

ZOO BREAK



OVERVIEW

EMERGENCY! A computer malfunction at the Bedlam Zoo has short-circuited the gates for all the animal enclosures. The animals have started escaping from their cages and are making their way to the zoo exit!

Your goal is simple: work with your fellow zookeepers to get the animals back in their enclosures and lock them in before too many exit the zoo. The tricky part is some of the animals are dangerous and more are escaping by the minute, so the situation could easily spin out of control. Work as a team to gather the necessary supplies, capture the animals, and lock all the cages before it's too late!

*The zookeepers **WIN** when no loose animals remain in the zoo and all the animals' enclosures are locked.*

*The zookeepers **LOSE** if:*

- A dangerous animal – a tiger, an elephant, or a dangerous snake – exits the zoo before being captured; or,
- Five or more of any harmless animals – capuchins, meerkats, pandas, or harmless snakes – exit the zoo before being captured.

① BOARD & ANIMALS

Lay out the board in the center of the play area and place all the animals in their enclosures. Shuffle the snake tokens and pile them face-down.

② INITIAL ESCAPES

The game begins with animals already on the run! Move one of each animal (except the rhino) to the first square outside its enclosure.

③ CARDS & SNACK TOKENS

Set the difficulty of the game by adjusting the number of PHEW! cards in the Escape deck, as follows:

Easier: 4 PHEW! cards

Standard: 2 PHEW! cards

Harder: 0 PHEW! cards

Shuffle ESCAPE cards and set them face-down near the board.

Shuffle MOVE cards and set them face-down near the board.

Shuffle SUPPLY cards and set them face-down in the supply shed.

Shuffle SNACK tokens and pile them face-down in the snack bar.

④ KEEPERS

Distribute one keeper mat to each player. **NOTE:** Each keeper has a special skill to aid them in saving the zoo (see p. 4). Players can pick keeper mats randomly to try out different skills, or else choose according to preference.

Place the corresponding keeples on the starting square, below the zoo gate.

⑤ BEGIN!

Decide who will go first (the youngest player, for instance). Play then proceeds clockwise around the table. For gameplay instructions, see **PLAY** on p. 5.

Game Components → Board Info →



*All doorways are denoted by dashed lines.

KEEPERS' SPECIAL SKILLS

In their lives outside the zoo, the keepers have hobbies that have bestowed upon them specialized skills that are extremely useful as they help to save the zoo. Applied to gameplay, their abilities override the standard rules.



Gardener

Special Skill: Shortcuts

Rule Revision: Can move through or stand in hedge squares.



Track Star

Special Skill: Speed

Rule Revision: Can move up to 2 squares per action and leap over barricades as if they weren't there.



Lucky Duck

Special Skill: Extra Chances

Rule Revision: Can re-roll up to two times at the start of a turn.



Black Belt

Special Skill: Dodging Injury

Rule Revision: Never gets injured by animals.



Angler

Special Skill: Long Reach

Rule Revision: Can flip snakes and capture animals on adjacent squares (but not diagonally).

Each player's turn consists of four steps.



1. ROLL THE DIE

...to determine how many actions you will have available.

2. USE YOUR ACTIONS

...to avoid danger and complete tasks such as acquiring supplies, capturing animals, locking enclosures, etc.



3. FLIP ONE ESCAPE CARD

...to determine the next animals to escape their enclosures.

4. FLIP ONE MOVE CARD

...to determine animal movements, as well as other events that may affect play.



WHERE TO GO NEXT?

Details are in the remainder of this booklet, organized as follows:



KEEPERS BEWARE!

Learn the threats posed by different animals and what happens when keepers get injured: pp. 6-7.



ACTIONS & TASKS

Learn the actions and tasks keepers can perform during their turns and how to complete them properly: pp. 8-13.



ESCAPES & MOVES

Learn how animals escape and move through the zoo, and about other events triggered by Escape and Move cards: pp. 14-19.

KEEPERS BEWARE!

DANGEROUS ANIMALS

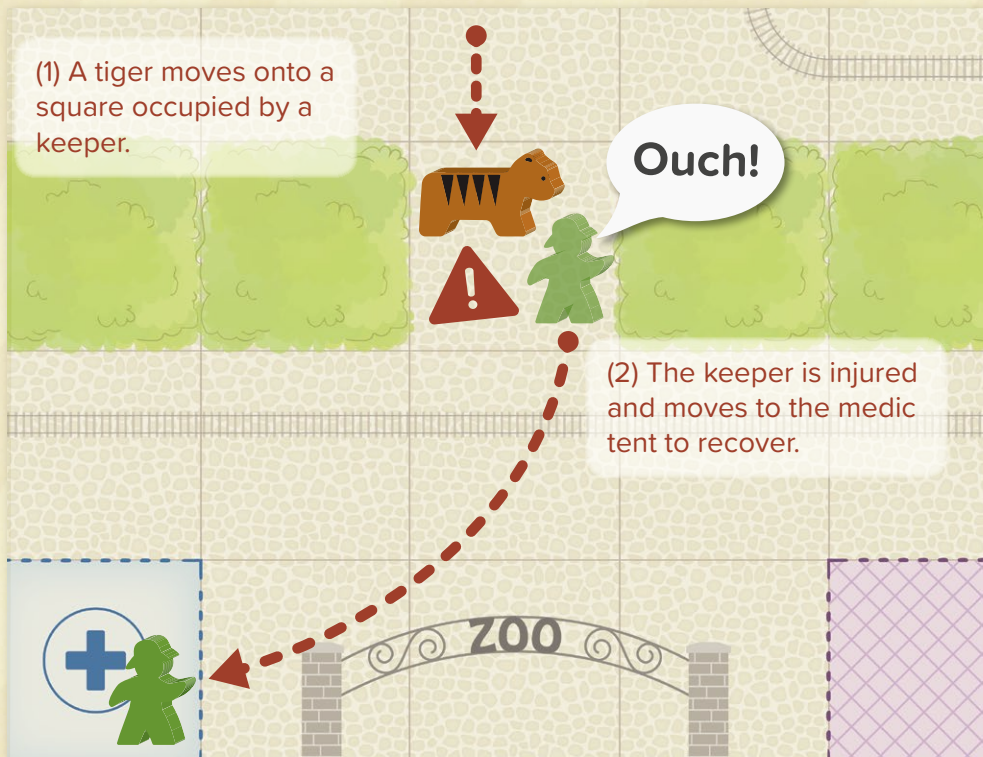
Some animals – tigers, elephants, the rhino, and harmful snakes (once revealed) – are dangerous and may cause injury to the zookeepers.

A keeper is injured when:

- A dangerous animal moves onto or through a keeper's space (see example pictured below).
- A keeper ends their turn on the same space as a dangerous animal.
- A harmful snake is revealed on the same space as a keeper.
- A keeper is on a sedated tiger's space when a Tigers Wake Up! Move card is drawn.

Dangerous snakes are harmless until revealed (i.e. their tokens are flipped over). For more information, see **Searching Out Snakes**, p. 13.

Once injured, a keeper is immediately moved to the medic tent to recover.



ZOO FACT

Animals in Zoo Break never attack or injure one another. They're too busy evading capture!

RECOVERING FROM INJURIES

Injured keepers move immediately to the medic tent and must spend their next turn recovering. During the recovery turn, the keeper may not roll or take any actions, but Escape and Move cards are still drawn. After the recovery turn, the keeper is fully recovered and may leave the medic tent on their next turn.



VARIATION: “Miracle Cure”

Sometimes – for example, when your game includes younger players – you may wish to observe the **Miracle Cure** rule. In this case, injured keepers are still moved to the medic tent but may roll and take actions normally on their next turn.

OTHER RISKS TO KEEPERS

Certain non-dangerous animals can create other kinds of problems for keepers. Capuchins are mischievous and may attempt to steal keepers' supplies. Pandas sometimes get lonely and may hug the keepers, making their jobs more difficult. For more information, see **Special Move Cards**, p. 18.



ACTIONS & TASKS

The roll of the die determines how many actions a keeper has available for their turn. Keepers may also receive bonus actions by playing snack tokens (see p. 9).

Actions are used to complete tasks such as moving around the zoo, capturing animals, and locking enclosures. Each task takes between 1 and 3 actions to complete. You may mix and match or repeat as many tasks as allowed by your available actions. Any unused actions are forfeited at the end of your turn. Optional tasks include:



Moving on Foot

1 action per space



Riding the Train

2 actions between each station



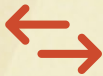
Drawing a Supply Card

1 action (keeper must be in supply shed)



Drawing a Snack Token

1 action (must be on space outside snack bar)



Trading Supplies or Snacks

1 action to give, receive, or trade (keepers must be on same space)



Placing/Removing Barricade

1 action (must be on an adjacent path square)



Capturing Loose Animals

1 to 2 steps, 1 to 3 actions each



Locking Animal Enclosures

3 actions (must be directly outside enclosure)

MOVING ON FOOT

Moving takes 1 action per square. Keepers CAN move onto and through path squares, the supply shed, the medic tent, or train stations (using doorways indicated by dashed lines). They CANNOT move diagonally or through barricades, nor enter animal enclosures, hedges, the snack bar, or the fountain.



RIDING THE TRAIN

Using 2 actions, a keeper may ride the train between any two stations. You may not interact with any keepers or animals along the route and you cannot travel on a route that is blocked by the barricade.



DRAWING SUPPLY CARDS

Using 1 action, a keeper in the supply shed may draw the top card from the supply pile or any available card from the supply stockpile.

To keep a supply, place its card in one of the spaces on your keeper mat. If your inventory is full, you may not acquire another supply without first discarding one to make space. Supplies may be freely discarded at any time. For more information, see **Managing Supplies**, p. 10.



DRAWING SNACK TOKENS

While on the square outside the snack bar, a keeper may use 1 action to obtain a snack token. The snack may then be held in reserve or traded, but it cannot be played during the same turn in which it was obtained. A keeper may only hold one snack at any time.

A keeper with a snack token may play it at any time during a future turn, in order to gain the specified number of bonus actions. Once a token has been played, it is returned to the bottom of the pile in the snack bar, where it may be retrieved and used again.



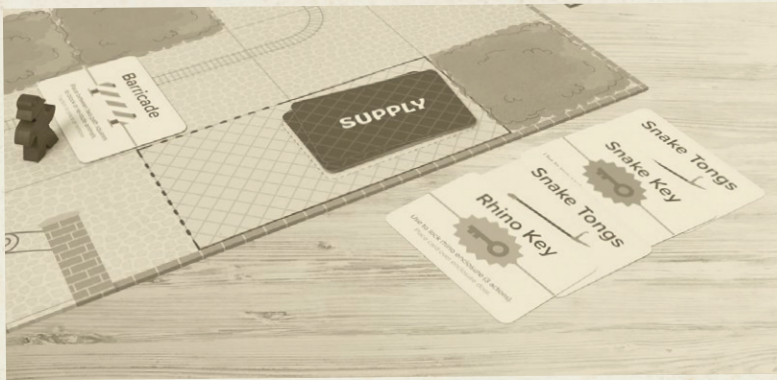
MANAGING SUPPLIES

Zookeepers' supplies are vital, especially in emergencies – which, we admit, occur with alarming frequency at the Bedlam Zoo! These details will help you and your fellow keepers manage them effectively.

The Supply Stockpile

Keepers initially find supplies by searching the pile inside the supply shed. Later, as supplies are discarded – as when a keeper doesn't wish to add one to their inventory or wishes to make room for something else – they are added to the supply stockpile. Once the stockpile has been formed and a keeper seeks a new card in the supply shed, they may *either* pick a new card from the face-down pile *or* choose any card they like from the stockpile.

For ease of play, the stockpile should be formed alongside the game board, adjacent to the supply shed, as pictured.



Repeat Use vs. Placement

Most supplies – nets, leashes, tranq darts, etc. – can be used indefinitely while held in a keeper's inventory. However, two types of supplies – enclosure keys and the barricade – are used by removing them from an inventory and placing them directly on the board.

REPEAT USE ↻



Net



Tranq Darts



Leash



Stretcher



Snake Tongs



Antivenom

PLACEMENT ↓



Barricade



Enclosure Keys

TRADING SUPPLIES OR SNACKS



Using 1 action, a keeper may trade a supply or snack with any keeper who occupies the same square. Each trade – which can be either giving, receiving, or exchanging one-for-one (including a supply for a supply, a snack for a snack, or a supply for a snack) – counts as 1 action and you may trade as many times as you have available actions. See also **Managing Supplies**, p. 10.

USING THE BARRICADE



With 1 action, a keeper may place the barricade (or remove it from) between any two path squares. The keeper must be on one of the two adjacent path squares when placing or removing the barricade. When in place, the barricade blocks or re-routes animals' paths to the zoo exit. It also impedes the paths of zookeepers and trains moving around the zoo.

A keeper placing the barricade takes it from their inventory and places it on the board, as pictured. When removing the barricade, the keeper may either add it to their inventory (if they have room) or place it in the supply stockpile.



Additional notes:

- The barricade must always go between two path squares – i.e. you may not use it to directly block the entrance to an enclosure or the edge of the board at the zoo exit.
- If the barricade blocks an animal's shortest route to the exit, the animal shifts to the shortest *unblocked* route. For details, see **Shortest Path**, p. 16.
- The barricade blocks most animals, but if it is left in the path of the charging rhino, it is toppled and returned to the supply stockpile.
- If the barricade is placed across the train tracks, that set of tracks is disabled and no one may travel on it until the barricade is removed.

CAPTURING LOOSE ANIMALS



With the appropriate tools and number of actions, a keeper may capture a loose animal and return it to its enclosure. The keeper must be on the same square as the animal and have the required supply or supplies. Some animals require two distinct steps to capture; others, only one. The guide below summarizes the required steps, equipment, and actions for each type of animal.



Meerkat

Capture with net – 1 action ea.



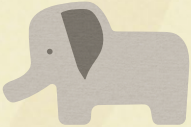
Capuchin

Capture with net – 2 actions ea.



Panda

Capture with leash – 2 actions ea.



Elephant

Capture with leash – 3 actions ea.



Tiger (2 steps)

Sedate with tranq dart – 2 actions ea.

Capture with stretcher – 2 actions ea.



Rhino

No direct capture

Trap in enclosure – 3 actions



Snake (2 steps)

Reveal by flipping snake token – 1 action ea.

Capture with tongs – 1 to 3 actions ea.

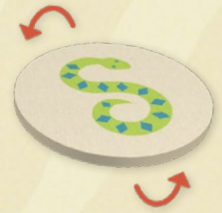
Captured animals return to their enclosures. For captured snakes, place the tokens face-up in their own pile in the snake enclosure. When all other snakes have left the enclosure, reshuffle and place the captured tokens face-down again. ***A previously captured animal may escape again as long as its enclosure remains unlocked.***

ZOO FACT

Animals always move directly back to their enclosures from wherever they were captured. Keepers do not need to deliver them there.

Searching Out Snakes

Snake tokens emerge from their enclosure face-down because the snakes are sneaking toward the zoo exit. Before they can be captured, keepers must “search” for them by flipping over their tokens. This requires 1 action per token and the keeper must be on the same square as the token being flipped.



Once a token is flipped, keepers learn what type of snake(s) it represents and how many actions are needed for capture. **NOTE:** A single token may represent up to three snakes and will count as such when determining how many animals escape the zoo (see p. 1). However, the number of actions shown is to capture ALL the snakes on that token.

WATCH OUT! Some snakes are dangerous, so revealing them may lead to injuries to you or your fellow keepers. For details, see **Dangerous Animals**, p. 6.

Tranquilizing Tigers

Before a loose tiger can be loaded on a stretcher and returned to its enclosure, it must be tranquilized. Unlike other capture tools, tranq darts can be used from a distance, provided there’s a clear line of sight (a straight, unobstructed line between the keeper and the tiger). You **CANNOT** shoot diagonally between squares, through hedges or the fountain, or over barricades. You **CAN** shoot from within the supply shed, medic tent, or train stations. **NOTE:**

The Gardener can shoot from a hedge square but not through adjacent hedges.



Shooting a tranq dart uses 2 actions, regardless of the distance to the tiger. Once tranquilized, a tiger is laid on its side. It remains sleeping on its square until it is stretched or a Tigers Wake Up! Move card is drawn.

Rounding Up the Rhino

Because of its size and aggressive behavior, the rhino cannot be directly captured. Instead, the team must lock its enclosure when it’s inside. For details, see **Rhino Charges**, p. 14.

LOCKING ENCLOSURES

Locking an enclosure requires 3 actions and the designated key, obtained from the supply shed. The keeper must be on the square directly outside the enclosure and may only lock it when none of its animals are loose in the zoo. (Animals that have already exited the zoo are exempt.) The key is removed from the keeper’s inventory and placed over the entrance to the enclosure to signify that it is locked.



Once a given enclosure is locked, no more of the animals in that enclosure may escape (i.e. Escape cards no longer have any effect on that type of animal).

ESCAPES & MOVES

A turn is completed by flipping over one Escape card and one Move card. (To ease play, it is helpful to designate one person to handle each pile throughout the game.)

ESCAPE CARDS

Escape cards determine the order and rate of ongoing animal escapes. All animals (except the rhino) escape by moving to the first open space outside their enclosure, following the shortest available route to the exit. For details, see the opposite page, as well as **Shortest Path**, p. 16.

If no animals remain in an enclosure or the enclosure is locked, then Escape cards for that animals have no effect.

When you run out of Escape cards, reshuffle the deck and begin again with the top card. The deck may reset as many times as needed until the game ends.



Keepers Beware!

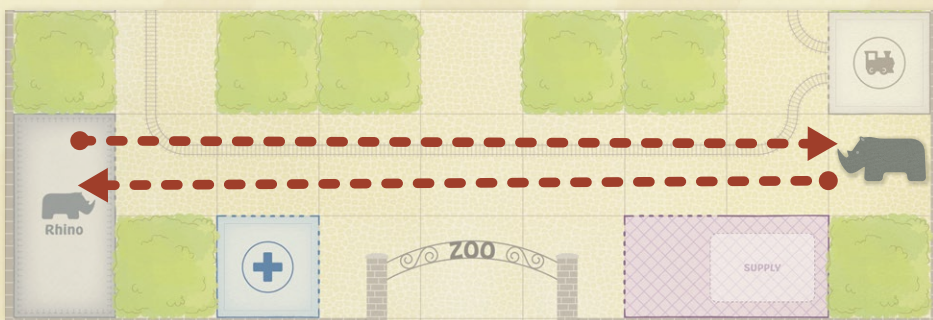
If, in the process of escaping, a tiger or an elephant lands on or moves through a keeper's square, the keeper is injured and immediately moves to the medic tent to recover. For more information, see **Dangerous Animals**, p. 6.

Sneaky Snakes

Remember, snake tokens emerge from their enclosure face-down. Until a token is flipped, its snake(s) cannot be captured nor do any harm. See **Searching Out Snakes**, p. 13.

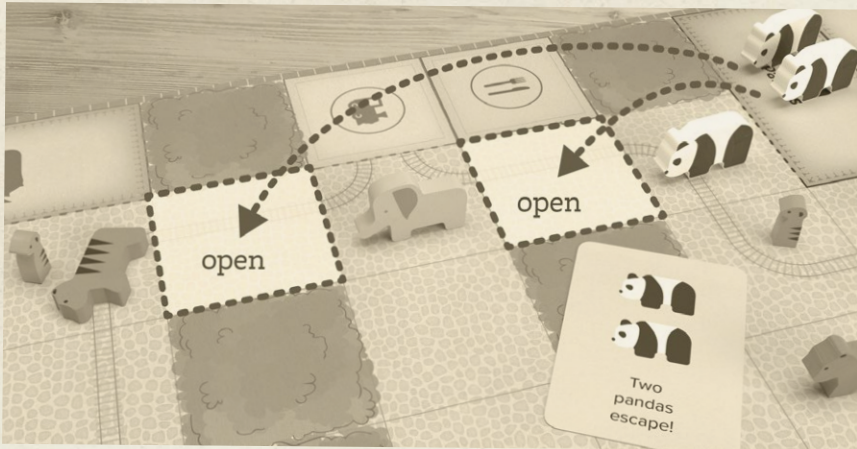
Rhino Charges

Unlike other animals, the rhino never attempts to exit the zoo. Instead, when directed by a RHINO CHARGE! Escape card, it charges straight to the opposite side of the zoo. When another RHINO CHARGE! card is drawn, it charges back into its enclosure, as pictured. WATCH OUT! A charging rhino takes out any keepers or barricades in its path.



HOW ANIMALS ESCAPE

When escaping, the animals prefer to find space not already occupied by other animals, meaning: *An escaping animal (except for the rhino) moves to the first open space outside its enclosure, following its shortest available route to the zoo exit.*



An open space is one not occupied by another animal (including a sleeping tiger). It *may* be occupied by one or more keepers. If the animal is dangerous, any keeper(s) on the open space or along the path between it and the animal's enclosure are subject to injury.

Other than during escapes, animals have no effect on one another, meaning they *may* occupy the same space as the result of subsequent moves or other events dictated by Move cards.

If the barricade is blocking all of the escaping animals' routes to the exit *and* all spaces behind the barricade are already occupied, then new escapes pile up on the square immediately behind the barricade.



MOVE CARDS

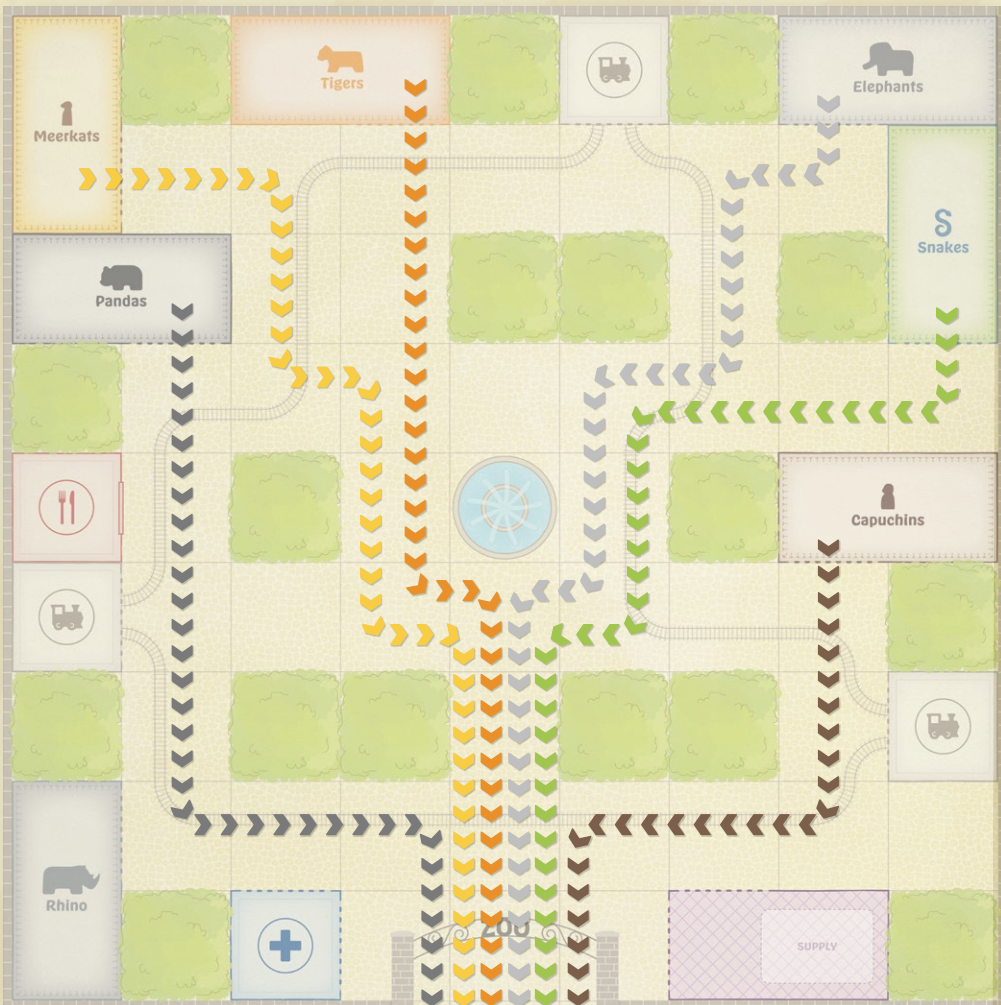
Move cards determine the pace at which different animals move toward the zoo exit, as well as directing other events which may affect play. Only animals that have escaped from their enclosures follow the directions on Move cards.

When you reach the end of the Move card pile, reshuffle the deck. On the next turn, begin again with the top card. Reset as many times as needed until the game ends.



Shortest Path

When moving, animals always follow the shortest available route – first moving up or down, then left or right – to the zoo exit. At the beginning of the game, the shortest routes for each animal are as shown below. As the game unfolds, special move cards or the placement of the barricade may alter the shortest route for one or more animals.



When the barricade is on the board, it can change the shortest route to the exit for a given animal. In the example below, the barricade has been placed in the center path. For some animals (such as the snake and meerkat nearest the barricade), this means backtracking before taking a new route. For others (such as the meerkat near the top of the board), it means taking a a totally different route. And for some (such as the panda), it means no change at all.



When moving left or right involves the same number of squares to the exit, the animal will move toward the side of the board where its enclosure is. So pandas, meerkats, and tigers will break to the left-hand side of the board, while snakes, elephants, and capuchins will break to the right-hand side.



Special Move Cards

Special Move cards trigger events which sometimes help the keepers and sometimes help the animals. Essential information is the card itself. Additional details are below.



Broken Barricade!

The barricade falls, allowing animals to pass.

- The barricade is returned to the supply stockpile where it can be retrieved and used again later.



Buddy System!

Any uninjured keeper may join another keeper anywhere on the board.

- The team decides together who should move where.
- Hugged keepers cannot be buddies (see **Lonely Panda!** below).
- A keeper may join the Gardener in a hedge square but must leave on their next move action.



Capuchin Raid!

All loose capuchins gang up to steal supplies from a keeper.

- Stolen supplies are discarded to the stockpile.
- Capuchins proceed from their new square to the zoo exit, as directed by subsequent Move cards.



Lonely Panda!

The panda closest to the zoo exit finds and hugs a keeper.

- As long as the hug lasts, the keeper cannot be injured by other animals, nor can the panda move or be captured.
- After the hug ends, the panda proceeds from their new square to the zoo exit, as directed by subsequent Move cards.



Meerkat Fountain Party!

All loose meerkats proceed to the fountain to cool off.

- Only the Angler, using the skill of long reach, may capture meerkats while they remain on the fountain square.
- The meerkats proceed from the fountain to the zoo exit, as directed by subsequent Move cards.



Scaredy Cat!

The tiger closest to the zoo exit returns immediately to its enclosure.

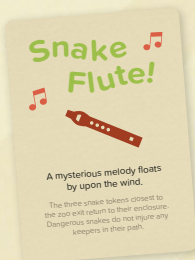
- Aaawww, poor kitty.
- If two or more tigers are equally close to the zoo exit, the team decides which one is returned to its enclosure.
- Does not apply to sedated tigers.



Snake Flip!

All loose snake tokens are immediately flipped.

- Super helpful sometimes, but watch out! Dangerous snakes will immediately attack any keepers on their squares.



Snake Flute!

The three snake tokens nearest the zoo exit return to their enclosure.

- Applies to both flipped and unflipped tokens.
- If two or more tokens are an equal distance from the exit, such that it's unclear which three are closest, then the team decides how to break the tie.



Spilled Peanuts!

All loose elephants stampede to the snack bar to gobble up the mess.

- Elephants first move *up or down*, then *over*, to take the shortest path to the snack bar, injuring any keepers along the way.
- Elephants proceed from their new square to the zoo exit, as directed by subsequent Move cards.



Supply on Path!

The keepers discover an extra supply lying on the path.

- Keepers may draw from the face-down pile or select from the stockpile.
- The keeper receiving the supply must either have free space in their inventory or discard something else in order to make room for the new supply.



Tigers Wake Up!

Sleeping tigers wake up.

- Jeez... why won't they stay ASLEEP?!
- Any keepers on their squares are injured and sent to the medic tent.

KEYS TO THE GAME

- **React and anticipate.** You'll be reacting to events as they unfold. To manage the chaos, try to anticipate potential problems – for example, certain animals escaping or moving faster than others – and be ready to adapt your strategy as the emergency evolves.
- **Consider the options, then decide.** You can only succeed by working together with your fellow keepers, so be ready to share ideas and debate the best way to proceed. But each player gets to make the final decision for how their keeper acts on their turn.
- **Lock cages early.** Rounding up animals, especially dangerous ones, is critical. But don't focus so much on it that you forget to start locking the cages too, or else the animals will just keep coming!
- **Duck and cover.** Don't forget you can use places like the supply shed, medic tent, and train stations to hide, preventing injuries and other calamities that might befall you on the zoo path.

VARIATIONS

- Remember, you can dial the difficulty of the game up or down by adjusting the number of PHEW! cards in the Escape deck (p. 2) and/or by playing with the Miracle Cure rule (p. 7).
- It's a *collaborative* game, so naturally the label says two players and up. But it's actually possible to play solo, either with a single keeper or by playing two or more of them yourself. Or expand the game with multiple players playing multiple keepers, if that's what suits you. Just remember to draw one Escape card and one Move card after each keeper's turn.
- All that teamwork takes a lot of talking. Try doing accents!
- Amend the rules in any other way that makes the game more rewarding for you and your team! Several blank Move cards are included so you can add your own ideas for special events or animal behaviors. We'd love to hear what you come up with! (Use the email address below.)

CREDITS

Game Design & Artwork: Alexa Forrester & Chris Guenther

Box Artwork: Thomas James

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