

Petting Zoo Gangsta

Hello and welcome to Petting Zoo Gangsta, the game where you and your friends see who rulez the Petting Zoo.

So we're gonna fight it out, and the last one standing **Rulez Tha Zoo**.

This game is for 2-4 playas and takes less than a half hour.

Object of the Game

Be the last one standing. Either bust a cap in the other playas' ass or maneuver them into being unable to move or bust their own caps.

Setup

You will need:

- ☛ A token for each playa.
- ☛ A die (two are even better)
- ☛ A checkerboard.
- ☛ A small piece of paper for each playa.
- ☛ A pen or pencil (one for each playa would be great, but you chan share)
- ☛ A paper bag (optional)

You will also need to print and cut out the animal tokens on the next page.

Yeah, you see *real* gangstas rule the streets of the hood. You're, well, you're trying to rule a petting zoo. You have issues.

First, each playa should secretly roll a die to choose an animal he wuvs and then roll a die to choose an animal he fears. This may be the same animal. Use the chart.

Roll	Animal
1	Duckling
2	Piglet
3	Puppy
4	Lamb
5	Bunny
6	Kitten

Next, each playa should draw and place animal tokens on the checkerboard. These animal tokens

represent the cute cuddly little animals in the petting zoo. Don't get too attached to them though, you'll be blowing them away soon enough.

Place the animal tokens face down outside of the board or in a bag and draw them randomly. Then place them face up in a square.

Playas	Each Playa Places...
2	8 Animals
3	4 Animals
4	2 Animals

- ☛ Animals may not be placed on the other ring of squares (the ones touching the edge).
- ☛ You may not place an animal in a square already containing an animal.

Finally, each playa should place his or her token in one of the outer corner squares. For two playas, place them diagonally across from each other. Again, you can't start in the same square as another playa.

Your Turn

1. Move your token. Roll a die to see how many squares you may move. You may not move diagonally and you may move fewer squares than you rolled.

You may not move onto a space that contains another playa's token. Nor may you move onto a space that contains two or more animals.

Roll	You May Move
1-2	1 Space
3-4	2 Spaces
5-6	3 Spaces

Also, you may not move onto a space that contains an animal that you fear. If you start on a space that contains an animal that you fear, you must move off of it.

If you must move but cannot, you have become paralyzed with fear and are out of the game. Remove your token from the board.

2. Bust a cap at another playa's ass. Choose a direction to bust your cap. You cannot bust from the outer ring of squares, nor can you hit someone in the outer ring of squares. It is a "safe zone," not really part of the Petting Zoo.

You may choose any one of the four directions to bust your cap, even if there is no playa

token in that direction. There must be at least one token that you would be able to hit in the direction you wish to bust your cap.

Roll a die. The bullet travels along that path until it peters out, either by movement or destruction.

First move the bullet. It moves one space in the direction of your shot.

Then check for animals and other playas. If there are any tokens on the space, the bullet kills one of them (the shooter's choice). This continues for as many tokens as are on the space. Remove all killed tokens from the board. You must kill a token if you can, even if you don't want to.

Then move to the next space. Continue this until you have done as many things (move bullet, killed a token) as the die roll.

If there is an animal in the same space as you, then it counts as one and the move counts as two.

Except: Bullets may not travel into the outer ring. It is a safe zone. Once a bullet reaches the outer ring, it stops and cannot kill.

Any playas killed by a bullet have had a cap busted in their ass and are out of the game. Remove their tokens from the board.

If you kill an animal that you wuv (and remember, you must shoot at it if there are no tokens you can hit in any other direction) then you are overcome with grief and must leave the zoo. You lose the game.

3. Move The Animals

Animals don't stay put, especially in a petting zoo full of gunfire.

Roll a die and consult the chart.

Add animals just like they were being added for the first time. Choose them randomly and place them as described.

Roll	Do
1	Add one Animal
2	Add two Animals
3-6	Move Animals

Animals can be moved one space in any direction, not diagonally. You may move as

Example:

Cozmo is in the center square and must choose a direction to shoot.

Cozmo shoots up.
If he rolls a 2, he kills this animal. The 1, takes it to the first space and the 2 kills it. Anything higher than a 2 still kills the animal, but does nothing else.

There are no tokens here. Cozmo may not shoot in this direction.

Cozmo shoots left.
He rolls a 2.
1. Goes to the first space.
2. Goes to the second space.
Cozmo misses the animals.

Cozmo shoots down.
He rolls a 6.
1. Goes 1 space.
2. Hits one of the animals in the closer space. Cozmo's choice.
3. Hits the other animal.
4. Goes to the next space.
5. Hits one of the animals in the farther space. Cozmo's choice.
6. Hits the other animal in that space.

many animals as many spaces total as your die roll.

For example, Homie rolls a 5. He can move one animal five spaces, or five animals one space each. Or one animal two spaces and one animal three spaces. Or any combination that suits his whim.

You cannot move animals into the outside ring of squares. Not can you move them into a square that contains two tokens. Just like placing them.

If there are no animals and you are supposed to move them, add that many animals instead.

If all the animal tokens have been placed and you are supposed to place one, move that many animals instead.

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