

## ABOUT THE GAME

The board game “ZOOregatta” is an educational family game that introduces players to the geography and wildlife of our planet in the process of an exciting sailing regatta.

**Dangerous race:** a game where each player must overcome obstacles and avoid the many dangers that lie in the game. The one who gets to the finish line first wins, of course!



**ZOOregatta:** an exciting round-the-world voyage where the player must deliver animals from different continents to their own port. Currents and whirlpools make the adventure dynamic, and guns – unexpected. An accurate shot sends an animal overboard and currents deliver the animal to their native lands. Player will have to go in search of that animal again! Ingenuity, correct calculations and good luck help to win in this roundabout regatta. The main feature – the game does not have a given route, the player must determine the path of the ship.

**Catch the Pirate:** dangerous pirates kidnap animals all over the planet. Only fearless sea patrol is able to stand up for the protection of animals. Pirates are crafty and ruthless, but the Patrolman is brave and persistent in the pursuit of them. Who will be smarter and quicker? Whose side will win?

**Number of players:** 2-4 persons.

**Duration:** 20-35 minutes.

**Age of players:** 4 years and up.

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## BOX CONTENTS

1. Ships - 4 prefabricated models of plastic ships with multi-colored sails.
2. Rules of the game.

3. Two-sided playing board 53x46 cm.

One side: map of the world, divided in hexes.

Other side: map for full of dangers sail-boat race.

4. Playing elements:

(1) Animal tokens – 24 pieces;

(2) Fire tokens – 8 pieces;

(3) Ship data cards – 4 pieces

5. A dice.



## GAME RULES

### DANGEROUS RACE

A winner is a player who first completes a route from a starting fort to a finishing one. You can play in the opposite direction: the ships start from the finish line, and whoever gets to the starting line first – wins.

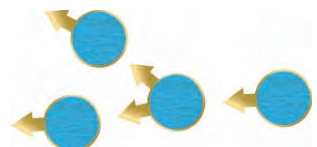
### Preparation for the game

Ships of players are located in the first circle, near the fort named “START.” Once pieces are placed at the start, players determine a turn order with a dice roll. The player who rolls the highest number will move first after other players.

### Movement


Each player rolls a dice and moves a corresponding number of circles in the direction indicated by the arrows. On the map there are circles with a fork where the player can choose one of two options: a safe long way or a short but more dangerous way. Player may only move in the direction of the Finish line. Moving in the opposite direction is allowed only in special cases described in the rules.

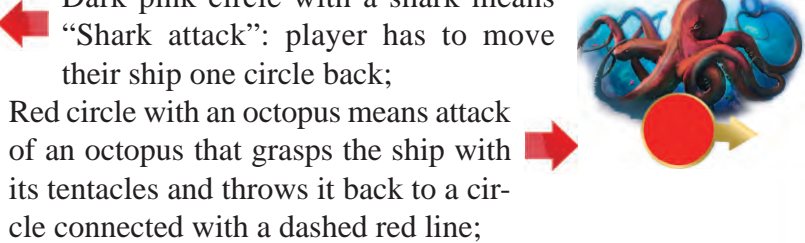
Ships of other players along the way are not considered as an obstacle. One circle can also include several ships.





## Special circles

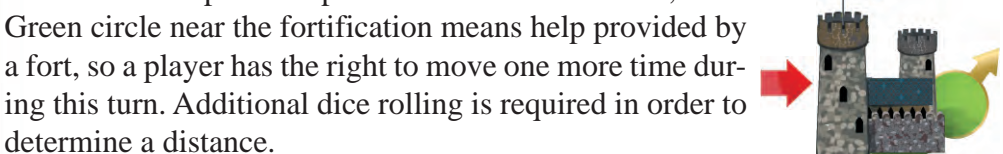
In addition to ordinary circles (of a blue color), the board also has several colored circles. If a player stops on one of these special circles, they are met by either a hardship or an advantage:

 Dark pink circle with a shark means “Shark attack”: player has to move their ship one circle back;

 Red circle with an octopus means attack of an octopus that grasps the ship with its tentacles and throws it back to a circle connected with a dashed red line;

 Grey circles mean the ship is attacked by enemy riflemen, coastal batteries, and opponents’ ships: a player has to move back by several circles (according to number of hits depicted by starlets on a dashed line);

 Blue circle with a reef: a player has to miss one turn in order to repair a ship after collision with a reef;

 Green circle near the fortification means help provided by a fort, so a player has the right to move one more time during this turn. Additional dice rolling is required in order to determine a distance.

## ZOOREGATTA

Players appear in the role of captains of sailing ships that have an important task: “To make a round-the-world voyage and collect animals – one animal from each continent. All animals must be shipped to the player’s own port in order to organize a zoo.” The winner is the player who first transports a full collection of animals to the port from which they started.

### Preparation for the game

First, tokens of animals are placed on the board according to their natural living place: a monkey in South America, a penguin in Antarctica, a white bear in the Arctic, a lion in Africa, a bison in North America, wombat in Australia. Corresponding hexes are marked on a map with a red frame. Number of tokens of each animal on the board is equal to number of players. For example, if 3 players are playing, then each continent is occupied by 3 animals.



After that, the player determines a turn order and ports where each of them will start their regatta. Ports are marked on a map with a dark-blue frame, anchor, and name: Boston (1), Rio De Janeiro (2), Mombasa (3), and Darwin (4).

Determining Order of a Turn is accomplished with a dice roll. The player who rolls the highest number selects a port and flag color and sets their ship on their preferred port (and will move first after other players select their ports and ships). After the first player has taken their turn, the next player will follow suit.

### Raise the sails!

Gameplay is divided into rounds. During a round, all players move their ships according to the turn order. Number of rounds is unlimited.

Distance that can be passed by a ship is determined by each player with a dice roll: number of hexes to be passed is equal to number of points on a dice. A ship can go in any direction.



#### A ship can't go:

- On a hex occupied by another ship;
- On a hex from which the ship just sailed (the red arrow #3 in the picture shows the wrong move of the ship);
- On part of a map not framed with a hex.

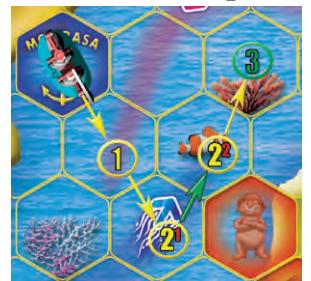
Ships can enter hexes occupied by animals (regardless of whether an animal is inside of it) and ports (even opponents' ports).

Each player must pass a number of hexes equal to the number on the rolled dice (they are not allowed to move any more or less). So if a player wants to finish their move in a certain hex, they need to carefully plan a path.

2 kinds of special hexes are on the map: **sea currents** and **whirlpools**.

#### Sea currents

Oceans have plenty of currents and an experienced captain can use favorable ones in order to speed up their trip over the ocean's vastness. Currents are marked on a map with arrows (warm currents with pink, cold currents with blue) that determine direction



of current at this hex. A ship that is moved to a hex with a current passes one hex in a direction of a current and this movement does not decrease the remaining movement points. So if a player rolls 2 points and after goes on a hex with a current, they will pass 3 hexes during a turn instead of 2.

Entering a hex with a current, a player must shift a ship in the direction of an arrow on an adjacent hex. If after this obligatory move a ship is shifted by a current to a hex with another ship (e.g., a ship of player #2), then player #2 must select any adjacent hex and immediately put their ship on this hex in order to avoid having the two ships collide. After player #1 completes their turn, player #2 takes their turn ordinarily.



### **Whirlpools**

In order to quickly pass large distances, desperate captains can use whirlpools. Hexes of whirlpools (their total number is 6) are marked on a map according to the picture. In order to use it, the player rolls a dice, passes the corresponding number of hexes and if they end up in a whirlpool, they roll a dice once more. New number will show in which whirlpool the player will start their new turn.

If a dice roll number is a number of a whirlpool where another ship of another player is located, then the ship will appear near this hex. If a dice roll number is a number of whirlpool where their own ship stands, then a ship finishes a turn on it.

If a ship comes to the surface not in a desired whirlpool, then the player can leave a ship on this hex and next turn simply try their luck again.

### **Special conditions**

In some cases, a ship can be blocked by another ship so its owner will not be able to move the necessary number of hexes. Only in this case a player will stay on a hex without exit (and all their unused points will be lost).

### **Animals loading**

Animals can be loaded on a ship only in situations where a ship finishes its turn on a hex with an animal. If a player does not stop on a hex with an animal, but simply passes it, he cannot load the ship.

When a player loads an animal, they transfer its token to a free cabin on the ship obeying a queue (1, 2, ...). A player is not allowed to load on a ship an animal of a type that already exists on a ship.

## Prepare the guns!

Each player at the beginning of the game has 2 shots (so 2 fire tokens are put on a ship card).

In order to fire, a player has to finish their movement near an opponent's ship (on an adjacent hex). They are not allowed to fire before movement or in the middle. If several opponent ships are on adjacent hexes after a movement, and a player wants to fire, they must select a ship to target. After that they roll a dice and the result indicates a cabin, which was hit. (e.g., cabin #5 is hit in a dice roll of 5). If the cabin is empty, the shot was unlucky. If an animal was in the cabin, the shot knocks the animal out of the ship, and the wind and waves return it to its continent of origin (a captain must place an animal token on any of the empty red hexes on the animal's continent).



Regardless of the firing result, the firing token is taken from the attacker's ship. When both tokens are used, a ship will not be able to fire until the end of the game. A ship can take both shots during one turn, or it can take a shot on different turns.

## CATCH THE PIRATE!

Number of players: from 2 to 4. Basic components of the board game "ZOOregatta" are to be used in this scenario.

### Goal of the game:

- **The Pirates** have to collect a complete set of animals - one animal from each continent.
- **The Patrol** has to catch all the pirates successively: to stand on an adjacent hex with each pirate's ship.

### Victory conditions:

- **The Pirate** who gathers all the animals on their ship wins. The victory comes in the moment when they bring the last animal on board.
- **The Patrol** wins the game if they catch all the Pirates before at least one of them is able to collect a complete collection of animals.

## Preparation for the game

The players put animals in the relevant hexes on the board. Number of pieces of each animal is by 1 less than number of players. Next, the players agree (or determine with the dice) the player who gets the role of the "Patrol." All of the other players are the "Pirates."

The Pirates receive ships with colored sails: yellow, red or violet. They determine the sequence of the turn and their port: the player who rolled the dice with the largest number will be the first to choose the port and will be the first to go.

The Patrol receives the ship with the white sails and occupies the last vacant port. The Patrol will move after all the other players.

## Rules

The Pirates move and take animals on board according to the rules of "ZOOregatta." The Patrol also moves according to the rules of "ZOOregatta," but they do not take on board animals; instead, their task is to catch the Pirates, i.e., finish this move on an adjacent hex with a pirate.

### Whirlpools

Whirlpools are used by all the players according to the usual rules of "ZOOregatta," but they are of particular importance in the scenario "Catch the pirate."

If the Pirate emerges in a whirlpool in which the patrol is located, or the Pirate occupies an adjacent hex with such whirlpool, the Pirate is considered to be caught. If the Patrol emerges in a whirlpool where the Pirate is located or the Patrol is located in an adjacent hex with such whirlpool, it is also considered that the Pirate is caught.

### Bombs

In the scenario "Catch the pirate," each player can use two bombs on their ship in two ways:

**Method 1 (shoot):** Use bombs to knock animals off the opponent's ship (players shoot by the rules of "ZOOregatta"). But, as the players are the real pirates, then in case of successful shot (if the player hits the cabin with an animal), the animal can be cap-

tured and brought to the player's ship (if such an animal was absent on their ship).

**Method 2 (mining):** Use bombs to undermine the sea area. In this case, before start of the movement, the player (Pirate or Patrol) tells other players that he has set a mine. The charge is removed from their ship and is put in the hex, in which the player is located. After this, the player moves according to the standard rules. Ports and whirlpools cannot be undermined.

### **The mines and their effects**

Mines affect the Pirates and the Patrol in the same way. The player who hits a mine has to finish their move on this hex and miss their next turn. Exploded mine has to be removed from the board. If a player passes near the hex with a mine, then nothing happens.

**Our wishes for a pleasant and cheerful regatta to all  
the Pirates and the Patrol!**

The ships used in the game were drawn from real 18th and 19th century prototypes. Because of the high detail and realism, some sails are very small. We very carefully pack them into the box, however, during transport a few of the sails may become separated from the mast. We recommend fixing them to the mast with glue. We hope that this will not spoil your pleasure from playing with very detailed copies of real ships that once sailed the Seven Seas!

If you have any questions in relation to the rules of the game, do not hesitate to contact us. We would be pleased to provide you with assistance in relation to any of your questions. Furthermore, we recommend you check out our YouTube channel, where you will be able to find video guidance in relation to the rules of the game "ZOORegatta" and for our other games.

*[bombatgame.com](http://bombatgame.com)*