

THE FLASH OF THE LIGHTS! THE ROAR OF YOUR TEAMMATES! THE THRILL OF THE PUNT!

ZOO BALL

THE KING OF SPORTS

DESIGNED BY DUNCAN MOLLOY

ILLUSTRATED BY LAUREN DAWSON



THE PRE-SEASON DRAFT



Good afternoon all, Rhonda & Ryan here with your latest pre-season update for Zoo Ball. Nothing gets us buzzing quite like seeing the pitch freshly mowed for another tense season of multi-animal sporting. It looks like they've even managed to regrow the patch from that notorious Barnstormers game last season!

With up to four teams playing in this season's tournament, it's hard to tell which players will end up making the cut. Will they be kept with their regular habitats, or will they be divided in the draft? We'll just have to wait and see...

Before you play the game for the first time, you'll need to stick your choice of characters onto the playing pieces. **Make sure that each team colour has three blockers (larger animals with a white background) and one scorer (smaller animals with an orange background).** There are only four teams in the game, but we have included extra character stickers for you to customise your copy of *Zoo Ball*. The

characters on your sticker sheet have already been divided into groups, but feel free to mix and match to find your perfect squad.

HOW TO PLAY

Zoo Ball is a dexterity game for two or four players (though it could be two or four teams if there are loads of you). Each player will control a team of zoo animals as they compete to be the pride of their city. Each team has three blocker pieces and one scorer piece. Lay the play mat on the table, making sure it's even and there are no obvious bumps in it. Then have everybody grab a team of four, and you're all set!



Blocker piece (white background)



Scorer piece (orange background)

The rules are simple - to score a point, simply land your scorer **fully inside** the opposite goal. Being partially inside doesn't count - you must be fully inside the lines to get the point. When moving a piece, any one-fingered flick or nudge is acceptable. You cannot touch a piece with more than one finger though.



Is your scorer in the goal touching the edge? If you can't see the white line, then it's not a point!



If you can see the white line you've scored.

Each turn you'll have a choice - **either move your blockers, or move just your scorer.** You can move all three blockers in one turn, though you may choose not to move some of them. Your blockers can be used defensively or aggressively, blocking shots on your own goal or clearing a path for your scorer, but they cannot score themselves. Only your scorer can get points.



Whenever a scorer is in their target goal, that's a point scored. Yes, even if you accidentally knock your opponent's piece in with your blockers! No, you can't 'take it back'.

Of course the reverse is true too: you can earn points by knocking your scorer into the goal with a blocker! It has to be said, there ain't a feeling quite like kicking your own teammate in the hiney.



*Ah yes, the tactic you popularized back in your heyday that earned you the title of **Jungle MVP**. I daresay that **Zoo Ball** hasn't been the same since!*

If your piece strays into the side-line, move it directly back into the play area. If any part of the piece is off the edge of the mat, it counts as having left the mat.

If your pieces ever leave the mat they will be reset in the playing area touching a side-line. Which side-line depends on which version of the game you are playing. If another piece is in the way, replace the piece as close as possible to where it should be.

If something weird happens, like a piece flipping upside down, or landing on another piece, reset it as close as you can to where it landed without moving any other pieces. If the players can't agree on a location, flip the piece in question as a tiebreaker.



If a piece strays into the side-line, move it back to the play area. Put it as close as possible to where it stopped without moving any other pieces. It must be touching the edge of the side-line. If a piece leaves the mat, reset it according to the rules of that matchup.



The 'off-the-side' rule is a new addition to the sport, could you give us a brief overview of how it works, Richard?



*Of course, Ryan. The off-the-side rule is really quite simple once you wrap your head around it. Each team has one or two home sides depending on the type of match, and **whenever a player leaves the field on an opposite side they have to run around the pitch back to their home side.***



I'm just going to out and say it: a Hippo is much less scary once you've seen it have to jog around the pitch whilst you're rushing for goal! What a sight, what a sight!



It's really the change the game needed to give mid-sized animals a sporting chance. Long gone are the days of all-Elephant teams.



And good riddance, too! I've always said that I think tusks and horns are cheating. Not fair on the rest of us!



*Yes, um, thank you pundits. Let's move on now to **Head-to-Head** matches!*



*Hold up Rhonda! Just a friendly reminder that **pieces reset after every move, even if you're moving multiple pieces on your turn.** I just know one of you is going to try something, and I am not having it!*

HEAD-TO-HEAD (2 PLAYERS)

In a two-player game you'll lock horns in an effort to be the first to three points. Each player will be defending one of the circular goals and trying to score in the opposite goal. Young or inexperienced players should use the outer circle as their target, while seasoned veterans should use the inner circle. The triangles in the corners have no effect in this version of the game.



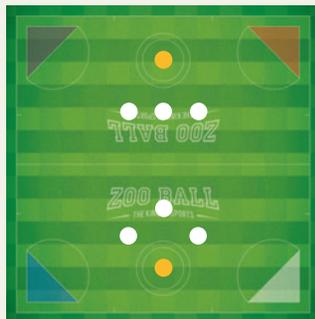
You could even have the two players use different sized goals if you want to give one side a handicap. Nobody enjoys getting crushed!

FORMATIONS

Flip a playing piece to decide who will be the starting player. The starting player sets up their blockers anywhere on their side of the halfway line, in any formation. Once all three blockers have been placed, the other player sets up their blockers in response. Both scorers are placed on the stars in their respective goals.



The starting player sets up their formation.

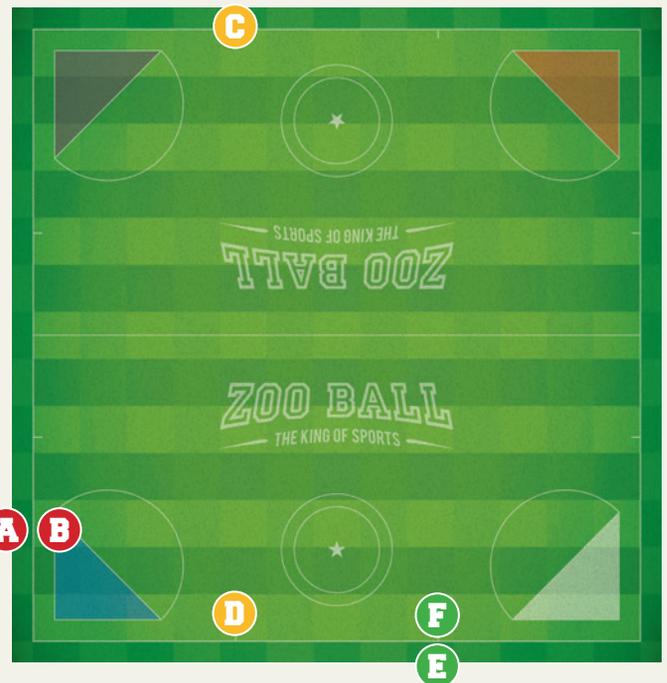


The other player then sets up theirs in response.

Once both teams are set up the starting player takes their turn, and play will alternate until a goal is scored. Whenever a player scores, the pieces are reset in this manner, with the person scored against taking the role of starting player.

OFF-THE-SIDE

If it goes off the mat on your opponent's end, reset it at the equivalent point on your end. If it goes off the mat at any other point, reset it where it went off.



When a piece leaves the sides of the board **A**, it reappears by the side-line roughly where it left **B**.

When a piece leaves the board at the opponent's end **C**, it reappears at your end in line with where it went off **D**.

When a piece leaves the board at your end **E**, it reappears by the side-line roughly where it left **F**.

The side-line refers to the white border closest to the edge of the mat. The playing area refers to everything inside that border.



*I'll be looking closely at those lines, players!
You better be trying to stick as close to where you came off as possible!*

RUMBLE (4 PLAYERS)

Four players compete to crown a king in the jungle! In this version of the game you'll be playing from a corner of the mat, defending the goal that matches your team colour and trying to score in the triangular goal diagonally opposite you. Ignore the circular goals. The first player to score a point wins, so you will end up having to defend other players' goals to make sure you have a chance!

Randomly decide who goes first, and play will continue clockwise. In this version everyone's starting formation is set up simultaneously. Your pieces can be in any orientation within the semi-circle in front of your goal. It's even allowed to have them over the edge, as long as the piece is touching the white line.



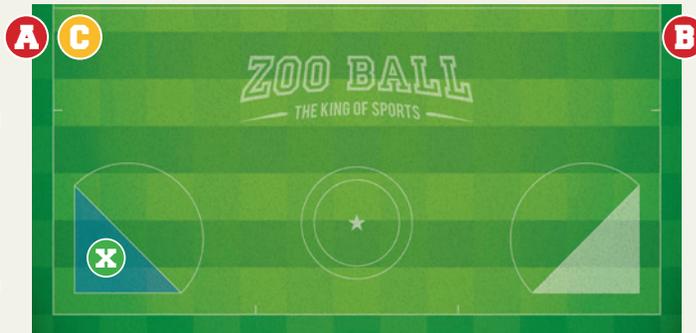
The pieces can start anywhere partially inside the semi-circle.

OFF-THE-SIDE

Now that you're playing out of the corner, there are two edges which count as your side of the mat. If your piece goes off the mat on either of the sides closest to your own goal, reset the piece where it went off. If your piece goes off either of the other two sides, reset it at the equivalent point on the opposite side.



If you're clever, you can make use of my trademark 'Hilda Gambit', deliberately going out of play to line yourself up for a clearer shot from further away.



If you are defending the blue goal and your piece goes off the mat at either point **A** or point **B**, it will reset at point **C**



Pah, I've always found these modern rumbles aren't aggressive enough for my liking! Only two blockers per team, first to two points, that's how the game is meant to be played!

I remember it well. Every team would reset after every goal, and the team to the left of the scorers would kick off! Of course that rule was changed years ago...



And for good reason too! Rumbles used to be faster, but were less tactical, and less fun! The format has only really taken off since the change.

HALL OF FAME

Huge thanks are due to a great many people who worked on and helped playtest this game, particularly the Molloy's, the Walshes, and my wife Crissy.

Special recognition is due to Phil Smith, Filip Falk Hartelius and Alysa Thomas for their contributions, and as always to Lauren Dawson and Steve Meyer-Rassow for making my games look so darned handsome.

- Duncan Molloy

A NOTE ON THE PLAYING FIELD

The playing mat is not suitable for ironing. Should your mat develop a crease, simply fold the mat in the reverse direction to even it out.



First published in Great Britain in 2017 by Osprey Games, an imprint of Osprey Publishing Ltd c/o Bloomsbury Publishing Plc, PO Box 883, Oxford, OX1 9PL, UK
c/o Bloomsbury Publishing Inc, 1385 Broadway, 5th Floor, New York, NY 10018

Osprey Publishing, part of Bloomsbury Publishing Plc
OSPREY and OSPREY GAMES are trademarks of Osprey Publishing, a division of Bloomsbury Publishing Plc.
© 2017 Duncan Molloy. This edition © 2017 Osprey Publishing Ltd. All rights reserved.

www.ospreygames.co.uk

For more information or replacement parts, email wargames@ospreypublishing.com

17 18 19 20 21 10 9 8 7 6 5 4 3 2 1

Osprey Publishing supports the Woodland Trust, the UK's leading woodland conservation charity. Between 2014 and 2018 our donations are being spent on their Centenary Woods project in the UK.