1000 Option 2: He lose the three star animal card and lose \$500 b. If he doesn't have three star animal You lose \$200
Cambing	Choose a player to roll the dice to compare dice points. The winner can choose - Option 1: Take the loser \$800 - Option 2: Take 1 animal card
MARKET	Sale animal (follow the price on the card)

Level 3:

	Draw an animal card
Ç.	Draw an events card
Poach	Choose one player to remove his one animal card.
Covernment	Check one player's all animal cards a. If he has three star animal Option 1: Give you \$1000 Option 2: He lose the three star animal card and lose \$500 b. If he doesn't have three star animal You lose \$200
Jail	Stop one round
MARKET	Sale animal (follow the price on the card)

Connection



4). **Animal sale**: Higher-grade animals cannot be sold in lower-grade markets, but lower-grade animals can be sold in the higher-grade markets.