

Gift Shop 🟡

If you are standing within any gift shop at the end of your turn, pick up 1 Candy Consumable and hold it in your hand. You must leave the gift shop before returning and picking up more candy in subsequent turns.

Terrain

Land: 🟢
No effect.

Water: 🔵

Reduces Movement for non-aquatic characters.

Rough: 🟠

Reduces movement for non-land characters.

Hazard: ☒

Deals 1 damage to a character when they end their turn within dangerous terrain.

Rulebook

**MENAGERIE
MANIA**



You work for an underground organization seeking to rescue neglected animals from zoos all over the world. During your most recent mission, you see another group trying to infiltrate the same zoo at the exact same time as you. You and your team must work together to rescue your targets and escape the zoo before the other team blows your cover.

COMPONENTS

1 Board



5 Animal Cards



1 Rhino Character Card



5 Animal Tokens



1 Rhino Token



1 Day/Night Board and Tracker





12 Consumable tokens



2 D6 Dice

SETUP

Flip the animal tokens face down and shuffle them around. If playing with 4 players instead of 5, discard one animal token. Place the tokens, still face down, over the  symbols. Leave the center-most symbol uncovered if playing with 4 players. Flip them face up. Place all character tokens within the car  hexes at the center of the board.

Shuffle the animal cards corresponding to the animal tokens on the board. Each player randomly draws 1 animal card and places it in front of them. These are your team's targets.

Each team rolls 1 D6; the team with the higher roll goes first. Teams then decide the order in which each member goes, keeping the order consistent between rounds. The game starts during the Day cycle. Place the Day/Night tracker over the Sun on the Day/Night Board.

STARTING PLAY

All character tokens begin in the getaway car. All characters take their actions (see universal game rules for reference).


After every character has taken their turn, the game is now in the Animal Movement phase. During this phase, both teams decide where to move the opposing team's animals. All animals must be moved 2 hexes in any direction. This ends the animal movement phase.

After this, move the Day/Night tracker over the moon. It is now Night. All players take their turns. There is no Animal Movement phase during Night. Switch the tracker back to Day. Alternate between Day and Night cycles.

Picking up and moving your animals:

If you are adjacent to an animal, you can pick it up any time during your turn as a free action. Pick the animal token off the board and hold it in your hand until you take damage from an opposing character. The player who dealt the damage then moves the animal token 3 hexes away from you in any direction. You may only hold onto 1 animal at a time. You may also hand your held animal to any teammate adjacent to you as a free action during your turn.

Rhino Rules:

If playing with an uneven number of players, the team with fewer players gains the help of the Rhino. Place the Rhino Token on the  at the start of the game. The Rhino is controlled by the team as a collective and takes its turn after both members of its team. It goes every player movement phase. It has two actions: roll a D6 and move that many spaces in any direction, or charge at an adjacent player. They take 1 DMG and move 2 spaces back in the direction opposite the Rhino. If something is blocking the character from being moved (obstacle, character, edge of board, etc.), they move as far as possible until adjacent to the obstacle.

Ending the Game:

Your animal can be placed into the car at any point during your turn by standing on a car hex. The animal is then considered "rescued", and the token is out of play. You may leave the car after rescuing your animal. The entire team must be standing within the car after rescuing their target animals. The game ends immediately after the last team member moves into the car.