

Drôles de Zèbres

Game by **Bruno Cathala** - artwork by **Martin Vidberg**
2 players up to 8 years old

Components :

- A 30-square representing the savannah, divided into 6 territories (2 of three squares, 2 of five squares and 2 of seven squares) separated by rivers



- 30 animal tokens, in two colors (one for each player), with values from 0 to 6 (These values represents the animal's attractivity for tourists)
In each color, animals are distributed as follows:

- o 6 **Gazelles** with value 2



- o 5 **Zebras** with value 6



- o 2 **Crocodiles** with value 0



- o 1 **Elephant** with value 5



- o 1 **Lion** with value 1



- 1 guardian token (The famous Cathala-Jones)
- 1 **Inauguration** token
- 1 rulebook



Once upon a time...

To attract tourists looking for a photo safari, ranger Cathala-Jones has come up with a brilliant idea (according to himself): in his reserve; the zebras won't be white with black stripes, but black with white stripes. Or even... white with black spots... the bigger, the better !

The high season is approaching, and Cathala-Jones has called two adventurers (you and your opponent) to distribute animals among the different territories. The competition is fierce, because only the one who best demonstrates their expertise will deserve to become his right-hand man ! (and therefore, win)

Goal of the game:

Attract as many tourists as possible

- **First by taking control of the most attractive territories:**
When the board is completely full, each territory will be controlled by the player with the most tokens of their color in that territory.
This player will score the points for ALL animals in that territory
- **Secondly by being the fastest:**
*When a first territory is completely full, inauguration token goes to **the player who triggered** this event. Inauguration token gives a 5 point bonus on final score !*

Set up:

- Place the board in the middle of the table.
- Each player takes the 15 animal tokens of their color and places them numbered side up in front of them.
- Place inauguration token aside to the board.
- Choose 1st player the way of your choice. This player receives the guardian token.

Game can now begin .



1^{er} player



2

How to play:

During his 1st turn, first player places the guardian on the patrol path, facing the row (line or column) of their choice.

Then, each player, starting with his opponent, will perform the following 2 actions on their turn, in the indicated order:

1- Place an animal on the board:

During this step, the player **MUST** place one of their remaining animals on the empty square of their choice in the row facing Guardian token.

Special effects related to crocodiles and lions are discussed below.

2- Move the guardian:

During this step, the player must move guardian token 1, 2 or 3 spaces clockwise.

Once guardian has been moved, next player moves on, and so on until the board is completely full.

Important : the next player must ALWAYS be offered a placement solution :

- If at least one of the 3 next rows allows a placement solution, then the guardian is moved as indicated above (if only one solution remains, this solution is mandatory)
- If the next 3 rows (or more) are already completely filled, then the guardian is moved directly to the next row (line or column) allowing to place an animal.

Please note: At the end of game, it may happen that only one player still has animal tokens. In this case, this player continues to place all their tokens until board is completely full..

Inauguration:

When a first territory is completely filled, Inauguration token goes to the player who just triggered that event, regardless of whether or not he has the majority in this territory.

This token gives him a 5 point bonus for final score, which can really make the difference !

Animals – Special effects:

Zebra

Value 6 points



This is the emblematic animal of this location. You must therefore be very careful to prevent them from falling under opponent's control

WARNING : Zebras are afraid of Lions !

As soon as a Lion appears on a neighboring square (vertically or horizontally), **the Zebra hides** (token is turned face down). It is no longer worth any victory point.

Similarly, if you place a Zebra on a free space next to a Lion (vertically or horizontally), you **MUST** place it face down.

Rivers have no effect on Zebra – Lion interaction

La Gazelle

Value 2 points



This animal is as friendly as it is a bit silly, and remains less attractive than the Zebra.

WARNING : Gazelles are also afraid by Lions !

As soon as a Lion appears on a neighboring square (vertically or horizontally),

Gazelle flees : Gazelle's token comes back in front of their owner. They will have to play it during one of their next turns.

Similarly, if you place a Gazelle close to a Lion (Vertically or Horizontally), you **MUST** place it face down

Rivers have no effect on Gazelle – Lion interaction

Le Lion

Valeur 1 point



This vain animal is convinced that he is the King of all Animals. He is feared by everyone... Well ... by almost everyone !

When a Lion is placed on the board, check if there are any Zebras and/or Gazelles on the four neighboring squares (vertically or horizontally, even if it's on the other side of a river):

- Any Zebra present there are turned face down
- Any Gazelles present there comes back to their owners

Other animals (crocodiles and Elephants) are not affected by Lion.

Elephant

Value 5 points



Elephant is a safe bet. He knows he is the true Aniaml's King, so he is not afraid by Lion, and he does not have to hide when he's near it.
Use him wisely: you only get one !

Le Crocodile

Value.. Nothing !!



This animal is as voracious as it is despised by its peers.
It is irresistibly attracted by Gazelles, which it would happily eat as a snack:
When it is placed on the board, if a Gazelle is present on the other side of a river bordering crocodile's square, you MAY CHOOSE to swap position of gazelle and Crocodile's tokens
(The crocodile lunges voraciously at the Gazelle, but since it is agile, it manages to escape by leaping)
If several Gazelles are present, Crocodile can choose which one to attack.
There is no interaction between a Crocodile and a face down gazelle token (crocodile cannot see an hidden Gazelle)

End of the game – Scoring:

Game tales end when all the board has been fulfilled.

In each of the 6 territories:

1. Check wich player has the most tokens of their color (face-down tokens are taken into account to determine majority).
2. The majority player scorers ALL the points in that territory (Animals of their color + opposing animals . Face down tokens do not score any point)

Each player adds up the points of the territories he controls
Player with inauguration token adds their 5 bonus points..

Highest total wins !

Scoring example:



In this territory, White gets majority (4 white token against 3 green tokens)

He therefore scores 20 points for this territory:
11 points for white animals + 9 points for green animals

Cocodile example:



It's white's turn
He chooses to place a crocodile in the square indicated by the arrow

He then has two choices:

- Either not to use the crocodile's ability and leave it quietly on this square
- Or to swap position with one of thje two gaszelles A or B located on the other side of a river
(Crocodile cannot swap position with Gazelle C located just above it, because it is not on the other side of a river))



White finally chose to swap positionb with Gazelle A
He thus definitively secured a majority in the 5 square's territory !

Lion's example:



It's White's turn

There is only one remaining space in the column facing the guardian's token. White must place one of his animals there

He chooses to place... his Lion !!



On squares horizontally and vertically adjacent to Lion::

- Elephant is not affected
- The two gazelles fled: players get back their tokens in front of them
- The Zebra hid (it has been flipped face down)
It is no longer worth any victory point, but will be taken in account to determine who has the most tokens in this territory.

From now on, anyone wishing to place a Gazelle or a Zebra on squares marked with a lightning bolt must place them face down !

FAQ :



- Is it possible to make several Crocodile-Gazelle swaps in a row

YES !! After an initial swap, you can make a new one with another Gazelle located on the other side of a river. And so on...



- Who wins the inauguration token when last animal placed is a Lion, making a Gazelle fleeing from this territory ?

NO ONE ! When a Lion is placed, Gazelles flee immediately. The inauguration token is only awarded when the very first territory is COMPLETELY filled at the end of a player's turn



- Who wins the inauguration token when the last animal placed is a crocodile, the swapped with an Gazelle belonging to opponent ?

Player who placed the crocodile wins the token, because they are the one who triggered the event