

⚙️ ALBERTO MILLÁN

🖋️ JOSE SOTO



ZOO GITI VES



RULES

zacatrus!

»{ CONTENTS }«

- ★ 1 game board
- ★ 18 cards:
 - 6 crook cards
 - 6 expertise cards
 - 6 hideout cards
- ★ 6 dice
- ★ 1 pad of deduction sheets
- ★ 6 pencils
- ★ 1 active animal token
- ★ 6 Investigation Kits:
 - 1 screen
 - 1 track marker
 - 1 poker chip
 - 1 Hypothesis board
 - 3 waquets

»{ GOAL OF THE GAME }«

Your goal is to be the first player to discover all of the details about your opponents: their crook, their new expertise, and their hideout.

»{ SETUP }«

1. Place the **game board** in the center of the table.
2. Roll all **6 dice** and choose 3. No crook (animal) or expertise (color) should be repeated across these 3 dice. If necessary, reroll the dice until you fulfill these conditions.
3. Place the **3 chosen dice** on 3 random cities. Each city can only hold one die. Place each remaining die on a plane ticket.

More than a month has passed since the impressive burglary at the Monte Carlo Casino, deemed the "heist of the century" by the news. A crew of animals broke into the vault, clearing it entirely before disappearing with no trace.

No one knows where these crooks are hiding. The police suspect that they changed their appearances and fields of expertise. New information is constantly revealed, but they have hit the wall in their investigation. In a last, desperate attempt, the Casino published a press release that was disconcerting, to say the least:
"Any crew member that identifies their accomplices will receive full amnesty. They will live their life freely and keep their part of the loot."

Since the burglars are not exactly pictures of loyalty, they must already be plotting to betray their former partners.

Will you be able to uncover your ex-accomplices? Who will make the first misstep or be the first to snitch?

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 **20-30**  **3-6**  **+10**

Designer: Alberto Millán
Illustrator: Jose Soto
Art Director: Sergio Ortiz
Translator: Danni Loe

4. Shuffle the 3 card decks separately:

Crook cards

Each card represents a crew member: Lemon, Bone, Murphy, Brown, Amber, and Berry.



Expertise cards

Each card represents a skill: safes, high-end theft, hacking, disguises, combat, and getaways.



Hideout cards

Each card represents a city that might be hiding a crew member: Rio de Janeiro, San Francisco, Beijing, Paris, Sydney, and Johannesburg.



5. Deal each player 1 card from each deck, face down. Return the remaining cards to the box without looking at them. They will not be used this game.

Each player should now have 3 cards that determine their crook, expertise, and hideout. The whole challenge of the game will be to discover each player's 3-card combination.

Example:



Crook + Expertise + Hideout

6. Give each player an **investigation kit**:



7. Give each player a **deduction sheet** and a pencil.



Write the names of your opponents at the top of your Hypothesis board, in the spaces that correspond to their poker chips.



8. Give the **active animal** token to the person with the most coins on their person.



»{ GAMEPLAY OVERVIEW }«

Before beginning the game, take stock of all the information the police have already gathered.

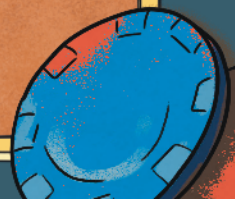
POLICE REPORT

Despite weeks of intensive research, the police investigation is at a standstill. Play this phase only once, at the start of the game, simultaneously with all players.

Answer the 3 following questions silently, by looking at the dice on the **world map**:

- Do any of the dice show my crook?
- Do any of the dice show my expertise?
- Are any of the dice placed on the city with my hideout?

Place your track marker on your screen according to the number of positive answers you gave to these questions (0, 1, 2, or 3).



Example:



Alex silently answers the 3 questions. They have 2 positive answers: their crook, Lemon, is on one of the dice, while another dice is placed on their hideout city, Beijing. They place their track marker above space "2" on their screen.



Alex's cards



After all players have placed their track markers, analyze the details and try to draw conclusions from them. Use your Deduction sheet strategically to do so:

➔ If you guessed a player's crook, expertise, or hideout, write a ✓ in the corresponding space of their column.

➔ If you definitively rule out a player's crook, expertise, or hideout, write an ✗ in the corresponding space of their column.

➔ If you are stuck between multiple options for a player, write a ? in the corresponding space(s) of their column. You may later replace it with a ✓ or ✗.

Use the lines on the right side to take notes.

	1	2	3	4	5	6
	Charlie	Alex	Jamie			
LEMON	✓					
AMBER	✗					
BERRY						
BONE	?	✗				
BROWN						
MURPHY						
Trifles / facts / Clues / guesses						
Who's suspicious? / Robber's specialties	✗	?				
Carpet & carpet / Carpet & carpet	✓		✗			
Shocking / Evidence	✗					
Concealage / Concealage		✗				
Tricks / Bluffs						
SAN FRANCISCO			✓			
PARIS						
BEIJING	✓					
SYDNEY		✗				
RIO	✗					
JOHANNESBURG						

Once all players have finished writing, continue to the second phase

HUNTING FOR ROBBERS

This second phase is played over several rounds until one player meets the game end condition. Each round has two steps: **take turns** and **check hypotheses** (optional). Players take turns: first they **investigate**, then they attempt to **capture**, if they want. Only resolve the **check hypotheses** step once every player has finished their turn.

Investigate

On your turn, start by investigating. To make progress on the police report, take one of the following actions:

➔ **Move a die from one city to an empty plane ticket** (without changing the die face).

Example:



➔ **Move a die from a plane ticket to an empty city** (you may change the die face).

Example:



➔ **Change a die** on a city to any other face (with a different expertise and/or crook).

Example:



Announce the change you are making so the other players can adjust the position of their track marker on their screen, if needed. Each player announces out loud whether their track marker moved forward, backward, or stayed the same.

All players now take notes of these new details on their Deduction sheets. Once your turn is over, pass the Active Animal token to the player to your left. Now it is their turn.

Capture

At any time during player turns, you can announce your intent to **capture**. Choose one of your cards (Crook, Expertise, or Hideout) and place it face down in front of you with your poker chip on top.

Once all players have finished their turn (investigate + capture, if any), continue to the **check hypotheses** step.

CHECK HYPOTHESES

Only players who announced their intent to capture with their poker chip participate in this step. Complete it simultaneously and in a single sequence of actions.

Using your magnets on your Hypothesis board, mark the crook, expertise, and hideout that you think match an opponent's cards. Discreetly show it to this player.



Alex suspects that Charlie's crook is Bone, who is an expert in High-End Theft hiding in Sydney. They place their 3 magnets on these hypotheses.

Then two possibilities can happen:

➔ **The player confirms your hypothesis.**

Write a ✓ in the space next to their poker chip:



If you have checked the spaces next to all of your opponents' names, you are on track to win the game. However, you must wait to see if any other players finished at the same time as you.

If you have not checked the spaces next to all of your opponents' names, you must immediately repeat this action with another player. Move your magnets to correspond to your hypothesis for this new opponent, then show it to them. You should start with the most likely hypotheses.

➔ **The player does not confirm your hypothesis, without giving you information about your mistakes (number or type).**

You cannot interrogate the remaining players this round. Remove the magnets from your Hypothesis

board before placing it on the table, so you don't reveal any clues.

At the end of the **check hypotheses** step, all players who participated must **reveal the card under their poker chip**. This card remains face up for the rest of the game.

Since you only have 3 cards, you only have **3 chances** to identify all the details about your opponents. Once you reveal all 3 of your cards, you cannot capture again, so you cannot win the game. Additionally, your opponents will know all of your details and can use them to their advantage.

If no player has identified all their opponents' details before running out of their 3 chances, the game ends without a winner.

THIEVES' CODE

In *Zoogitives*, you are a godless and lawless thief. However, you understand that it's in your best interest to demonstrate absolute honesty to enjoy the game fully.

During the game, if you give false information, whether by mistake or omission, you must inform your opponents. Following the **thieves' code**, you must reveal one of your face-down cards. The other players decide which one to reveal.

If they cannot agree, the player with the Active Animal token decides.

»{ **END OF THE GAME** }«

Any player who has identified the details of all of their opponents at the end of round wins the game.

In case of tie, the player who revealed the fewest cards wins. If there's still a tie, tied players share the victory.



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