

## **Animal Actions**

Players can go in any order, but must take all of their actions before another player can take their turn

### **Move up to 2 tiles**

Follow a Path into an adjacent tile.

If a tile is upside down, flip it and align the paths. The Edges must stay aligned

More than one Animal can be on the same Path in the same Tile at the same time.

An Animal that is Hiding which starts its turn with a Keeper on the same Tile can Move off the Tile without being Captured

You may take other actions in between Moves (e.g. move-poop-use feature-move)

### **Use Ability**

Remove the Keeper from the Zoo. It will re-enter the Zoo on its next turn

### **Poop**

There can only be one poop on a path

### **Use Special Tile feature 1/turn**

Ransack Building - draw a card

Funnel Cake Stand - refill poop

PA Edge Tile - all keeper(s) turn toward that Edge

Sewer Tile - Hide

Avian House - all Keepers change directions

Dr. Potamus' Workshop - add a Part to the Incredible Machine and/or help Dr. Potamus Build the Incredible Machine

## **The Keepers**

Keepers take their Actions AFTER every Animal has completed their Turn

Your first Keeper will enter the Zoo after your first turn

Add another of your Keepers to the Zoo and a Power Card to the deck when:

You Ransack a Building

You move onto a Path with a CCTV

The number of Moves each keeper gets per turn depends on the Power Card you draw

Starting Deck: two '1' cards and 4 '2' cards. Add one '2' card to the deck for each player greater than 2.

Additional Cards: two '3' cards and two '4' cards per player. Stack in ascending order.

Draw one card for each Keeper and move them in the order the tokens are numbered

When the Deck runs out, shuffle the discards

Keepers move in a straight line orthogonally across tiles

If a Keeper is in the same row or column as its Animal, it will turn towards it (or the Incredible Machine if its Animal has been Loaded)

When a Keeper enters its Enclosure, flip the coin to determine which direction it will go if its Animal is not in the same row or column

If a Keeper reaches an Edge tile without Seeing its Animal, Flip the Direction Coin to determine its new direction

A keeper always finishes its turn facing the direction it will travel the following turn

E.g. on a curved Path, or if its Animal is in the same row or column

Turning is not a move

Keepers never U-Turn

Keepers do not flip tiles

A Keeper will capture ANY animal or the Incredible Machine if it is on the same Path

Put your Animal back in its enclosure

Any Part(s) an Animal is carrying when it is captured is removed from the game

Ignore any Keepers that are already on your enclosure

Shuffle another Power Card into the deck.

### **Keeper Moves**

Enter the Zoo

Follow the Path

Cross Between Paths

Cross Unflipped Tile (2 Moves) - flip the Keeper on its "busy" side after one move and flip it back after the second move

Clean Poop - the Keeper makes no more moves this turn

### **The Billionaire**

When the Incredible Machine is built, place The Billionaire token on the Gate Tile closest to Dr Potamos' Workshop

If the Gate Tile is not revealed, place the Billionaire in the Enclosure closest to Dr Potomos' Workshop

Flip the Direction Coin if two enclosures are equidistant

The Billionaire ignores Poop

## **The Incredible Machine**

In order for the Animals to Escape, they must Build the Machine, they must all get Loaded in the Machine, and the Machine must Escape the Zoo

### Building the Machine

The Machine requires at least 1 of each part, no more than 6 total

Once an Animal Builds the Incredible Machine, replace it with the Hippo Token

Animals cannot use their abilities when they are Loaded

Parts cannot be added to the machine once it is Built

The Incredible Machine can take all of its available actions the same turn as it is built

## **Machine Actions**

The Machine can use EACH part once per turn.

## **End of Game**

You win if all Animals are Loaded in the Machine and you Escape the Zoo

You lose if:

All Animals are Captured on the same turn

Any Animal runs out of Keepers

There are no more Power Cards to add to the Deck

You are forced to discard all of one Kind of Part