

Linda

It is an expansion of “Apocalypse inside the Zoo of Carlson City” game.

To play with, you need to get the game “Apocalypse inside the Zoo of Carlson City”.

This expansion allow you to do a lot of variation.

1- 6th company - 2 to 6 players

Goal: to survive and get the most of victory point (VP)

Installation:

Add the 10 zoo cards to the 50 zoo cards from the game “Apocalypse inside the Zoo of Carlson City”. Mix all of the zoo cards.

Do a square, 6*6, with the 50 zoo cards each pile will have 2 cards.

How to play:

It is exactly the same rules than “Apocalypse inside the Zoo of Carlson City” game.

2- Linda’s rage - 2 to 6 players

Goal: to survive and get the most of victory point (VP)

Installation:

Do a square, 5*5, with the 50 zoo cards from “Apocalypse inside the Zoo of Carlson City” each pile will have 2 cards.

You could add the zoo cards from the expansion “Linda”. In this case, do a square, 6*6, with the 50 zoo cards each pile will have 2 cards.

Put the Linda’s token on the pile in the center of the game.

How to play:

It is exactly the same rules than “Apocalypse inside the Zoo of Carlson City” game (Cf: rules above mentioned)

Except :

- When your character move in one direction (right/left/up/down).
- Linda’s token moves in the same direction and kills all the characters on this pile even if it is one of yours.
- Linda can go inside an empty place
- Nobody can go in the place where Linda is.

3- Save the animals first! - cooperative or solo - 1 to 6 players

Goal: save the animals, put them inside the trucks, escape the zoo and survive

Installation:

Take the 50 zoo cards from “Apocalypse inside the Zoo of Carson City”.

Take off 1 card 0, 1 card 1, 1 card 2, 1 card 3. Check if these 4 cards aren't a mutant on the back.

Get the 4 items cards (rope, hand grenade, binoculars, jetpack) and mix it with the 46 zoo cards left.

Do a square, 5*5, with the cards each pile will have 2 cards.

Put the 3 exits and the 4 green trucks near to the square, like the image.

Choice just one team for all the players.

How to play:

It is exactly the same rules than “Apocalypse inside the Zoo of Carson City” game (Cf: rules above mentioned)

Except:

- **You have to choice the best strategy together**
- **When an animal is free, he goes to the truck with the same number than his lifesaver.**
- **If a character wants to escape the zoo, he has to use one of the exit. He goes inside his truck and no more animals can go inside.**
- **If a character become a mutant, the zombie verso character goes inside his trucks. No more animals can go inside the truck.**
- **When a character goes on the items, the team could use it, when they want, but just one time!**
 - ❖ **Jetpack: you could jump over one carte or empty place. Only orthogonal!**
 - ❖ **Rope: you could move diagonally**
 - ❖ **Hand-grenade: you could take off one of the zoo card**
 - ❖ **Binoculars: you could read the verso of one of the card**