

FRANK'S ZOO FOR 2-3 PLAYERS: HELP FROM THE WILD

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Sometimes, only 2 or 3 players are available. Since classic *Frank's Zoo* plays best with 4-6 players with shifting teams, we designed this new mode for smaller groups. It offers a unique sense of teamwork by introducing Wild Animals that can come to anyone's assistance, both in leading a round and while pursuing other animals! Which players can make the best use of these wild rumpblers?

GAMEPLAY

Play several rounds of *Frank's Zoo*, similar to the Wild Rumble but with extra help from the game. Scoring is done as in the Teams Rumble, meaning players will want to especially earn Lions and Hedgehogs. See all changes below.

BEFORE THE FIRST ROUND

With 3 Players:

- ★ Use only the 2 Point and 3 Point cards with little stars showing on them. Place these next to the middle area.
- ★ Note: All 60 animal cards are in play.

With 2 Players:

- ★ Use only the 2 Point card with little stars showing on it. Place this next to the middle area.
- ★ Return **1 card of each animal species** (including Mosquitoes) to the box. The single **Chameleon** stays in the game.
- ★ Note: Only 48 animal cards are in play.

SETUP BEFORE EACH ROUND

With 3 Players:

The Dealer shuffles and distributes the animal cards as follows:

- ★ Deal a row of **4 Animal card stacks, each with 6 face-down cards**, near the center. Turn the top card of each stack face up.
- ★ Deal **12 hand cards** to each player.

With 2 Players:

The Dealer shuffles and distributes the animal cards as follows:

- ★ Deal a row of **6 Animal card stacks, each with 4 face-down cards**, near the center. Turn the top card of each stack face up.
- ★ Deal **12 hand cards** to each player.





PLAYING A ROUND

Players take turns in clockwise order until only **1 player** has cards left in hand. The Dealer starts. The stacks near the center are **Wild Animal stacks** – all of them can assist the active player during their turn.

Gameplay is the same as in a **Wild Rumble** with the following additions:

Lead: From Hand or Piles

When a player Leads, they have two options:

- ★ Play Animal cards **from their hand** only
- ★ Or play Animal cards **from the Wild Animal stacks** only. You may use as many face-up cards as desired.

Pursue: With or without Wild Animals

When Pursuing, you may play cards from your hand and/or cards from the Wild Animal stacks in any combination. You may even play only cards from the stacks. Any played cards count as played by you. After your turn is complete, turn any face-down cards on top of the Wild Animal stacks face-up.

You may Pursue with cards from your hand and/or stacks, for example with 1 Fox from your hand and 2 Foxes from stacks.



END OF A ROUND

As soon as only **1 player** has cards left in hand, the round ends. The remaining Animals in the middle and in the Wild Animal stacks go to no one.

SCORING A ROUND

Point cards, Lions and Hedgehogs are scored the same as in the Team Rumble rules. The player with the most points wins the round. In case of a tie, the player who got the higher Point card wins.

NEXT ROUND

Starting from the second round, the **player who earned the fewest points in the last round becomes the new Dealer.**

TOTAL SCORING

Play until one player has collected **at least 19 points** or up to an agreed upon number of points or rounds. The player with the most points wins! In case of a tie, the tied player who played their last hand card first wins.