

NIGHT AT THE ZOO



You rub your eyes and look around. It's cold and dark. Where are you? You quickly realize that you have appeared in the zoo at night! Walking in the crisp snow, you recognize the entrance with its polar bears, the lake and the big rock, but the animals are nowhere to be seen. Instead, you meet a variety of different creatures. One of them turns to you to ask for your help. You must carry out a mission for which you are given a map showing a part of the zoo in detail. Based on this, and going via certain points in the zoo, you need to reach the final stage of your mission. The task seems easy, but the strange creatures that pop up and the blizzard howling around you make it difficult to navigate. Fortunately, if you listen carefully and manage to memorise all the stops on your journey, you can succeed in your mission. Meanwhile, the others are also wandering around the zoo. Which of you will achieve your goal first?

7-12



2-4
PLAYERS

CONTENTS:

1 gameboard | 18 tiles, of which: | 12 zoo location tiles; 1 big Roc 2 small Rocs; 2 storm tiles; 1 Vicious Beast tile | 4 backpacks | 4 maps, with mission details on the backs | 4 help cards | 3x8 coloured cubes | 4 game figures | 1 snowstorm signal with disc pointer

THE OBJECT OF THE GAME

The aim of the game is to be the first to get to the place shown on your small maps (DESTINATION). But beware! Various ghastly creatures and a sudden blizzard could completely confuse you along the way. Fortunately, your friends are happy to help in exchange for a few little treasures.

PREPARATION

- 1 Place the **gameboard** on the table!
- 2 Select the 12 location tiles and choose 4 additional tiles depending on the game version you have chosen (see table). Then shuffle the 16 tiles, place them face down on the game board.
- 3 Each player should choose a backpack, and put it in front of themselves! Then select a **figure** of the same colour as the backpack!
- 4 Each player selects a **map**, and puts that in front of them with the other things! Everyone reads their mission from the back of their map, and then places their figure on the little map in the "START" position!

- 5 Put the **treasures** (coloured wooden cubes) on the table where everyone can reach them! These will be the treasures you might come across.
- 6 Set the **blizzard marker** to the lowest level (1) and place it next to the board where all the players can see it.
- 7 At last take a **help card** that summarizes how to take the actions and use your treasures.

In the case of the beginners game, there is no storm, thus the snowstorm indicator will not be needed either. Pop it back in the box!

GAMING MODES

BEGINNERS

The yellow and green rules do NOT apply to you!

You need: 12 place tiles + 2 small Roc + 2 blizzard*

ADVANCED

You have to follow the yellow rules too!

You need: 12 place tiles + 1 big and 1 small Roc + 2 blizzard

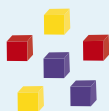
EXPERT

The green and yellow rules both apply to you!

You need: 12 place tiles + 1 big and 1 small Roc + 1 blizzard + 1 Vicious Beast

COOPERATIVE See at page 8!

* There is no blizzard in the beginners game, thus the storm tiles are not required



HOW TO PLAY

The game is started by the player who went to bed last the previous night! Perform the following steps in your turn:

1. Turn two tiles up in a row and perform the actions written on them
2. Use your treasures to ask your friends for help
3. Check the storm indicator - in the ADVANCED + EXPERT game modes
4. Move with the Vicious Beast - in EXPERT game mode

At this point the turn ends. Each upturned tile is turned back over and the next player takes their turn.

DETAILS OF THE STEPS

1. FLIP TWO TILES

As you flip the two tiles, look at all the following options in turn:

Can you move forward on your map?

- if you turn over two location tiles, and **one location is behind you on your map and the other on your map in front of you, then yes, you can.** Move your figure one step forward on your small map. The order in which the tiles are turned over is not important, the point is to turn up those tiles that will let you advance.
- While the player's figure is at the starting point, it is sufficient for one of the flipped tiles to be the same as the player's first location on the map (the other tile

can be anything) to start. If you flip both the first and second locations, then you can still only move one, but you'll have an easier time in your next turn.

- If you flip only one location tile, or two, but not the corresponding ones, or any other tile, then you can't move on your map now. Make a note of the tiles you turned in case you need them later! Other players should pay attention too!

Did you get some treasure?

- if you have turned up one or two location tiles, you can take a wooden cube (treasure) for each tile that is the same colour as the colour in the lower left cor-



ner of the upturned tile. You can store the treasures (wooden cubes) you collected in your backpack as long as there is enough space in it. Once the bag is full, you won't be able to pick up any more treasures (until you use them in a move, which will leave space in your backpack to collect again).



Is the storm getting stronger?

(only in the advanced and expert games)

- if you turn **2 place tiles** where there is a snowstorm in the upper right hand corner, then the blizzard is getting stronger. Turn the storm marker disc to the next level up!



- if you turn over **a storm tile**, then you also need to turn the storm marker disc one level higher! If you turn over two storm tiles then the storm gets stronger by two levels.



What else can happen?

- If any of the tiles that are turned over show a **Roc**, the animal is instantly set in motion and, following the brown bird marks on the board, you should swap places with the next tile in its path (the big Roc moves two, in that way two tiles are shuffled).



2. USING TREASURE

(OPTIONAL)

Once in every round you can ask for help from your friends in exchange for the treasure you have in your backpack. Put the used treasure back on the table with the other wooden squares.

You can turn to the following friends for help:



Owl (red-blue)

the Owl director knows everything about the zoo and will share its secrets in exchange for two treasures!

Take a look at two tiles in secret!

Dragon (blue-yellow)

The dragon blows a big fiery breath!

In beginners game mode, you can swap 2 up-turned tiles to confuse your teammates. In the advanced and expert game modes, you can adjust the strength of the storm by one in the direction you choose, which means that the storm can get stronger or weaker.

Armoured Toad (Yellow-Red)

You have offered the toad your favourite delicacy, so it will help you along the way with its magic power. You can turn over +1 tile! (You can't get an item for this tile, and if you turn over a Roc or a storm tile, nothing happens.) If the locations behind you and the two in front of you are facing up, you can **move up to 2 places** in your turn!



3. STORM INDICATOR CHECK

(IN ADVANCED AND EXPERT GAME MODES)

If the storm marker is at the strongest level at the end of your turn, or is on the owl, the board must be rotated 90° (the player whose turn it is decides in which direction) and then the storm marker must be set to 1 again.

4. MOVING THE VICIOUS BEAST

(ONLY IN THE EXPERT GAME MODE)

The Vicious Beast is so loud that everyone runs away from it! At the end of the round of players, he takes one step in the direction of the blue footprints and swaps places with the tile that he lands on. The Vicious Beast is a double sided tile so you can always see where it is.

Finally, turn all the tiles face down. It is the next player's turn.

THE END OF THE GAME

When a player reaches the last, "TARGET" square with his piece on his own map, they are the winner. Then the other players in that round also have a chance to get to their own goal. Everyone who arrives in this round is a winner. The others can continue the game, and the next one who gets in will be second and so on until everyone reaches their goal.



The first person to complete their mission will be guest of honour at the Zoo Restaurant for a meal of Tomato Shrew Soup and Jammy Chicken, with a choice of hootch or sugar mash to wash it down. Whoever finishes second will receive the remainder of the Seaweed and Frog's Innards Soup with dumplings as a reward. The third lucky one can choose from a glass of frog saliva or fur syrup.



THE COOPERATIVE GAME

Prepare the game according to the “advanced” game rules and choose a map (mission) to complete together. Put one of the pieces on it and take out the backpack that comes with it. Put the pieces somewhere where they can be easily reached by everyone!

Take out the **Vicious Beast tile** and place it on the board in the corner below the stone elephant and the stone crocodile, on top of whichever tile is there. You must complete the mission before the sun comes up, which is exactly the time it takes for the Vicious Beast to go around the board.

The game can begin!

A player's turn consists of the following steps:

0. first, the Vicious Beast moves one place forward on the marked path
1. then the player turns over 2 tiles. What the Chaos Beast stands on cannot be turned over. This stage of the game takes place as described in the “advanced” game mode.
2. The treasures are collected in the common backpack, and it is always up to the player in line to decide what help to ask for, what to use the treasure for.
3. The storm indicator works similarly to the way it does in the advanced game mode. The player in line decides in which direction to turn the board 90 degrees

Let's not help each other verbally! If we ask the Owl for help, in cooperative mode everyone looks secretly at the tiles that get turned over.

The end of the game

The game can end in two ways. If the Vicious Beast re-enters the field under the stone elephant and stone crocodile, the game ends immediately. The sun has come up, the strange creatures have disappeared, and you are left standing there in your pyjamas without completing your missions. The zoo workers kick you out, you lost.

If, on the other hand, you manage to get to the DESTINATION field on your small map before the Vicious Beast gets around, you have managed to complete the mission together, you have won!

The cooperative game could also be played by a single person.

RAGING BLIZZARD GAME MODE

You can also play the game by taking out the treasures (i.e. backpacks and wooden cubes). Then all you have to do is look at your map, the tiles, and the storm. The game is the same as that described in the advanced game mode, except that we don't have to worry about the parts concerning treasures (we don't collect treasures and we can't ask our friends for help either).

MISSIONS



VICIOUS BEAST MISSION

On a snowy trail in the zoo at night, you run into Knight Pellinor, who asks if you happened to have seen the footprints of the Vicious Beast. It is revealed that you have crossed the path of a huge creature near to the lake. The knight urgently needs to go to the Zoo Restaurant to drink some hootch, but asks you to look for the beast. You say goodbye and then you go to the pier on the shore of the zoo lake. From there, follow the clues to **the entrance of the zoo** and then to **the red X rock**. Then, bypassing **the Great Rock (where a dragon resides)**, the tracks lead past the feathered tree on the other side of the zoo lake. Here you will find a small purple object. This is the excrement of the Vicious Beast, or its poop! You are on the right track! You will soon reach the **millennial oak**, next to which stands a large bush. Sneaking in there, you see the Vicious Beast just grazing on the moorland! You eagerly wander into the **Restaurant** to report your discovery to the knight as quickly as you can.



PHOENIX MISSION

Walking past the millennial oak, an owl flies over your shoulder. He whispers in your ear that the Woolly Heffalump is injured, its tongue has been bitten by a wild worm he ate at the restaurant. Consequently, it is in urgent need of the healing ashes of the phoenix. He asks you to explore the secret lake where the phoenix lives. But which way should you go? You decide to look around from the top of the big tree and you also see in the distance a huge hippopotamus and a couple of huge unbreakable eggs among the foliage! Unfortunately, the bird belonging to the egg also appears, it picks you up, and then puts you down on a rock marked with a **red X**. You shoot off fast. You sneak past a centaur on the sleepy meadow and finally arrive at the seal hills where the huge hippo is. Unfortunately, he has no idea where the secret lake is, but the dragon on the big rock can help in exchange for a treasure! That's why you have to make your way to the **zoo entrance**, where you'll find some gold coins in a small room. You then visit the dragon inside the **Big Rock**. Luckily, it is feeling full and is very happy

about the gold, so it helps you. You have to follow the little blue flowers that pop up through the snow, they will lead you to the **Secret Lake** and you will find the Phoenix there



STONE STATUE MISSION

Arriving at the seal hills with the Behemoth, you meet the hippopotamus, who will be very happy to see you. With the help of the magical red powder he received from the headmaster, he should have changed the stone statues of the zoo, that is, the animals that had become stone, but his legs slipped so much that he could not even move. Instead, you are willing to undertake the task of following the map to walk among the statues. First, passing the **feathered tree**, you arrive at the entrance to the zoo, where the lemur statue comes to life from the red dust and bounces off. You then release 3 snakes from a gorse bush behind the millennial oak into a stone fog that will gratefully slither off. You then lose your way in the **sleepy meadow**, where you bring a cormorant to life next to a centaur. Finally, you also find a turtle statue in the reeds next to **the pier at the zoo lake**. When the animal happily sneaks into the water under the effects of the red powder, you rush

to the **African hut** to report your success and return the jar containing the red powder to the director.



DODO MISSION

Dodo, your little brother disappeared from your rooms at night with your favourite cuddly animal, Töhötöm. Luckily, Töhötöm has a hole, and by following the lentil trail left, you quickly find yourself in the night zoo. Traces lead past the **Big Rock**, in the depths of which it seems as if a huge monster is dormant. Hurrying forward, you arrive at the **sleepy meadow**. Next to a centaur, you find another lens. From here, the clues lead to the zoo lake. First you pass a colourful **feathered tree**, then after the pier you leave the lake shore. Next to a rock marked with a red X, you discover more lentils and clues. Suddenly a dark shadow covers the sky and a giant bird swoops down on you. You only just manage to escape! As you run, you meet a group of penguins that are pushing a huge, slippery-footed hippopotamus onto the seal hills. Poor thing is struggling to move on the ice, but he sees Dodo! He is in the nearby Owl Castle, where he became acquainted with the dangerous Basilisk. You hurry up quickly to find it in time!