# APOCALYPSE AU ZOO DE CARSON CITY

## 1.BUT WHY THE ZOO?

I COULD TELL YOU THE WHOLE STORY BUT IT WOULD TAKE SEVEN BOOKS, YOU WOULD NOT UNDERSTAND EVERYTHING, AND I HAVE NO TIME, I WILL MAKE IT SHORT. MOREOVER, THE BOOKS EXIST IN TRUE!
NOTHING GOES RIGHT IN CARSON CITY SINCE THE SOLDIERS HAVE LOST IN THE LAKE A SUBSTANCE THAT MUTES EVERYTHING WHICH IS LIVING... SO WE ARE IN THIS ZOO, WITH ON OUR HEELS TRICKS HALF HUMAN, HALF ANIMALS A LITTLE DEAD ...
THEN THE OTHERS ARE ALSO IN THE AREA ...
IN SHORT, WE MUST PLAY IT TIGHT FOR ...
WHAT IS THAT NOISE ? NO, AAAAAAAH ...

## 2.IN THE BOX, YOU FIND:

.16 CARDS OF THE 4 TEAMS:
- 4 CARDS WITH THE MILITARY (YELLOW)
- 4 CARDS WITH ABORIGINAL (BLUE),
- 4 CARDS WITH OTHER ABORIGINAL (GREEN),
- 4 CARDS WITH THE BLACKWOOD GANG (RED).
EACH CHARACTER HAS A VALUE OF 3 TO 6.
THE BACK ALSO REPRESENTS IT, BUT MUTATING ...

.50 ZOO CARDS:
- 10 CARDS «0» (WITH NOT MUCH ON IT),
- 10 CARDS «1» (WITH 1 HUMAN BADLY IN POINT),
- 10 CARDS «2» (WITH 2 HUM ...),
- 10 CARDS «3» (WITH 3 MUTANTS),
- 10 CARDS «4» (WITH HEALTHY AND CUTE ANIMALS).
ON THE BACK OF 4 ZOO CARDS HIDES A REALLY UGLY MUTANT.
AS IN CARSON CITY WE ARE COOL PEOPLE BUT ACCURATE ANYWAY, YOU ARE TOLD THAT IT IS ON THE BACK OF A 0, A 1, A 2 AND A 3. NO, NOT WORTH IT TO ASK THE QUESTION, BEHIND A 4, YOU WILL NEVER FIND BIG MUTANT.

## 3.GOAL OF THE GAME

MAKE A MAXIMUM OF POINTS. AND FOR THAT YOU MUST: SURVIVE, FREE THE ANIMALS THAT SHOULD NEVER BE LOCKED IN A ZOO, KILL THE MUTANTS, KNOCK OUT THE GUYS OF OTHER TEAMS, AND ... SURVIVE.

## 4.IMPLEMENTATION

BLEND THE 50 ZOO CARDS, GRAB THEM IN THE FACE-UP HANDS, AND SPLIT THEM INTO 25 PILES OF 2 CARDS. IF YOU HAVE NOT BEEN MISTAKEN, IT MUST MAKE A SQUARE OF ABOUT 5 BY 5.
IF YOU DO NOT HAVE IT ON YOUR TABLE, THEN YOU DO IT AGAIN BY CONCENTRATING A LITTLE MORE.
EACH PLAYER CHOOSES A TEAM AND TAKES THE 4 CHARACTERS CARDS FROM THAT TEAM. IF YOU ARE LESS THAN 4 PLAYERS, TEAMS ARE USELESS AND STAY IN THE BOX, IT'S STILL THE LEAST RISKY.

## 5.HOW TO PLAY?

HERE, IT'S ALWAYS THE FIRST PLAYER TO START, GET ALONG WITH IT.
THEN THE PLAYERS WILL PLAY IN A CLOCKWISE DIRECTION.

IN YOUR TURN, YOU HAVE THE CHOICE BETWEEN TWO ACTIONS, AND YOU MUST MAKE ONLY ONE:
- SEND ONE OF YOUR CHARACTERS TO THE ZOO
OR
- MOVE ONE OF YOUR CHARACTERS ALREADY IN THE ZOO.

NOW, I EXPLAIN THEM A LITTLE MORE IN DETAIL, JUST SAY THAT AT EACH TURN YOU ARE SURE TO WIN A CARD:

- SEND A CHARACTER TO THE ZOO:
YOU REPLACE A VISIBLE ZOO CARD (WHATEVER THE VALUE) BY ONE OF YOUR CHARACTER CARDS. YOU RETRIEVE THE ZOO CARD THAT YOU RETURN AND POSE IN FRONT OF YOU. AND YOU'LL UNDERSTAND A LITTLE FURTHER WHY YOU HAVE TO TURN IT OVER.
WARNING ! YOU CAN ONLY GO ON A ZOO CARD AND NOT ON A CHARACTER CARD ALREADY PLACED.
- MOVING A CHARACTER:
YOU MOVE A SQUARE (AND ONLY ONE) ONE OF YOUR CHARACTER CARDS ALREADY IN THE ZOO: UP, DOWN, LEFT OR RIGHT. ASK NOT THE QUESTION: NOT DIAGONALLY!
THERE ARE TWO POSSIBLE MOVES:
. EITHER YOU GO ON A ZOO CARD, WHICH YOU RECOVER, YOU RETURN AND YOU POSE IN FRONT OF YOU.
. EITHER YOU GO ON AN ADVERSE CHARACTER CARD (THERE, MOVING, YOU HAVE THE RIGHT) OF VALUE LESS THAN OR EQUAL TO YOURS, THAT YOU TAKE AND POSES IN FRONT OF YOU. YOU CAN NOT MOVE WHERE THERE IS NO CARD! SO IT MAY HAPPEN THAT YOUR CHARACTER FINDS HIMSELF BLOCKED, ALONE ... AND AT THE SAME TIME, THERE, AT LEAST, HE IS A PAINTER.

### THE BIG UGLY MUTANT!

EVERY TIME YOU GET A ZOO CARD, IT'S COOL BECAUSE YOU RELEASE NICE ANIMALS (THE ZOO CARDS WITH A VALUE OF 4), YOU SHOOT SOME MUTANTS (THE ZOO CARDS WITH VALUES 3, 2 AND 1) OR YOU WALKS (ZOO CARDS WITH A VALUE OF 0). BUT WHEN YOU RETRIEVE THE CARD, IF YOU TURN IT YOU SEE THE LOUSY MUTANT BEHIND, THEN NO LUCK, YOU RETURN YOUR CHARACTER CARD, WHICH DOES NOT BELONG TO YOU, SINCE IT IS MUTATING IN THIS ZOO! YOU WILL NOT BE ABLE TO MOVE IT! AND NOW THIS CARD IS ALMOST A ZOO CARD LIKE ANY OTHER, THAT ANYONE (EVEN YOU) CAN COME TO WIN WITH A CHARACTER CARD ALREADY IN THE ZOO (NOT THAT YOU POSE!), WHATEVER THE VALUE.
IT'S UGLY, IS NOT IT?
IT'S LIFE. THE DEATH. ALL THAT.

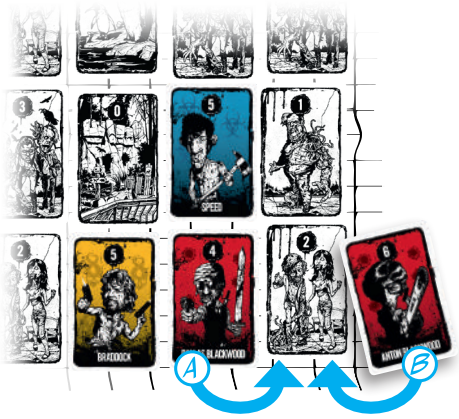
### 6.END OF GAME AND COUNTDOWN

IF A PLAYER CAN NO MORE PLAY, EITHER BECAUSE HE HAS NO MORE CHARACTERS LEFT ALIVE, OR BECAUSE HE CAN NO LONGER MOVE, THE GAME IS INSTANTLY OVER.
EACH PLAYER PICKS UP HIS LIVING CHARACTERS WHO ARE STILL WALKING IN THE ZOO. IF YOU CAN COUNT, THEN YOU ADD UP THE POINTS OF THE ZOO AND CHARACTER CARDS YOU HAVE RETRIEVED, AND THOSE OF YOUR REMAINING CHARACTER CARDS (IN THE ZOO OR NOT YET PLAYED).
THE ONE WITH THE HIGHEST TOTAL WON, BUT THAT'S NOT A REASON TO BRING HER BACK.
IN CASE OF TIE, SEE WITH DALLAS OR ANTON, BE THE FIRST TO BITE A PANDA, OR REDO A PART!

*3-PLAYER START EXAMPLE :*

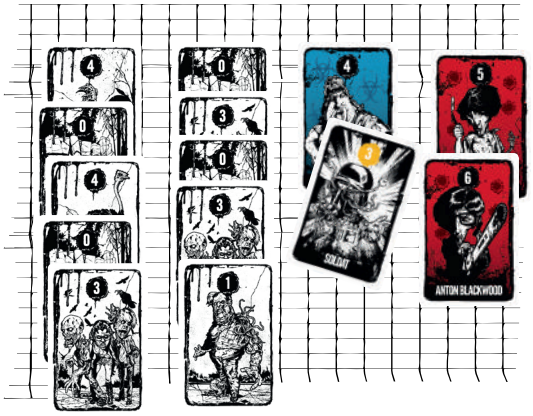


*FIRST MOVES :*




*AT THE BEGINNING OF THE GAME, THE RED PLAYER PUT HIS 4. THEN THE YELLOW PUT HIS 5 JUST LEFT. AND FINALLY THE BLUE PUT HIS 5 ABOVE THE 4 RED, THINKING THAT IF THE 5 YELLOW COMES TO BLOW THE 4 RED, IT WILL BE AT HIS MERCY.*
*NOW, RED HESITATES BETWEEN TWO POSSIBILITIES:*
*A: FADE BY MOVING HIS 4 ON THE ZOO CARD TO HIS RIGHT (WHICH HE WILL RETRIEVE TO SCORE 2 POINTS) OR*
*B: DISSUADE THE OTHERS BY PUTTING HIS 5 OR HIS 6 TO THE RIGHT OF THE 4, IN ORDER TO THREATEN THE YELLOW AND THE BLUE WHO WOULD LIKE TO CATCH THE 4 RED (SO HE WILL ALSO GET THE ZOO CARD TO SCORE 2 POINTS)!*

*THE FINAL COUNTDOWN :*




*HERE, AT THE END OF THE GAME, THE RED PLAYER HAS WON A TOTAL OF 36 POINTS:*
*- 18 POINTS WINNING ZOO CARDS;*
*- 7 POINTS IN FLINGING 2 OPPOSING CHARACTERS;*
*- 11 POINTS SAVING 2 OF HIS OWN!*