



## **AN ANIMAL DEDUCTION GAME FOR 2 TO 6 ESCAPEES AGES 8+ BY LEO COLOVINI**

It's not easy being a zoo animal. The enclosures are far too small for your needs, the daily routine is boring, and the visitors to the zoo are too obnoxious. For years, the visitors have been gawking at you and throwing all sorts of trash into your enclosures. And now, due to an unfortunate incident, you are all going to be transferred to an even smaller zoo in 8 days. It's totally clear now: You must break out of the zoo—ideally within the next 7 days.

There are multiple ways to break out, and on closer inspection, the visitors' trash seems to provide the most helpful possibilities. If you can collect enough trash, you could put one of your breakout plans into action. However, the zookeepers clean your enclosures and remove all the trash that has been thrown in at the beginning of each day.

To make matters worse, you find it difficult to communicate with the other animals. The monkey screeches excitedly and the elephant trumpets loudly, but what are they trying to tell you? What trash can they contribute to the breakout plan? Which breakout plan is the most promising? You must find a way to communicate. It's high time to break out of the zoo!

**KuZOOka is based on the word kuzuka in the Swahili language, which is spoken in many areas in East Africa. It means breakout.**

# GAME COMPONENTS

## 1 double-sided gameboard



Front: standard game

Back: High Security Zoo variant

## 51 Item cards in 6 colors



6 Popcorn Box

7 Ice Cream Spoon

8 Popsicle Sticks

9 Coins

10 Scarves

11 Balloons

Back

## 1 Megaphone



## 10 Animal cards



Front with a brief explanation of the animal's special ability



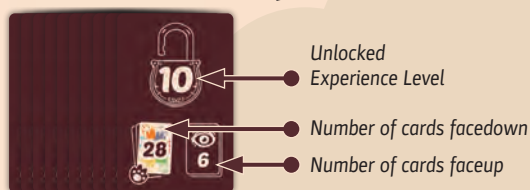
Back

## 20 Experience Stars



(15 Value-1 & 5 Value-5)

## 10 Experience cards



Front

Unlocked  
Experience Level

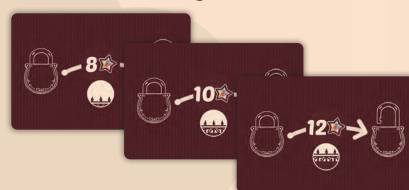
Number of cards facedown

Number of cards faceup



Back

## 3 Difficulty Level cards



Easy

Normal

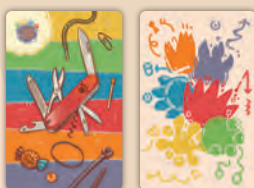
Difficult

## 6 Overview cards



Distribution of the Item cards

## 6 Universal Tool cards



Front

Back

## 120 wooden Animal tokens (12 per Animal)



Seal

Sloth

Snake

Parrot

Rhino

Monkey

Eagle

Elephant

Lion

Chameleon

## GAME SETUP

- 1 Place the gameboard faceup in the center of your play area with the standard game side faceup.
- 2 Each player chooses 1 Animal card and takes 1 Overview card and then places them faceup in front of themselves.

### RECOMMENDED ANIMAL SELECTION FOR YOUR FIRST GAME

2 Players: Eagle and Snake      3 Players: + Chameleon  
4 Players: + Seal      5 Players: + Sloth      6 Players: + Parrot

**Note:** Of course, you can also randomly deal 1 Animal card to each player.

**Important:** You may only use the Seal in a game with 4, 5, or 6 players.

- 3 Take the 12 Animal tokens matching your Animal card and place them in front of you.
- 4 Prepare the Experience Deck: Place the **Experience Level 10** card facedown (back side up). On top of that, place the **Experience Level 9** card facedown, then the Experience Level 8 card, and so on. The **Experience Level 1** card will now be on top. Now turn the Experience 1 card faceup and place it next to the Experience Deck. For a **5-player** game, turn over Experience cards 1 and 2 with the 2 faceup on top. The first card won't be used. For a **6-player** game, turn over Experience cards 1, 2, and 3 with the 3 faceup on top. The first two cards won't be used. The top faceup card always indicates your current experience level.
- 5 Select a difficulty level (Easy, Normal, or Hard) and place the card for your chosen difficulty level faceup next to the gameboard. Place the Experience Stars next to the gameboard.
- 6 Place 1 Animal token from an Animal that is not being played in the first space on the Day track.
- 7 Place the 6 Universal Tool cards in a stack faceup next to the gameboard.
- 8 Give the player who last visited a zoo the Megaphone. They will be the start player.
- 9 Shuffle all 51 Item cards. Then, beginning with the start player and continuing clockwise, deal the number of cards as directed by the top faceup Experience card: 20 with 2 to 4 players, 21 with 5 players, and 22 with 6 players. Place the remaining Item cards as a facedown Item deck next to the gameboard. As noted on the current Experience Level, turn over any cards from the Item deck and place them faceup next to the gameboard: 0 in a game with 2 to 4 players, 1 with 5 players, and 2 with 6 players.

**Note:** Depending on the number of players, some players may receive an extra card. Don't worry, this isn't a problem.



Game setup for 4 players

## GOAL OF THE GAME

As a group, you are trying to break out from the zoo within 7 Days.

On your turn, you may place 1 of your Animal tokens in a space on the gameboard's path through the zoo in order to reveal information about your cards. You must always place a new Animal token in a space ahead of the furthest advanced Animal token already in place on the gameboard's path.

Alternatively, you may choose to suspend your escape instead. In this case, everyone reveals all their Item cards. If all the faceup cards now contain at least as many items with the same color as the space with the furthest advanced Animal token, you gain experience. This will allow you to deal out more cards in future Days.

If one of you has an Animal token in one of the 6 spaces in the Breakout Zone at the end of the path and you can reveal enough matching cards, your breakout succeeds, and you immediately win the game.

## SEQUENCE OF PLAY

**Important:** You may never discuss the cards in your hand.

The game continues for a maximum of 7 Days. Each Day consists of the following 3 Phases:

**PHASE 1:**  
Communication  
Between Animals

**PHASE 2:**  
Evaluation

**PHASE 3:**  
Preparation for the  
Next Day

### PHASE 1: COMMUNICATION BETWEEN ANIMALS

The player with the Megaphone starts and takes the first Turn.

On your Turn, you must choose 1 of the following 2 actions:

**A) Suggest Plans for the Breakout**

**B) Suspend the Breakout**

Optionally, you may also use your Animal Ability **once per Day**.

#### A) Suggest Plans for the Breakout

**Place 1 of your Animal tokens in a space on the path through the zoo.**

The following guidelines apply.

The path through the zoo is divided into zones of 5 or more spaces. These **zones** alternate in light and dark background colors. The last zone highlighted in white is the **Breakout zone**.

Place the very first Animal token for a Day on one of the 5 spaces in the first zone, which begins at the *Start Sign*.

If there are already 1 or more Animal tokens on the path, place your Animal token **in a space of your choice ahead of the furthest token already in place**. This space must be in either the same zone as the furthest placed token or the next zone immediately following it. You are not allowed to skip any zones.

**Note:** Placing your Animal tokens usually tells the other players something about the cards in your hand—perhaps not the exact number, but at least the color.

Once you've placed 1 of your Animal tokens in a space on the path through the zoo, **play continues with the next player in clockwise order.**

**Example:**

Jessy starts the game. She has 2 yellow Popcorn Box cards, 4 green Balloons cards, and 1 red Ice Cream Spoon card. She would like to indicate she's holding Balloons cards by placing 1 of her Eagle tokens on the green 2.

Katja's turn is next. She has 1 blue Coins card, 1 yellow Popcorn Box card, 1 green Balloons card, 2 red Ice Cream Spoon cards, and 2 orange Popsicle Sticks cards. Katja would like to place her Chameleon token on an orange space. However, she isn't allowed to place in the orange 1 space, as it is behind the token on the green 2 space. She doesn't want to place it in the orange 2 space because it's a large jump ahead and she would rather leave more space for the other players to give useful clues. For the same reason—and since she has 2 red cards and only has 1 green card—she places her Chameleon token in the red 1 space instead of on the green 3 since it doesn't skip any spaces.

Now it's Amir's turn. Amir has 3 blue Coins cards, 1 yellow Popcorn Box card, 1 green Balloons card, and 1 purple Scarves card. Amir could put one of his Snake tokens in the green 3 space since he can support this breakout plan. However, because he has so many blue cards, he wants to strongly recommend a blue breakout plan instead. Amir isn't allowed to place his token in the blue 3 space, as this would cause him to skip over a zone. He decides to place his Snake token in the blue 2 space.



## B) Suspend the Breakout

You suspend the Breakout. Immediately take the Megaphone and then continue with **Phase 2: Evaluation.**

**Note:** You usually don't have enough cards to successfully break out during the first few Days. These Days are used to collect Experience Stars (see below) that unlock higher Experience Levels. This will give you more cards for future Days, which makes a breakout more likely.

### OPTIONAL: USE YOUR ANIMAL'S ABILITY

Once per Day, you may use your Animal's ability by following the instructions on your Animal card. After using its ability, flip your Animal card over as a reminder that you have already used its ability for this Day.

For a complete overview of all of the zoo Animal cards, see page 8.

## PHASE 2: EVALUATION

Now everyone reveals all the cards in their hands. The color of the space with the furthest advanced Animal token is your **Breakout color**. The number in this space is your **Breakout value**.

Now count how many cards you've all revealed in the **Breakout color** (including those that were already faceup for this Day. In a game with 4 or fewer players there will be no additional faceup cards on Day 1).

**Important:** If the furthest advanced Animal token is in the Breakout zone (the last 6 spaces on the zoo path), you may have found a way to break out of the zoo! (See Successful Breakout on page 7.)

- If you have **at least as many cards** in the **Breakout color** as the **Breakout value** specifies, you gain **Experience Stars** (except for the first spaces along the path that don't have them). The number of Experience Stars you gain is depicted in the star next to the space with your Breakout color and value. Place the Experience Stars gained next to the Difficulty Level card.
- If you have **exactly as many cards** in the **Breakout color** as the **Breakout value** specifies, you also gain 1 **Universal Tool** card (including the first few spaces on the path where you don't receive Experience Stars). Place this card facedown on top of the Item deck.
- If you have **fewer cards** in the **Breakout color** than the **Breakout value** specifies, you won't gain a Universal Tool card or any Experience Stars this Day.

### UNIVERSAL TOOLS

Universal Tools help you in your Breakout attempts. Universal Tools are wild cards that count for all colors, which means they always count for the Breakout color. This means you always count all faceup cards in the Breakout color plus all Universal Tools from your hands in addition to those faceup next to the gameboard.



**Example:** Later in the game, you have a total of 26 cards in your hands. Another 5 cards have been placed faceup next to the gameboard. Katja suspends the breakout attempt triggering the Evaluation Phase. The furthest advanced Animal token was placed on the yellow 6. Now all players show their hands and you must now determine whether there are at least 6 yellow cards (including any Universal Tool cards) among the 26 cards from your hands and the 5 faceup cards. If this is the case, you'll gain 19 Experience Stars. In addition, if you have a total of exactly 6 yellow cards (including Universal Tool cards), you gain 1 additional Universal Tool card.



### UNLOCK EXPERIENCE LEVELS

After each Evaluation, you may spend your Experience Stars to unlock your next Experience Level. Your Difficulty Level card shows how many Experience Stars you need to spend to unlock the next Experience Level. After spending the Stars, reveal the next Experience card and place it faceup on top of the previous card.

**Note:** You may unlock multiple Experience Levels per Day if you have enough Experience Stars to pay for them. The final Experience Level is 10.

## PHASE 3: PREPARATION FOR THE NEXT DAY

Return all the Animal tokens on the gameboard back to their owners. Then, turn your Animal card back faceup if you used your Animal ability this Day.

Shuffle all 51 item cards including all Universal Tool cards you've gained during the game. Deal out the number of cards indicated on the top faceup Experience Level card, starting with the player who now has the Megaphone. Beginning with Experience Level 2, reveal additional cards as indicated and place them faceup in a display, next to the game board.

**Example:** You've unlocked Experience Level 3. Deal 22 cards (I) facedown in turn order beginning with the player with the Megaphone. Then turn over 2 additional cards (II) from the deck and place them faceup next to the gameboard.



Advance the Animal token one space on the Day track. Then start the next Day beginning with **Phase 1: Animal Communication**.

Skip Phase 3 on Day 7.

## END OF GAME

### SUCCESSFUL BREAKOUT

**During Phase 2: Evaluation:** If the furthest advanced Animal token is on a space in the Breakout zone AND you have the required number of cards in the Breakout color (or more), **you have successfully broken out of the zoo and immediately win the game.**

### FAILED BREAKOUT

At the end of the 7<sup>th</sup> Day the game ends immediately. If you haven't completed a successful Breakout at this point, you've lost the game. Now you may try again, if you like.

## COMMUNICATION

If you want to be strict with the rules, you aren't allowed to talk to each other about the game except by placing your Animal tokens and using your Animal's ability. In practice, you may want to discuss why certain decisions were made and find your own level of permitted communication. Play in a way that lets you enjoy the game.

## VARIANT: HIGH SECURITY ZOO

Use the back side of the gameboard. You will need more cards to successfully break out. You won't have the required number of cards to break out with any color at the beginning of the game. You'll need to acquire some Universal Tool cards before you can successfully break out.

We suggest using this variant only after you've won a few games with the front side of the gameboard.



# THE ZOO ANIMALS

Each zoo Animal provides a special ability its owner may use once per Day. The exact timing is explained below. After using your Animal's special ability, flip your Animal card facedown for the remainder of the Day as a reminder.



**Chameleon:** At the **beginning or end** of your turn, you may draw 1 card from the deck to add to your hand. Then you must discard 1 of the cards in your hand facedown.



**Eagle:** At the **beginning** of your turn, you may openly ask 1 other player if they have at least X cards of a certain color—including Universal Tools (with X being any number you like). The player must openly answer “yes” if they have at least as many cards as you have asked for, or “no” if they don’t.

**Example:** Stefan asks Annie: “Do you have at least 3 yellow Popcorn Box cards?” Since Annie actually has 2 yellow Popcorn Boxes and 2 Universal Tool cards, she answers the question with “yes”.



**Elephant:** At the **end** of your turn, you may designate another player to take their turn next (and then continue play from this player in clockwise order.)



**Lion:** At the **beginning** of your turn, you may play 1 of the cards from your hand facedown in front of you. Then place your Lion card facedown on top of it. During **Phase 2: Evaluation**, this card remains facedown under your Lion as it no longer counts as one of your cards. You also don’t shuffle it back into the deck in **Phase 3: Preparation**. Add this card to your hand at the **beginning of the next day** as an additional card.



**Monkey:** At the **beginning or end** of your turn, you may give 1 of the cards in your hand to another player, who then adds it to their hand. That player must now give you 1 card from their hand for you to add to your hand. (This can be the card you gave them.)



**Parrot:** When performing the action **Suggest Plans for the Breakout**, you may place your Parrot token in the same space as the Animal token that is currently furthest ahead on the zoo path.



**Rhino:** After performing the action **Suggest Plans for the Breakout** and placing your Rhino token in a space on the zoo path, you may immediately place a second Rhino token in the next space on the zoo path.

**Note:** As always, only the Animal token furthest ahead will count for the Evaluation.



**Seal:** When performing the action **Suggest Plans for the Breakout**, you may place your Seal token in any space you like on the zoo path ignoring zone requirements.

**Important:** The Seal may only be used in games with 4–6 players.



**Sloth:** You may pass and do nothing instead of choosing **Suggest Plans for the Breakout** or **Suspend the Breakout**. Now the next player takes their turn.



**Snake:** At the **beginning** of your turn before you take an action, you may discard all the cards in your hand facedown and then draw 1 card less than you discarded from the deck to refill your hand.

## CREDITS

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