

The Rockport Daily Herald

April 7, 1996

Serving Rockport and Surrounding Areas

Volume 35

MAYHEM at the ROCKPORT ZOO

RN press news

On April 6th, two workers of the Rockport Zoo arrive to open up for the day. Much to the workers' shock, the front gates are wide open and an unusual stirring is coming from inside the zoo. Horror had set in as both employees realize that there was no power at the zoo and their new digitally controlled gate system had failed, letting out all of the animals from their cages.

Neighbors who witnessed the unfolding events said the power would sporadically turn on and off. With each flicker of power, the zoo's outside gates would close a little at a time.

A zoo spokesperson said that the maintenance worker had to get to the maintenance shed, which was at the far corner of the zoo, to get the back-up generators up and running. The zoo keeper, armed with a tranquilizer gun to sedate the animals, also entered the zoo to help with the safety of the maintenance worker. One witness said it sounded like mayhem inside, with animals running wild in the zoo.

As authorities arrived, a containment plan was being orchestrated. So far no animals had escaped and authorities are left wondering if both the zoo keeper and the maintenance worker were okay. *Few details have been released in time for this printing and more will be available in tomorrow's edition.*

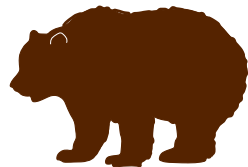
By Wildcard Six

OVERVIEW:

Players: 1

Time: 20 minutes

Ages: 10 and up



What you will need:

Pencil

2 dice of one color (One set of animals)

2 dice of another color (Another set of animals)

1 die of a third color (Orientation dice)

* For advance play, you will need to roll the orientation die four times.

Objective:

To get the maintenance worker safely to the maintenance shed and restore power. Along the way, you will need to tranquilize the animals so

you may provide a path for safety. If you have more than three animals escape, the mayhem goes beyond the zoo and you lose. If either the maintenance worker or the zoo keeper runs out of health points, you also lose.

Roll and write:

As animals and people move, you will be filling in their spaces and taking up new ones. This will make the game tighter, as well as making the animals more dangerous, as the game progresses.

MAIN COMPONENTS:

Zoo map - Each map has two character cards. The top portion gives you their action and

exchange abilities. The bottom portion is the points track for their health, tranquilizers and action points (AP) available to them.

The Dice Placement Board

The Dice Placement Board covers the rolled dice to animals and the orientation for each animal. For the basic game, you will roll one orientation die for all the animals. For the advance game, roll the orientation die four separate times for each animal. *More on this later.*

The orientation die will show you which direction the animals will go. *For example, if you rolled a one, the directions will be west - south - east - north. More on this later.*

Maintenance Worker - The heroine of the game. She races to maintenance shed, while avoiding animals, to restore power to the zoo and close the gates.



Zoo Keeper - He helps the maintenance worker get safely to the maintenance shed.

* If either one runs out of health points, you lose the game.



Animals - Their unique characteristics are represented by the four numbers in their cage. They are, in order, *movement, direct attack, indirect attack & tranquilizers* needed to sedate the animals.

Elephants
3/3/3/4



Animal Dice - There are two sets of animal dice. Each animal is represented twice. At the beginning of each turn you will roll all four of the animal dice and move each animal according to their movement count and the orientation dice.



Orientation Die - This die will give you the direction which the animal will move. The die will prioritize one direction and then give subsequent directions to go if the previous direction is not possible. [For advanced play, you will roll the orientation die four separate times. Roll one orientation die and one animal die and pair them together.]

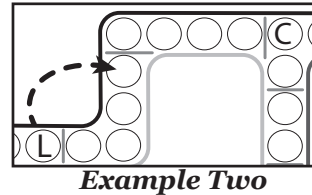
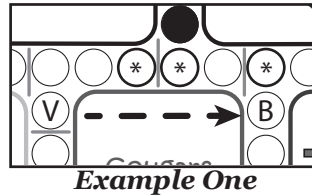


* The last orientation is left off of the die, but is the inferred.

MAP NOTES

Space vs. Steps

The instructions will refer to spaces and steps. The steps refer to the individual circles that both the characters and the animals will move on. The space refers to a group of circles that are in between two lines. **Very Important!**: All steps within a space equally occupy that space. So you can shoot a tranquilizer within a space with no regard to which step an animal occupies. **In example one, we see that Victoria is able to shoot an “extended shot”, because spatially speaking, each space is adjacent to each other and in a direct line.** * A good rule to follow is the spaces must be adjacent and at least one step of each space must line up either horizontally or vertically. *Extended shot will be explained later*



Elbows and Intersections

When an animal moves through an elbow, you will treat it as if was a straight line. Though the animal physically changes direction, the orientation die is ignored. *The direction change applies when an animal reaches an intersection.*

In example two, the lion has to move east. Even though the lion physically changes directions through two elbows, it is still considered going east till it reaches the intersection. This would be true for the cougar if it had to travel west.

GAME PLAY:

Preparing the game:

Choose a name for both the zoo keeper and the maintenance worker.



* The name of the character will be identified in the game by the first letter. Ex: V as in Vance.

* Place the initial of each character on one of the first colored step on each side of the main gate.

* If you choose names that have the same starting letter as an animal, you might want to put a dark circle around each spot on the map when that character travels. You might consider color pencils, also.

At the start of the game, no animals have escaped. To begin the escape process, you will need to roll for each animals escape. You can make the game more difficult by increasing the rolls.

Roll one time for the animals (Beginner)

Roll twice for the animals

Roll three times for the animals

Roll four times for the animals (Expert)

* Only one kind of animal will escape at a time. *At no time in the game will two of the same kind of animal be loose in the zoo. If an animal is rolled twice, re-roll one of the die.*

GAME FLOW:

Game flow consist of four steps:

A) Roll for animal movement.

B) Move animals.

C) Resolve Attacks

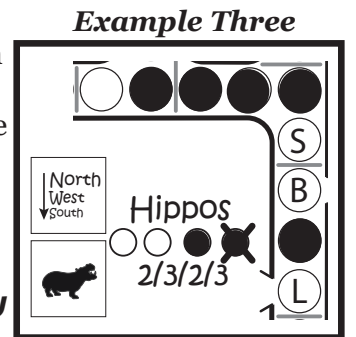
D) Perform two actions for both maintenance worker and zoo keeper.



A) Roll for animal movement:

Roll all four animal dice and the orientation die This will show you which four animals will be moving on this turn and what direction they will be moving in. In the basic mode, you will roll all four animal dice and roll the orientation die. All the animals will move according to the orientation die. In the advance mode you will roll each animal with the orientation die, one at a time. All the animals will move in different directions.

* The orientation die and the next available space determines the animal’s first move out of the cage. **In example three, the hippo would have to start three spaces away since the first two spaces adjacent to the door are filled up.**

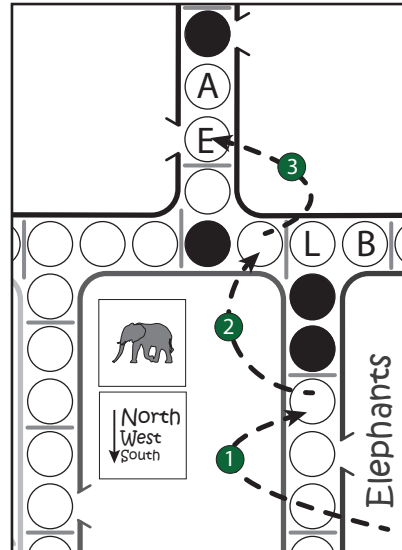


Move Animals:

Movement - How many spaces an animal (**Example: Elephant - 3**) can be moved in a turn.

- * After you leave a step, be sure to fill it in.
- * If you roll two of the same type of animal, re-roll until you have a different one.
- * If the steps in a space are all filled, the space is ignored and does not count against the animal's movement.
- * When an animal moves, you will fill (color) in the starting point and place the animal's letter on the last step. You will NOT fill in the steps in between.

* Only one animal of a type will escape. For example, one dingo will move during the game until is tranquilized, blocked or has escaped.
Example Four: The elephant is rolled with a North-West-South orientation die. You will move the elephant three spaces. All the steps in the second space are filled (colored), so you will skip that space. Since north is the priority direction, it will go north, west, then north again. You will not fill in the first two steps that the elephant uses. Also, be sure to fill in the small circle in the elephant's cage to remind you that you have one on the loose in the zoo.



Example Four

* If an animal reaches a dead end, it stops there until its next turn. It will not back track.

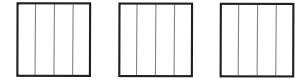
* When an animal leaves a cage, color in a small circle in the cage to represent this. If the animal escapes or is tranquilized, you will cross out this circle to show it is no longer in play. You will not fill in another circle until the animal is rolled again. If all circles in an animal's cage is filled, there are no more animals of that type at the zoo. The next time that exhausted animal is rolled, nothing happens.

* As the game progresses, more spaces will fill up and the animals will travel greater distances. When you have to navigate an intersection, pay attention to which direction is a priority.

- * Animals will not attack each other.
- * If more than three animals escape, you lose.

Animal Traps

Outside of the zoo are three larger boxes with bars in them. These are the traps set out to capture the escaped animals. Unfortunately, there are only three. If a fourth one escapes, you lose the game. No matter which gate the animal escapes out of, write the letter of that animal in one of those three boxes. You will then cross out the small circle underneath the animal's name in its cage. This shows that one of those types of animals has been exhausted.



* You can have more than one animal escape during a turn and out of the same exit.

* During animal set-up, you can choose to have animals escape or re-roll.

C) Resolve animal attacks.

There are two types of animal attacks:



Direct Attack - If you land on a space with an animal (should you choose to) or an animal lands on a space that you are on, you will subtract (cross out) the direct attack number of the animal from your health supply.



* The result will be the same if you deliberately land on a space with an animal.

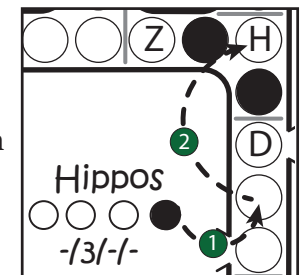
* If all the steps on your space are filled and an animal has to move past you to get to the next space, it is an indirect attack.

* You can have more than one animal attack you on the same turn.

* **Being in such tight space with an animal you will not be able to use your tranquilizer.**

* If in the rare case that you are pinned between filled spaces of a dead end (or blocked exit) and an animal moves to an adjacent space with left over moves, this also will be treated as a direct attack.

* If you choose to land on space with an animal, you will do a secondary *resolve attack* in the *perform action* phase.



Health - ~~XXX~~ ♥♥♥♥♥♥♥♥
Example Five

In example five, the hippo is moved west and north. It will leave the cage and land on the same space as Zach (Z). Zach will cross out three of his health points to represent a direct attack.

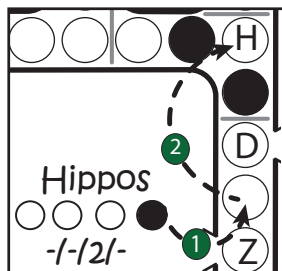


Indirect Attack - If an animal(s) moves over your space, you will suffer an indirect attack and you will subtract (cross out) the indirect attack number from your health supply.

* More than one animal can do an indirect attack.

* If an animal moves over an intersection that you are in at and you are not in a direct line of sight, "spatially speaking" you will still suffer an attack.

In example six the hippo will move west and north. He escapes out of the cage, passes over Zach (Z). Zach will cross out two of his health points.



Health - ~~XX~~♥♥♥♥♥♥♥♥♥♥
Example Six

Tranquilizers - Tranquilizers will temporarily put the animals to sleep, so you can return them to their cage after the mayhem has stopped. The last number in the animals characteristics is the amount of tranquilizers needed to subdue an animal. Each character starts out with his or her individual supply and then you must exchange AP in order to add to your supply. You can shoot as many animals as your supply allows. **This is not an action**, but it can only be done in the "Perform Action" phase. You cannot share tranquilizers.

You can use tranquilizers in two ways:

(1) Direct Shot

If you are on an adjacent space to an animal and you have enough tranquilizers in your supply, you can shoot a tranquilizer to put the animal to sleep. Cross out the tranquilizers in your supply equal to the amount used.



(2) Extended Shot

An extended shot is when you have a space between you and the animal that you intend to shoot a tranquilizer at. To fire an extended shot, you must have the required tranquilizers in your supply and you will increase the amount required by one (kangaroo will now need 3).



* You cannot shoot through or over another animal or character.
 * All steps within a space equally occupy that space. So you can shoot a tranquilizer within a space with no regard to which step an animal occupies. **See example one**

* You can't fire a tranquilizer when sharing a space with an animal.

* You may shoot while moving to clear the adjacent space. **For example, if the zoo keeper (who has three moves) moves one space adjacent to the kangaroo and shoots a tranquilizer, the zoo keeper can finish his remaining two moves.**

D) Perform two actions for both maintenance worker and Zoo keeper.

Perform actions - After resolving animal attacks, you choose which of the two characters you want to go first on each turn. You will do two of four actions for both the maintenance worker and the zoo keeper. You may do the same action twice. The four actions are:

- 1) Move Characters
- 2) Close a gate
- 3) Gain Action Points (AP)
- 4) Action Points exchange



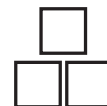
1) Move Characters - When moving from one space to another, you will fill in the step you are currently in and move the next space with an available step.

- * Unlike the animals, you choose the direction(s) you want to go.
- * The zoo keeper can move up to three spaces. The maintenance worker moves one.
- * Characters may move in different directions from each other.

* To bypass an animal without getting harmed requires two movements and two action points (AP). The zoo keeper (who moves three per action) would have to use two of his three movement to accomplish this. The engineer can only move one space per turn, so she would have to use both of her actions to bypass an animal.



2) Close a gate - There are five gates on the map identified by three small squares. Spend actions points (crossing them out) from the supply to partially or fully close a gate. Three unfilled squares represents an opened gate. All three squares filled represents gate fully closed.



* When you are closing a gate, you DO NOT have to be adjacent to the gate. You can choose which gate you want to close from anywhere in the zoo.



To close a gate you will fill in one of the boxes to indicate it has been partially closed. Each box filled will block one animal from escaping. The number of animals blocked is equal to the number of how many squares are filled in. **For example, if two boxes are filled in, it will block up to two animals. Multiple animals can escape through the gate until it is completely close.** When all three boxes are filled, it is considered sealed off.

* There are three octagons which are used to represent blocked animals. When a gate is partially closed, you will place the animal's letter in the octagon and then cross out the animal's circle in its cage.

* The space containing the three octagons is not used by moving animals or characters. Important: If an animal's movement has it moving on to this space, it will immediately be considered escaped.

* Once a gate is fully closed, no more animals can get through.

In example seven, two of the boxes are filled in to show that up to two animals will be blocked. The alligator has already been blocked.

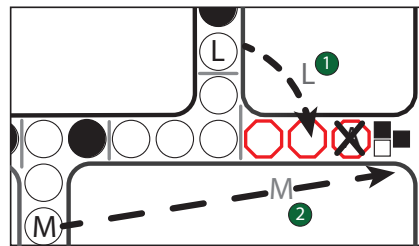
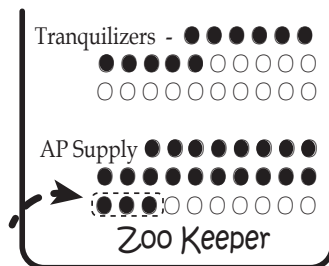
On the next roll, the lion is paired with a south and east die. The lion will move south one space. The east direction will lead to a blocked gate. Since there are two boxes filled in, this will stop the lion. (1) You will fill in the step where the lion started from and write down an L on the second octagon. You will also cross out the circle in the lion's cage.

Next the monkey is paired with an east and north die. The monkey will move east and will encounter the partially closed gate. Since there is still a third box that is empty, the monkey will escape. (2) If all three traps outside of the zoo have been used, the monkey escapes and you lose the game. If there is a trap that is empty, you will put an M in one of the traps and then cross out a circle in the monkey's cage.

3) Gain Action Points - This allows you to add three action points to your supply.

* When you gain extra action points, color in the circles in the supply.

* There is a limited number of action points, so be careful how you spend them.



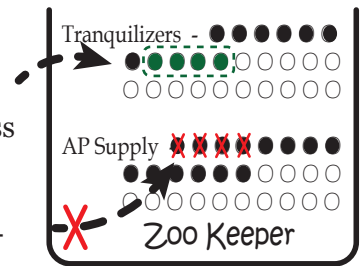
Example Seven

4) Actions Point (AP) Exchange - This allows you to exchange action points for health points or tranquilizers.

* When you are exchanging action points, cross out the ones you're using to show they are no longer available.

* Fill in the circle, in accordance to the character's trade rate. Ex: zoo keeper can exchange 4 APs for 4 tranquilizers.

* You can trade as many times as you want per turn.



Health - Keeps track of the how many health points you have available. Animal attacks will lower you health points.

* Both the maintenance worker and the zoo keeper must have at least 1 health point each for the game to continue.

* Placed in different parts of the map are extra health points which will gain you an extra three health points.

* You must land on the space adjacent to the cross, not pass over, to get the extra health. Put an X over the cross to show it has been used.



Animal Escapes - When an animal escapes, and all three of the traps are full, you lose the game!

NOTE: In the *Animal Interactions* icons located in the instructions and on the game board the circles infer spaces, not steps.

Wildcard Six Game Design 2019

Game design, layout and artwork: Frank
Cover artwork and game artwork: Amanda



Mayhem at the Rockport Zoo



Battle for the Carolinas



The In-famous War Letter of Gutterman's Gulch



The In-famous Gulch War of Gutterman's Gulch



The In-famous Coop War of Gutterman's Gulch



MAYHEM At the ROCKPORT ZOO

MAP EXPANSION

Things at the Rockport Zoo just got worse! You realize that the tranquilizers are in the zoo office and you have to race there to retrieve the tranquilizers before you can contain the mayhem.

Objective: To win the game, the maintenance worker has to get to the maintenance shed so he can restore power back to the zoo. If he gets there in time, you win! If either the maintenance worker or the zoo keeper run out of health points, you lose. If more than three animals escape from the zoo, you also lose.

RULE CHANGES

* You have no tranquilizers at the start of the game. It is up to you to get one of your characters to the zoo office to retrieve the tranquilizers. Your potential starting supply is identified by the gray circles in the character's tranquilizers supply.

* If it is not necessary to send both characters to the zoo office. You will

transfer the necessary tranquilizers to the other character anywhere on the board during the game. This will be done only once during the game. You cannot share the tranquilizers once this has been done.

* When you retrieve the supply from the zoo office or if you receive the supply from another character, check off the tranquilizers box on the character's card to show that this has been done. Color in the gray circles to show you now have a tranquilizer supply.



* To retrieve the tranquilizers, you must stop on the space adjacent to the zoo office (even if you have movement left). If the adjacent space is filled, stop on the next available space.

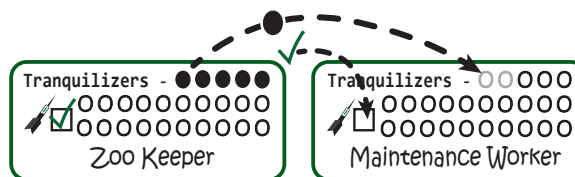
* When transferring the tranquilizers, one character must stop on the same spot with the other character (even if you have movement left).

* There is no cost to pass the tranquilizers, only a movement action to join the other characters on adjacent spaces.

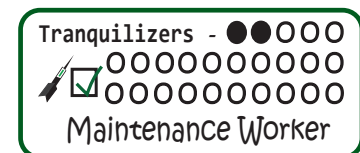
The Zoo keeper goes to the zoo Office and retrieves the tranquilizers. She will then add five to her supply.



She meets the maintenance worker elsewhere on that map and gives him his supply of tranquilizers.



Both characters have their supply and now can tranquilize animals in their way.



Name: _____



Move
1 Space = 0 AP

Gate
Cost = 1 AP

Tranquilizer
Cost = 2 AP

Health
Cost = 2 AP

Action
Exchange

Health -

Tranquilizers -

AP Supply -

Maintenance

Name: _____



Move
3 Space = 0 AP

Gate
Cost = 2 AP

Tranquilizer
Cost = 1 AP

Health
Cost = 2 AP

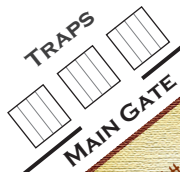
Action
Exchange

Health -

Tranquilizers -

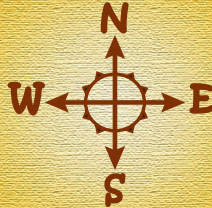
AP Supply -

Zoo Keeper



Game Flow:
Roll Animal dice
Move Animals
Resolve Attacks
Perform Actions

- Two Actions per turn:**
- 1) Move
 - 2) Close a Gate
 - 3) Exchange
 - 4) AP Supply Add Three



MAYHEM at the ROCKPORT ZOO

Dingos
○○○
○○○
3/1/1/2

Alligators
○○○
○○○
2/3/2/2

Kangaroos
○○○
○○○
3/2/1/2

Hippos
○○○
○○○
2/3/2/3

Monkeys
○○○
○○○
4/1/1/1

Snakes
○○○
○○○
3/2/1/0

Pandas
○○○
○○○
2/1/0/2

Lions
○○○
○○○
3/3/3/3

Cougars
○○○
○○○
3/2/1/2

Elephants
○○○
○○○
2/3/3/4

Rhinos
○○○
○○○
3/3/2/4

Bears
○○○
○○○
2/3/3/3

Maintenance Shed



MAYHEM at the ROCKPORT ZOO²

Zoo Office (Injection icon)

Elephants
○○○
2/3/3/4

Pandas
○○○○○
2/1/0/2

Kangaroos
○○○○○
3/2/1/2

Dingos
○○○○○
3/1/1/2

Snakes
○○○○○
3/2/1/0

Hippos
○○○○○
2/3/3/4

Cougars
○○○○○
3/2/1/2

Monkeys
○○○○○
4/1/1/1

Bears
○○○○○
2/3/3/3

Maintenance Shed

Rhinos
○○○
3/3/2/4

Lions
○○○○○
3/3/3/3

Alligators
○○○○○
2/3/2/3

Rockport Zoo Barry the happy bear

Game Flow:
Roll Animal dice
Move Animals
Resolve Attacks
Perform Actions

Two Actions per turn:
1) Move
2) Close a Gate
3) AP Supply
Add three
4) Exchange

Move X/X/X/X
Direct Attack
Indirect Attack
Tranquilizer

Game Board: Includes a compass rose (N, S, E, W), a path of red octagons, and a 'MAIN GATE' area with 'TRAPS'.

Wildcard Six Game Design 2019

Animal Interactions

+1 Extended Shot
 Direct Shot
 -2 AP Bypass Animal
 Indirect Attack
 Direct Attack

Name: _____

Move
1 Space = 0 AP

Gate
Cost = 1 AP

Tranquilizer
Cost = 2 AP

Health
Cost = 2 AP

Health - ♥♥♥♥♥♥♥♥
♥♥♥♥♥♥♥♥

Tranquilizers - ●●○○○
○○○○○○○○○○
○○○○○○○○○○

AP Supply - ●●●●●●●●
○○○○○○○○○○
○○○○○○○○○○

Maintenance

Name: _____

Move
3 Space = 0 AP

Gate
Cost = 2 AP

Tranquilizer
Cost = 1 AP

Health
Cost = 2 AP


Health - ♥♥♥♥♥♥♥♥
♥♥♥♥♥♥♥♥

Tranquilizers - ●●●●●●
○○○○○○○○○○
○○○○○○○○○○

AP Supply - ●●●●○○○○
○○○○○○○○○○
○○○○○○○○○○

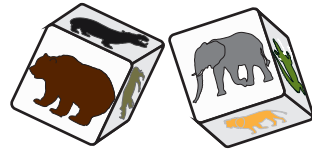
Zoo Keeper

Dice Placement Board

 1	 2	 3	 4	 5	 6
 1	 2	 3	 4	 5	 6
West ↓ South East 1	West ↓ North East 2	North ↓ West South 3	North ↓ West South 4	East ↓ South West 5	South ↓ East North 6

Basic Game - Roll all four animal dice and one orientation die. Place the dice on this board and perform the animal's movement. One orientation die for all four animals.

Advance Game - Roll all four animal dice. You will resolve each animal movement by rolling the orientation die, one at a time. Do this four times.



Illustrated Dice

