

20 min

2 players

10 years and over

COOKIE ADDICT.

Take on the role of two shameless little critters in their frantic race to steal cookies. Stay sharp and on your guard! There are zookeepers patrolling non-stop and they want nothing more than to get you back in that zoo asap!

Who will get the lion's share of the loot?

Material

19 "Cookie" tiles



12 "Lost Cookie" tiles



13 "Special" tiles



20 Cookies



8 boxes of 5 cookies



CITY ZOO RESIDENTS ON THE RUN



"Last night, a red panda and a raccoon waited for the cover of nightfall to escape from the downtown zoo. Alerted quickly by the neighbours, the zookeepers took chase, but the search has so far yielded nothing. This morning, the head keeper himself made a public statement: "These are particularly mischievous



little individuals, well known for pilfering snacks from both visitors and staff. We have no clue as to how they managed to thwart the vigilance of our team. At this stage of the investigation, we are not excluding the possibility of other zoo animals being complicit in this escape, but we want to reassure the population that...

10 decoy tokens



2 reminders



2 character tokens



2 zookeeper tokens + bases



Setup

Classic game: **25 mins**

Shuffle

- the 19 "Cookies" tiles
 - the 12 "Lost Cookies" tiles.
 - 5 randomly selected "Special" tiles
- Create the game board by randomly placing the 36 tiles face up to make a 6x6 grid.

Quick game: **15 mins**

Shuffle

- the 14 "Cookies" tiles without the symbol 
 - the 9 "Lost Cookies" tiles without the symbol 
 - 2 randomly selected "Special" tiles
- Create the game board by randomly placing the 25 tiles face up to make a 5x5 grid.

Place a "Zookeeper" token on each of the tiles with the following symbols:

Tip: As you set up the board, leave a small gap between the tiles to make them easier to handle during the game.

Aim of the game

Have more cookies than your opponent by the end of the game. The game ends when one of the two players can no longer move their character. A character can no longer move when they can no longer activate any tiles.

Gameplay

1) The last player to eat a cookie starts the game. The player selects a "character" token



and places it along the tile board in front of the row or column of their choice (*fig. 1*). The tiles of the board in line with this token can then be activated by the second player.



fig. 1

2) Player 2 looks at the tiles in the alignment with player 1's token and determines which one they wish to activate (fig.2). To do this, they must place their own token so that the desired tile is in line with the tokens of both players.

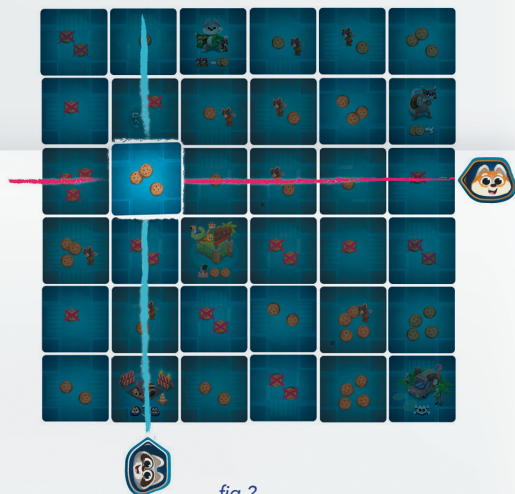


fig.2

If player 1 has placed their token on a column, player 2 must place their token on a row, and vice versa (fig.3).

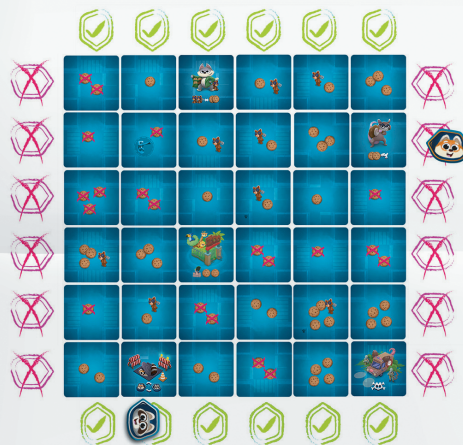


fig.3

Player 2 activates the tile designated by the placement of the two players' tokens (fig.2). They apply the effect, then flip it over. A flipped tile can no longer be activated.

3) Player 1 moves their character in alignment with a tile, respecting the perpendicularity rule (fig.3), and thus activates the tile.

Players are obliged to move their character tile on every turn. A player cannot activate two tiles in the same row/column successively.

4) Each player moves their token and activates one tile in turn until one of the two players is unable to move. At this point, the player who has accumulated the most cookies wins the game. If both players have the same number of cookies, the game ends in a tie.



Zookeepers

There are zookeepers blocking some tiles. A tile with a "zookeeper" token cannot be activated.

At the end of their turn, a player can move one or more zookeepers by spending a number of decoy tokens equivalent to the number of tiles in the path of the zookeeper(s) in question. A zookeeper can

be moved perpendicularly or diagonally and is allowed to move and stop on tiles that have already been activated.

The material includes 10 decoy tokens, which is the maximum number of decoy tokens that can be simultaneously in play.



Tiles and their effects

Wins and Losses on tiles:

For every cookie on a tile, the player who activates that tile wins a cookie.



For each crossed-out cookie on the tile, the player who activates the tile loses a cookie.



For each decoy on the tile, the player who activates the tile wins a decoy token.



Special Tiles :

The player who activates the tile will win or lose twice as many cookies and/or decoys than indicated on the tile they activate on their next turn.



The two players swap their respective positions. The player who activated the tile plays again.



Place a zookeeper at the beginning of the game on this tile. The player who activates the tile wins 2 cookies.



The player who activates the tile loses the game (regardless of the number of cookies accumulated).



The player who activates the tile swaps 2 decoy tokens for 2 cookies or vice versa. If the player does not have enough to trade, the effect of the tile is cancelled.



The player who activates the tile can move a zookeeper to a tile of their choice.



The player who activates the tile can turn over another tile of their choice, thus activating or deactivating it.



The player who activates the tile can steal up to two cookies from their opponent.



The player who activates the tile doubles their number of decoy tokens.



The player who activates the tile can steal up to two decoy tokens from their opponent.



The player who activates the tile loses 4 cookies and the game ends immediately.

