

Zebras have thrown a hell of a party!

The atmosphere is so lively that more zebras than those that were invited have shown up.

To make the most of the evening, a ton of activities have been set up, and they will be revealed as the party goes on.

However, if the activities are not completed before midnight, the zebras will have to sleep over and complete them the next day.

Everything seems perfectly fine, except that there is something fishy going on... There is a rumour that a lion in disguise sneaked into the party. While the zebras are trying to have fun and complete the activities on time, there is a predator that wishes the evening would never end... although it'll have to blend in to avoid raising suspicion.

So now you know: Enjoy the party, but finish before midnight!... Or don't!

Rules video



GAME OBJECTIVE

FAKE ZEBRA is a hidden roles game where the players' objectives depend on their characters:

ZEBRA

Cooperate with other players to complete the activities before 12 PM.



LION

Covertly sabotage the party so that the activities are not completed before 12 PM.



COMPONENTS

64 activity cards



16 different activities in 4 different colours.

8 character cards



6 zebras 2 lions

1 clock



GAME SETUP

1. Take the character cards needed for the game, place the clock in the middle of the table, and set it according to the number of players.

Number of players	Character cards	Time
3	2 zebras and 1 lion	9
4	3 zebras and 1 lion	8
5	4 zebras and 1 lion	7
6	4 zebras and 2 lions	6
7	5 zebras and 2 lions	5
8	6 zebras and 2 lions	4

2. Shuffle the character cards and deal 1 to each player at random. This card must be kept **secret**, only the player who gets it can see it.

3. Each player chooses 2 different activities for the party, so that no activity is repeated. Gather the 4 copies of all the chosen activities and create a deck with them.



4. Return the remaining character and activity cards to the game box.

5. Shuffle the deck and deal 8 cards face down to each player, who must place them in their play area forming 2 rows of 4 cards each.

6. Prepare a 10-second countdown on a timer. When the timer is activated, each player must look at their cards, in secret, and try to memorize them, without changing their position. When the time is over, all cards must be face down.

7. The starting player is the person who worries less.

4 players example



How To Play

The players take turns until all activities are completed or the clock strikes 12 PM.

THE GAME TURN

During your turn, **reveal cards, one by one**, and check whether you **complete** or **fail** an activity. You can choose cards from any play area, including yours.

Completing an activity

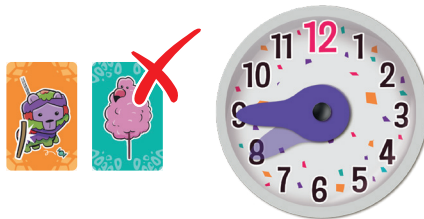
If you reveal **the 4 cards of the same activity**, you have completed the activity. Remove the cards from the game. You cannot change the order of the remaining cards.



Rinocola. Unleash your wild side!

Failing an activity

If the revealed card **shows a different activity than the previous one**, you fail the activity! You must stop and place those cards face down again. Then, **advance the clock 1 hour**.



Whether you completed or failed an activity, the turn proceeds to the next player clockwise.

Note: Players can share all the information they want in any moment, but **only the player playing their turn can reveal cards**.

If you are the lion, you can lie.

END OF THE GAME

The game can end in 2 different ways:

A. All activities are completed: After an unforgettable evening full of fun, the zebras win.

B. The clock strikes 12 PM: The zebras are annoyed for not being able to complete all activities and try to find who is responsible of this.

Players **vote** to decide who will be kicked out of the party before they go to sleep.

VOTING

Before voting, players can speak freely and share their suspicions about who the lion is.

- If you are a **ZEBRA**, try to find the infiltrated lion.
- If you are a **LION**, try to go unnoticed and divert attention towards a zebra.

When the discussion is over, on the count of 3, each player must point at the player they think is the lion.

RESULT

The player who gets the most votes must reveal their character card.

- **If the player is a lion, the zebras win*.**
- **If the player is a zebra** or there isn't a most-voted player (because of a tie), **the lion(s) win**.**

GAMES WITH 2 LIONS

*If a lion is uncovered in the first round of voting, a second round of voting is held to find the other lion (the first lion can't vote).

In the second round of voting, if the most voted player is a zebra, **only the remaining lion wins.

Note: Lions do not know who the other lion is, but they can try to cooperate by intuition or compete for an individual win.

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ÉLÉMENTS D'EMBALLAGE



LE TRI + FACILE

ÉLÉMENTS D'EMBALLAGE



FAKE ZEBRA

RULEBOOK

