

Rules for Zoo Escape

Oh no! The animals are escaping from their enclosures at night! Each night more animals escape. Fortunately, each night the zookeepers get better at catching them and returning them to their homes.

Begin with just one escaped animal, and increase the number of escaped animals but one each time you play. Select the animals at random from among the adult animals, and place them in their enclosures. Decide how fast each animal can move. For perspective, a cheetah can move very fast, 3 squares in a single turn, while a baby animal can only move one square per turn.

Each player chooses a zookeeper token and places it on a zookeeper starting square. Each player draws one more zookeeper card than the number of escaped animals, and places them face up in front of them.

1. Draw an animal card and place it in the animal card discard pile. Move the animal in the specified direction. An animal moving fast will move as far as it can in that direction. There are two special animal cards:
 - a. **Baby!** If an adult draws the baby card, the baby of the same species is placed on the same square. If the animal has already had a baby or is a baby itself, it simply doesn't move.
 - b. **Nap.** The animal doesn't move this turn.
2. Repeat for each animal.
3. Zookeeper selects one card to discard, and draws a new card to replace it. The **Go to the bathroom** card may only be discarded when on a restroom square. If however the zookeeper has *only* **Go to the bathroom** cards in their hand, they must say out loud "Oh no, I had an accident!" and discard all their cards and draw new cards to replace them.
4. Zookeeper selects one of the moves in front of them, and moves their token accordingly.
5. Repeat for each zookeeper.

If at any point an animal shares a square with a zookeeper that animal is captured and returned to its enclosure after an appropriate amount of cuddles.

If at any time the animal or zookeeper draw pile is empty, shuffle the corresponding discard pile to create a new draw pile.

The game ends when all the animals have been captured, and the next game will begin with one more animal and one more zookeeper card for each zookeeper.