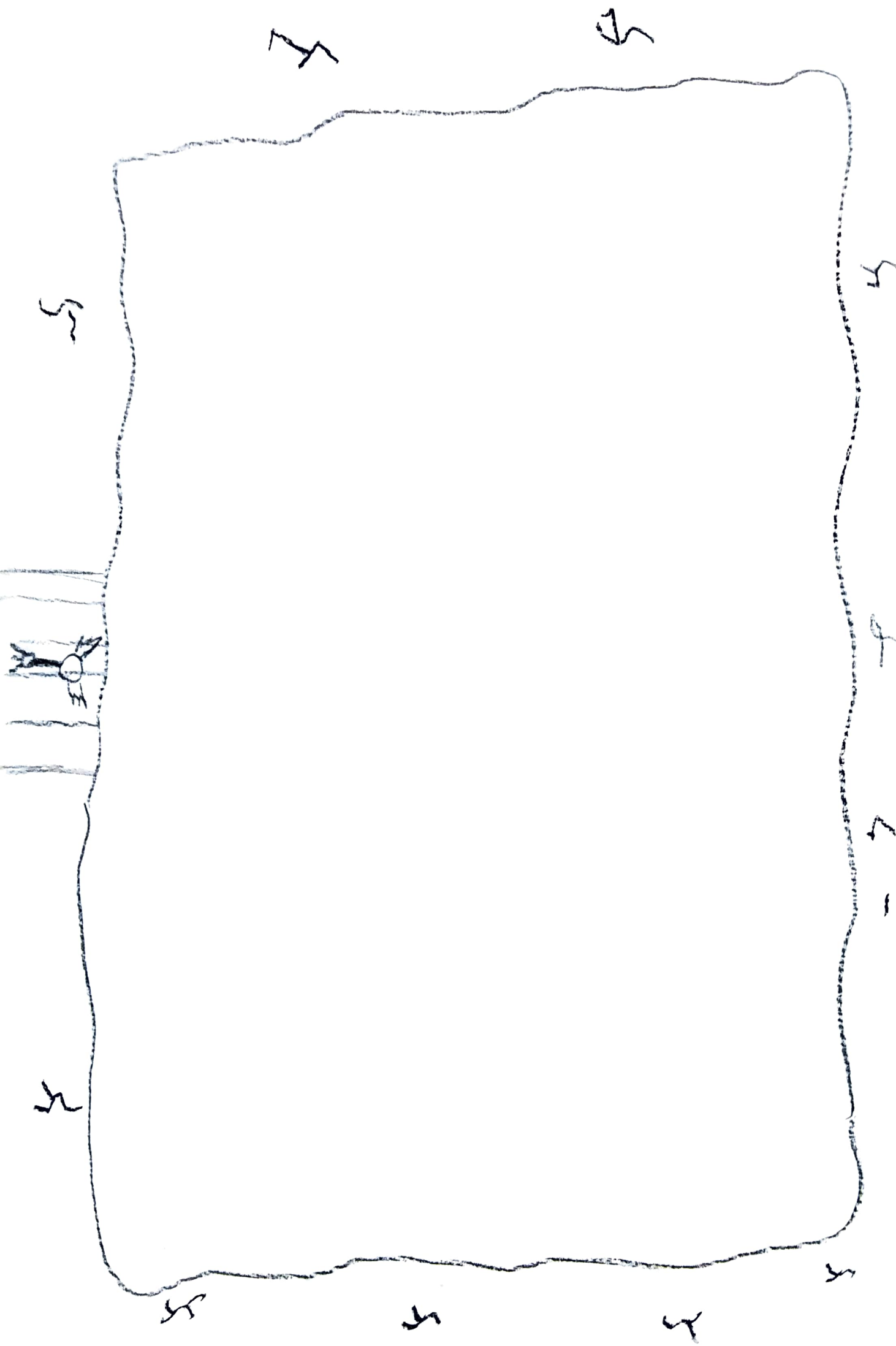




Zoovac Fortress

0. Scene setup:

- Take a look at the last players inventory; and use those items to set the scene up.
- If this is your first time playing; use this inventory:
- 5 acorn (used to plant ~~in~~ trees)
 - 5 grow-powder (used to grow anything you planted)
- In this setup, you may choose to put 5 trees anywhere on the board.

1. Zoovacs:

- For each new Zoovac you get, you should make a personality. This should include things that make them happy, things that make them sad, and things that inspire them. You should constantly make them feel happy.

- ## 2. Migrants:
- (You have an infinite amount of migrants)
- You may choose to let a migrant any time you wish. But it can only be one migrant at a time. When you let the migrant in, you should roll 2 dice (6 sided) and look at the table on the next page. This is how you get more Zoovacs.

3. Military

- You may wish to turn any number of Zoovacs into soldiers, but they will lose their previous job.

4. Caverns

- When you enter the caverns roll 3 dice. Memorise that number. Then roll the number of dice equal to the number of soldiers. Take this number away from the first number. You lose that number of Zoovacs, and one soldier. After you leave the cavern, ~~roll~~ roll a die and take that many gems.

5. The table: (The numbers are the total of 2 dice)

- 2: Animals (Get a number of animals equal to num.Z.)
- 3: Gem trader (explained later)
- 4: Forest fire (Things burn)
- 5: Aquifer (Basically a Flood)
- 6: The great hunger (shall i explain?)
- 7: The great depression (do whatever inspires them)
- 8: Plants grow
- 9: Healing wizard (Hal one Zoovac completely)
- 10: Natural causes (Kill one Zoovac)
- 11: Inspiring day (One sad Zoovac is now happy)
- 12: Double production (You get double materials in the next 5 turns)

Optional rule for streamers: You can let the audience choose the events.

6. Gem trader:

Gem trader should exchange goodies (that can preferably be obtained from him only) for gems.

7. Notice:

This game is make-as-you-play, meaning you can do pretty much anything you want. Every material you get is made by you, and so is every thing. ©

* Num.Z. is the num. of Zoovacs.

Abandoning the Fortress to ruin:

- When you let the Fortress to ruin, you should kill all Zooracs, ruin all houses, and optionally erase all water. You should also keep in mind that someone else will play in that map, so make it somewhat presentable. Also leave your inventory for the next player to set the scene up.