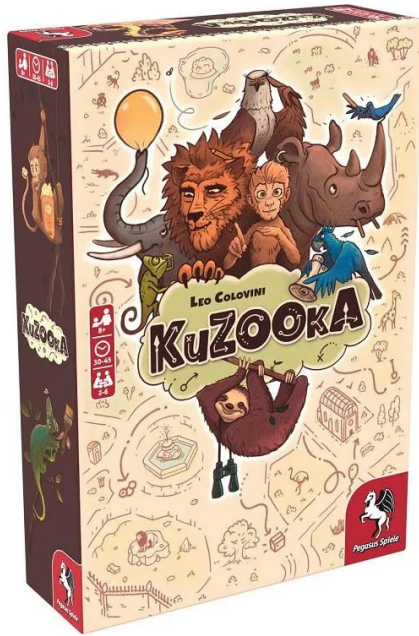


Item no.: 353471

**51230G - KuZOOka, board game, for 2-6 players, from 9 years (DE/EN edition)**

from **24,82 EUR**

Item no.: 353471  
 shipping weight: 0.90 kg  
 Manufacturer: Pegasus Spiele



## Product Description

KuZOOka, board game, for 2-6 players, from 9 years (DE/EN edition)

It's not easy being a zoo animal. The enclosure is far too small for your needs, the daily routine is boring and the zoo's crowds of visitors are intrusive. For years they have gawked at the animals and thrown all kinds of junk into the enclosures. And now, due to an incident, various animals are also to be moved to a smaller zoo in eight days' time. They have an idea: they have to break out of the zoo - and at best in the next seven days. Various escape options present themselves and, on closer inspection, the visitors' junk proves to be quite helpful. With enough of it, an escape plan could be put into action. But the zoo staff clean the enclosures at the beginning of each day and remove all thrown objects. To make matters worse, the animals don't get along with each other. The monkey shrieks excitedly, the elephant trumpets loudly. But what do they want to tell the others? What objects can they contribute to escape? Which escape plan seems most promising? They have to find a way to communicate as quickly as possible, because it's time to leave the zoo!

In KuZOOka, the players receive item cards in each round, but they are not allowed to show them to each other. Instead, by cleverly placing their animal markers on the game board, they have to tell the others which items are available and thus find out which escape option is most promising. The game board shows colour fields for the different items with numbers from low (1-2) to high (8-12). When it is a person's turn, they must either propose a new escape attempt by moving their animal marker further forward on the path through the zoo, contributing a higher number of items of one colour than the last marker placed, or end the current escape attempt. Then all available items are checked. If the communication has worked well and the value of the current escape colour matches the cards of the players, the animals gain experience and have more cards available the next day. Because only with a sufficient number of items, the final escape from the zoo can finally succeed. In addition, each animal has a special ability that it can use once a day.

Caution! Not suitable for children under 36 months.

- Number: for 2-6 players
- Age: from 8 years
- Game duration: 30 to 45 minutes

## Specifications

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 prices and availability

