

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:







	Draw an animal card
	Draw an events card
 Government	<p>Check one player's all animal cards</p> <ol style="list-style-type: none">a. If he has three star animal<ul style="list-style-type: none">- 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<ul style="list-style-type: none">- You lose \$200

	Place to sale animal (follow the price on the card)
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Level 2:

	Draw an animal card
	Draw an events card
 Secret dealer	Draw secret dealer events card (This event is not mandatory)
 Government	Check one player's all animal cards <ul style="list-style-type: none"> a. If he has three star animal <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - You lose \$200
 Gambling	Choose a player to roll the dice to compare dice points. The winner can choose <ul style="list-style-type: none"> - Option 1: Take the loser \$800 - Option 2: Take 1 animal card
	Sale animal (follow the price on the card)

Level 3:

	Draw an animal card
	Draw an events card
 Poach	Choose one player to remove his one animal card.
 Government	Check one player's all animal cards <ul style="list-style-type: none"> a. If he has three star animal <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - You lose \$200
 Jail	Stop one round
	Sale animal (follow the price on the card)

Connection

	Normal grids no events
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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.