

The logo for 'Zoo Mafia' features the word 'ZOO' in large, bold, black letters. The 'Z' is filled with a red-toned illustration of a man's face. The first 'O' is filled with a green-toned illustration of a lion's face wearing a hat. The second 'O' is filled with a brown-toned illustration of a man's face wearing a hat. Below 'ZOO' is the word 'MAFIA' in large, bold, black letters. The entire logo is set against a light green background with stylized bamboo leaves in the corners.

# ZOO MAFIA

## Quick Start Rules

**Go Wild, Do Crime,  
and Don't let the  
Humans Catch You!**

### What is Zoo Mafia RPG?

It's a role-playing game about being a zoo animal, committing crimes and not letting the humans catch on that you are more than just zoo animals. All but one of the players form a gang called a mob. That one other player takes on the role of the Zookeeper. The mob will take on jobs and commit these crimes to increase their standing in the organized crime world while the Zookeeper facilitates everything else. [Visit ZooMafiaRPG.com to learn more!](http://ZooMafiaRPG.com)

### What do you need to play Zoo Mafia RPG?

- 3 six-sided dice easily distinguished from each other
- Paper
- Pencils
- Your Imagination

## Getting started with Zoo Mafia RPG

One player takes on a special role as the Zookeeper to direct the narrative and help the other players to tell the story in the game. Zookeepers don't roll any dice, only the players in the mob do.

Each player chooses a different Playbook and fills it out to customize their character. Playbooks represent specializations within the organized crime world. Two choices players make that aren't found in a Playbook are their character's name and their animal type.

## What does your animal type mean in Zoo Mafia RPG?

Your animal type has no direct mechanical benefits in Zoo Mafia RPG. This aspect of a character is more of a conversation between a player and Zookeeper. If the player chooses a bird then their character can fly. A bear character would have claws and fangs and be able to attack with those if they so desired.

## What do you do in Zoo Mafia RPG

You are a criminal and your goal is to get invited into one of the three crime families. You are part of a mob that goes out and completes jobs to earn wealth and influence. Mob is slang for a gang. The goal of your mob is to get noticed by one of the crime families and get made. The most important thing while doing jobs and trying to get made is to not let the humans catch you doing non-animal things.

## About the Zoo in Zoo Mafia RPG

Zoo Mafia RPG is all about being an animal in a zoo in Big City Anywhere, USA during the 1920s or 30s. During the day the animals act as you would expect zoo animals to act, but at night or when humans aren't around observing them it's a completely different story.

The zoo animals have their own secret life where they operate very much like their human counterparts. Animals in the game are not anthropomorphic. Your character doesn't have hands unless the animal you are playing has hands. Animals do all the things people are able to do even without hands.

We aren't trying to present a simulation of a crime or mafia game with animals or going for a strict period accurate 1920s and 30s setting. The biggest concern is evoking the feeling of this time period. Much of the game is an abstraction.

Zoo animals in the game live under prohibition — a ban on the production, importation, transportation and sale of alcoholic beverages — just like the humans. There are speakeasies and other places within the zoo to procure illicit goods from the various criminals.

The zoo has been overrun by crime and the police are powerless to stop it. Three crime families, run by Carlo Hambino, Machinegun Otto and Owl Capone, vie for control of the zoo. The zoo could contain two of these crime families. But with three families involved the zoo becomes a powder keg waiting to explode in a gang war until one of the families is eliminated.

## Rules

In Zoo Mafia the Zookeeper sets the scene and players describe what their characters do in each scene. Relatively easy tasks simply happen as described by the player. If a task has the potential for failure, faces opposition or otherwise includes possible complications then the Zookeeper calls for the character to use a specific Basic Move.

There is no turn order like in other games. Players decide what they want their characters to do and announce their intention to the Zookeeper. The Zookeeper describes the results, including any complications that might arise. The players decide the order in which they do things among themselves, and the Zookeeper might use a Hard Move that disrupts this sequence.

There are four possible outcomes when using Basic Moves: Failure, Success with Consequences, Success, or Critical Success. Your Playbook also lists additional Moves you can use instead of a Basic Move. The rules for each of those are in the Playbooks.

**FAILURE** Whatever you tried doing didn't work. In addition the Zookeeper can use what is called a Hard Move against you (see Zookeeper Hard and Soft Moves for more). A Hard Move depends on what is going on in the scene. If you are in combat and are trying to injure someone you will instead lose Health yourself. In most cases this would be the damage potential of the enemy.

**Example:** You attempt to open a locked door. The Zookeeper determines this task falls under Commit a Caper and calls for this Basic Move. You roll the dice and the result is a Failure. Not only do you fail to open the safe but now the Zookeeper could use a Hard Move against you called Alert. This could mean either a sentry stumbles upon your activities or perhaps an alarm system gets tripped. The Zookeeper might also use a damaging Hard Move on you because the safe is trapped.

**SUCCESS WITH CONSEQUENCE** You accomplish what you set out to do, but something else bad also happens. In a fight you deal damage but also take damage. While opening the safe you unlock it but also set off the alarm or a trap. While trying to protect someone from harm you succeed but you take the damage instead.

**SUCCESS** You succeed. When you're attacking an enemy they are damaged while you avoid being hurt. The safe opens with no problems. You defend someone from getting hurt and no one takes any damage.

**CRITICAL SUCCESS** Not only do you succeed at the task but you get an extra effect. The extra benefit can be whatever the Zookeeper deems reasonable. In a fight you deal a point of bonus damage. You unlock the safe in half the time. You defend someone from getting hurt and the Zookeeper awards you a +1 Forward to use or give away to the character you are protecting.

## Stats

**Awareness** (Perception or Senses)

**Magnetism** (Appeal or Presence)

**Moxie** (Grit or Willpower)

**Precision** (Accuracy or Focus)

**Sly** (Guile or Subtlety)

**Wild** (Instinct or Physicality)

**MARKER METER** Markers are a currency that allows you to alter the game mechanically and narratively by calling in favors. When you've run out of Markers the humans have caught on to you doing too much people stuff. You'll be removed from the zoo and the game is over for that character. Your Character is euthenized, taken away to another zoo, or something else unpleasant. Any time triples are rolled the Marker Meter moves. On a Failure or Success with a Consequence the Marker Meter moves down the track by one and a complication is introduced into the scene.

**Players can spend Markers for the following effects:**

- Create a Success
- Negate Damage
- Negate a Hard Move
- Wallop (+3 to Damage)
- Edit the Scene

## Bonuses

**FORWARD** +1/-1 on your next roll (Players can convert +1 Forwards and +1 Ongoing into Damage if they so choose. Zookeepers can convert -1 Forwards into extra damage if they so choose)

**ONGOING** +1/-1 on all rolls until the scene is resolved

**HOLD** You may ask one question that the Zookeeper must answer truthfully

## Dice Mechanics

Whenever the Zookeeper calls on a player to make a roll they'll roll three different d6s. Each die must be easily distinguished from each other.

- One d6 is the **Ally Die**
- One d6 is the **Neutral Die**
- One d6 is the **Enemy Die**

Players roll these d6s to perform Moves, adding the Ally and Neutral Dice plus a relevant Stat to get the result. A 6 on any die indicates a Boss result.

## Dice Order of Operations

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- Roll Ally, Neutral, and Enemy Boss Dice
- Add Ally Die + Neutral Die + Stat to get result
- Are there doubles between any of the 3 dice rolled?
- Are there doubles plus any Bosses showing?
- Are the dice showing triples?

### Without Doubles

- 1-6** Failure plus gain 1 XP
- 7-9** Success with a Consequence
- 10+** Success
- 12+** Critical Success

### With Doubles

- 1-6** Failure plus take a -1 Forward
- 7-9** Success with a Consequence plus take a -1 Forward and give a +1 Forward
- 10+** Success plus get a +1 Forward on your next roll
- 12+** Critical Success

### With Doubles and Ally Boss

- 1-6** Failure plus gain 2 XP
- 7-9** Success with a Consequence plus take a -1 Forward and give two +1 Forwards
- 10+** Success plus get a Marker
- 12+** Critical Success

### With Doubles and Neutral Boss

- 1-6** Failure and no XP
- 7-9** Success with a Consequence
- 10+** Success plus everyone gets a +1 Forward
- 12+** Critical Success

### With Doubles and Enemy Boss

- 1-6** Failure plus lose a Marker
- 7-9** Success with a Consequence plus take two -1 Forwards and give a +1 Forward
- 10+** Success plus take a -1 Forward
- 12+** Critical Success

### Triples apply Doubles results AND...

- 1-6** Lose a Marker
- 7-9** Give one of your Markers to another player
- 10+** Gain a Marker

## Basic Moves

All characters can perform these Basic Moves by rolling their pool of three dice and adding the appropriate Stat, which is noted next to each Basic Move, to get the result.

**BOP (Wild)** Use wrestling, boxing, martial arts, natural weapons or melee weapon attacks.

**BREAK IT UP (Moxie, Wild, Magnetism, Precision, Sly)** Assist another character to perform any Basic Move except Put Your Peepers to Work. Roll+ the Stat of the move with which you are assisting. Assisting on Bring the Heat usually means cover fire.

**BRING THE HEAT (Precision)** Use grenades, guns, dynamite or molotov cocktails

**COMMIT CAPER (Sly)** Perform specific criminal activities like pick a lock, pick someone's pockets, case the joint, deactivate an alarm system or poison someone

**GET OUT OF A JAM (Moxie)** Make a quick decision, overcome an obstacle or move fast.

**PUT YOUR PEEPERS TO WORK (Awareness)** Investigate, perceive or detect danger.

**START SPITTING (Magnetism)** Convince, deceive or intimidate someone.

## Zookeeper Hard and Soft Moves

The main difference between a Hard and Soft move is immediacy and severity. The softer the Move the more likely the players can react to it before the bad stuff happens. Alert is a good example of this. A Soft Move means an alarm goes off. A Hard Move means there is now a claw patrol of flatpaws in your face now.

### Zookeeper Moves

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**ALERT** An alarm is triggered alerting potential enemies or a sentry/patrol stumbles upon the mob.

**DAMAGE** 1-3 damage to as many characters in the scene as determined by the Zookeeper

**DISARMED/DROPPED WEAPON** The weapon isn't usable until retrieved.

**JAMMED GUN** Can't use current firearm until cleared with the Get Out of a Jam Move.

## Distances

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<b>CLOSE</b>	Easily move adjacent to
<b>SHORT</b>	Move adjacent to and do something that isn't overly complex or time consuming
<b>MEDIUM</b>	Move adjacent to, but that's it
<b>LONG</b>	To far to Move move adjacent to with one action

## Weapon Damage

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1 Damage	Melee	Suppressor? No	Concealable? Yes
1 Damage	Sidearm	Suppressor? Yes	Concealable? Yes
2 Damage	Rifle (1 target, long range)	Suppressor? Yes	Concealable? No
2 Damage	Shotgun (1-2 targets, medium range)	Suppressor? No	Concealable? Only if sawed off
3 Damage	Machine Gun (1-3 targets, medium range)	Suppressor? No	Concealable? No

## Recovering Health

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When your Health Meter falls between 10-6 you recover 1 Health from the following activities:

- **REST** A decent night's sleep in your enclosure
- **FIRST AID** Emergency aid (only once per scene)
- **PROFESSIONAL CARE** A veterinarian or animal hospital
- **BETWEEN JOBS** You recover all your Health between Jobs, unless you go straight from one Job to another without a break.

When your Health Meter falls between 5-1 you are Unstable and can only recover Health through the following methods:

- **LONG TERM TREATMENT** Admitted to an animal hospital or under the care of a veterinarian
- **PROFESSIONAL CARE** will stabilize a character
- **BETWEEN JOBS** Go straight from one job to the next

## Playbooks and Advancement

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As characters gain XP players can use this for advancement. In Zoo Mafia RPG characters gain one or more XP whenever a roll of the dice results in Failure. In addition the Zookeeper awards XP for things like successful completion of a Job, at the end of each session, as a reward for roleplaying or any other time they feel it is appropriate.

Advancement takes one of two forms, each of which cost 5 XP. Whenever a character accumulates 5 XP the player can spend it at any time for one of the following:

- Increase a Stat by +1
- Learn a new Move

### What does a Button Person do?

- They kill people.
- They get to hard to get to people.
- They research their targets.
- They understand security.
- They're masters of weaponry.
- They're capable of great violence.

### What does a Grifter do?

- They understand and study people.
- They build networks of contacts.
- They take on different identities.
- They know their way around forgery.
- They keeps caches for grifts.
- They maintain a secret hideout.

### What does a Lookout do?

- They have exceptional powers of observation.
- They go unnoticed and are easily overlooked.
- They develop a network of eyes and ears.
- They can identify entrances and exits at a glance.
- They understand layouts and blueprints.
- They're adept at tailing people.
- They know the best routes for remaining unseen.

### What does a Safecracker do?

- They open things.
- They understand how mechanicals things work.
- They're experts with nitroglycerin.
- They're masters of precision and finesse.
- They're experienced in the use of tools.



# Button Person Moves

If the higher ups call on me then you've messed up bad. Now I'm gonna mess you up, permanently.

Character Name \_\_\_\_\_

Animal Type \_\_\_\_\_

- Awareness (Perception or Senses)
- Magnetism (Appeal or Presence)
- Moxie (Grit or willpower)
- Precision (Accuracy or focus)
- Sly (Guile or Subtlety)
- Wild (Instinct or Physicality)

## Choose 1 Column

### FOR STARTING STATS

Awareness	0	+1	-1	+1
Magnetism	0	-1	0	-1
Moxie	+1	+1	+2	0
Precision	+1	+2	+1	+1
Sly	-1	0	0	+1
Wild	+2	0	+1	+1

## Health

10      9      8      7      6

5      4      3      2      1

**UNSTABLE (-1 Ongoing)**

## Markers

10      9      8      7      6

5      4      3      2      1

## FORWARDS

 XP

## TOOLS OF THE TRADE

At the beginning of a Job you can access a hidden weapon cache. Roll+ Sly: **1-6** fail, **7-9** get access to 3 pieces of equipment, **10+** get a hold of what you need.

## Choose 2

### DEAD EYE

You deal 1 additional damage when you Bring the Heat with a firearm.

### KNOW YOUR TARGET

You are skilled at assessing opponents at a glance. Roll+ Awareness: **1-6** Take a -1 Forward, **7-9** Take a +1 Forward, **10+** take a +1 Ongoing for the duration of the scene.

### STAKE OUT

You are skilled at getting into places and bypassing security. Roll+ Awareness: **1-6** Misread the situation take a -1 Forward, **7-9** Gain a Hold, **10+** Gain two Holds and a +1 Forward.

### UP CLOSE AND PERSONAL

You deal 1 additional damage when you Bop.

### YOU LOOKING AT ME?

You use Wild instead of Magnetism when you Start Spitting.

## Equipment

### ONE MACHINE GUN, RIFLE OR SHOTGUN

35m Rifle, Browning Automatic Rifle .30/06, Double-Barrelled Shotgun, M1 Garand, Pedersen Rifle, Remington Model 24, Sawed-Off Shotgun, Thompson 1928 Sub-Machine Gun

### ONE SIDEARM

.357 Revolver, Colt M1911a1, Smith And Wesson M&P .38 Special, Smith & Wesson Model 10

### ONE MELEE WEAPON

Blackjack, Crowbar, Knife, Knuckle-Duster, Leather Slapper, Sap, Steel Bar, Straight Razor, Wooden Plank

### A HAT

Banded Fedora, Bowler, Cloche, Hair Clips, Headband, Headpiece, Homburg, Sun Hat, Tiara

### CLOTHING

Double-Breasted Jacket, Flannel Suit, High-Waisted Trousers, Jazz Suit, Knickerbockers, Longer Plus-Fours, Sweater, Vest, Wide-Legged Oxford Bag Pants

### AN ACCESSORY

Cigarette Holder, Flask, Pocket Watch, Sunglasses, Suspenders, Wrist Watch

# Grifter

*I'm the friendliest, most lovable creature you'll ever meet. Until I leave you poor and peanutless.*

**Character Name** \_\_\_\_\_

**Animal Type** \_\_\_\_\_

**Awareness** (Perception or Senses)

**Magnetism** (Appeal or Presence)

**Moxie** (Grit or willpower)

**Precision** (Accuracy or focus)

**Sly** (Guile or Subtlety)

**Wild** (Instinct or Physicality)

## Choose 1 Column

### FOR STARTING STATS

<b>Awareness</b>	+1	-1	0	+1
<b>Magnetism</b>	+2	+2	+2	+1
<b>Moxie</b>	+1	0	+1	+1
<b>Precision</b>	-1	+1	0	-1
<b>Sly</b>	0	0	+1	+1
<b>Wild</b>	0	+1	-1	0

## Health

10      9      8      7      6

5      4      3      2      1

**UNSTABLE (-1 Ongoing)**

## Markers

10      9      8      7      6

5      4      3      2      1

## FORWARDS

**XP**

## Moves

### Choose 1

#### ACE IN THE HOLE

You can access a stash of goods, supplies and cash stored all over and with various contacts once per Job. Roll+ Sly: **1-6** Failure, **7-9** You acquire what you want but at a cost, **10+** You get what you want.

#### CALL IN A FAVOR

At the beginning of a Job you can call on someone who owes you a favor or information. Roll+ Magnetism: **1-6** Failure, **7-9** Gain one Hold, **10+** Gain two Holds

### Choose 2

#### SAFE HOUSE

You've got a place no one knows about unless you tell them.

#### YOU KNOW PEOPLE

You read people the way others read books. Roll+ Magnetism: **1-6** Gain a -1 Forward, **7-9** Gain two Holds, **10+** Gain three Holds

#### YOU KNOW WHO I AM

You can appear to be someone else. Roll+ Magnetism: **1-6** Failure, **7-9** You pass yourself off with a complication, **10+** You could fool their own mother.

#### YOU'VE GOT THE PAPERS

You're a master forger and can duplicate or create documents. Roll+ Sly: **1-6** Failure, **7-9** They look good but there is a complication, **10+** Perfect match

## Equipment

#### ONE SIDEARM

.357 Revolver, Colt M1911a1, Smith And Wesson M&P .38 Special, Smith & Wesson Model 10

#### ONE MELEE WEAPON

Blackjack, Knife, Knuckle-Duster, Leather Slapper, Sap, Straight Razor

#### A HAT

Banded Fedora, Bowler, Cloche, Hair Clips, Headband, Headpiece, Homburg, Sun Hat, Tiara

#### CLOTHING

Double-Breasted Jacket, Flannel Suit, High-Waisted Trousers, Jazz Suit, Knickerbockers, Longer Plus-Fours, Sweater, Vest, Wide-Legged Oxford Bag Pants

#### AN ACCESSORY

Cigarette Holder, Flask, Pocket Watch, Sunglasses, Suspenders, Wrist Watch

# Lookout



## Moves

### Choose 1

*I'll see you coming before you ever see me. You'll never even know I was there.*

**Character Name** \_\_\_\_\_

**Animal Type** \_\_\_\_\_

**Awareness** (Perception or Senses)

**Magnetism** (Appeal or Presence)

**Moxie** (Grit or willpower)

**Precision** (Accuracy or focus)

**Sly** (Guile or Subtlety)

**Wild** (Instinct or Physicality)

## Choose 1 Column

### FOR STARTING STATS

<b>Awareness</b>	+2	+2	+2	+1
<b>Magnetism</b>	-1	0	+1	0
<b>Moxie</b>	+1	-1	0	+1
<b>Precision</b>	0	+1	-1	+1
<b>Sly</b>	+1	0	+1	-1
<b>Wild</b>	0	+1	0	+1

## Health

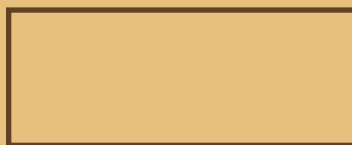
10	9	8	7	6
5	4	3	2	1

**UNSTABLE (-1 Ongoing)**

## Markers

10	9	8	7	6
5	4	3	2	1

## FORWARDS



### LIKE THE BACK OF YOUR HAND

Nobody knows your zoo better than you. At the beginning of a Job make a Roll+ Awareness: **1-6** Gain a -1 Forward, **7-9** Gain a +1 Forward in a scene of your choice, **10+** Gain a +1 Ongoing in a scene of your choice.

### NETWORK OF EARS AND EYES

You get information about a place at the beginning of a Job. Roll+ Sly: **1-6** The information isn't accurate and you gain -1 Forward, **7-9** Gain two Holds, **10+** Gain three Holds

## Choose 2

### FIRST LOOK

When you enter a new location you can Put Your Peepers to Work: **1-6** You're distracted and gain a -1 Forward, **7-9** Gain one Hold, **10+** Gain two Holds.

### I SEE A SOFT SPOT

When an ally performs a Bop or Bringing the Heat Move you assist. Roll+ Awareness: **1-6** Give them a -1 Forward, **7-9** Give them a +1 Forward, **10+** Give them a +1 Ongoing.

### LOOKOUT

When you Break It Up to assist someone you provide a +2 bonus instead of +1.

### SEE EVERYTHING

You see things others miss. Your senses are so sharp you can pick out the best routes and options in a blink of an eye. When you Get Out of a Jam use Awareness instead of Moxie.

### STAND IN THE GAPS

You find the perfect way to go unnoticed. Roll+ Sly: **1-6** Gain a -1 Forward, **7-9** You go mostly unnoticed with a complication, **10+** Your presence is undetected in the scene.

## Equipment

### TWO TOOLS

Binoculars, Flares, Signaling Flags, Spy Glass, Stop Watch

### ONE SIDEARM

.357 revolver, Colt M1911A1, Smith and Wesson M&P .38 Special

### ONE MELEE WEAPON

Blackjack, Knife, Knuckle-Duster, Sap, Straight Razor

### A HAT

Banded Fedora, Cloche, Headband, Homburg, Sun Hat, Tiara

### CLOTHING

Double-Breasted Jacket, Flannel Suit, High-Waisted Trousers, Jazz Suit, Knickerbockers, Longer Plus-Fours, Sweater, Vest

### AN ACCESSORY

Cigarette Holder, Flask, Pocket Watch, Sunglasses, Suspenders, Wrist Watch



# Safecracker

If it needs to be opened up, call me. If the lock can't be picked there's always dynamite.



Character Name \_\_\_\_\_

Animal Type \_\_\_\_\_

Awareness (Perception or Senses)

Magnetism (Appeal or Presence)

Moxie (Grit or willpower)

Precision (Accuracy or focus)

Sly (Guile or Subtlety)

Wild (Instinct or Physicality)

## Choose 1 Column

### FOR STARTING STATS

Awareness	+1	+1	0	+1
Magnetism	-1	0	0	+1
Moxie	+1	-1	+1	0
Precision	0	+1	-1	+1
Sly	+2	+2	+2	+1
Wild	0	0	+1	-1

## Health

10      9      8      7      6

5      4      3      2      1

**UNSTABLE (-1 Ongoing)**

## Markers

10      9      8      7      6

5      4      3      2      1

## FORWARDS

XP

## THERE IS NO DOOR

You can open anything with tools and time. Roll+ Sly: 1-6 It's going to take time and patience. Gain a -1 Forward until you successfully crack open the object of your focus, 7-9 It opens with complication, 10+ It's open!

## Choose 2

### BOOM

You know how to maximize the effectiveness of explosives. When you're Bringing the Heat with grenades, dynamite or molotov cocktails use Sly instead of Precision.

### IT'S ALL ABOUT TIMING

You keep your composure in even the most volatile situations. Roll+ Awareness: 1-6 You Misread the situation and gain a -1 Forward, 7-9 Give an ally a +1 Forward, 10+ Gain a +1 Ongoing.

### NERVES OF STEEL

You are highly trained to act under pressure. Whenever you Get Out of a Jam use Sly instead of Moxie.

### MASTER OF MECHANICS AND MORE

You use your technical expertise to fix what is broken. Roll+ Sly: 1-6 The object works for one scene with a -1 Ongoing, 7-9 It's fixed, 10+ You improve on it with a +1 Ongoing.

## Equipment

### TOOLS

Dynamite, Safe Cracking Tools

### ONE SIDEARM

.357 Revolver, Colt M1911a1, Smith And Wesson M&P .38 Special, Smith & Wesson Model 10

### ONE MELEE WEAPON

Blackjack, Knife, Knuckle-Duster, Leather Slapper, Sap, Straight Razor

### A HAT

Banded Fedora, Bowler, Cloche, Hair Clips, Headband, Headpiece, Homburg, Sun Hat, Tiara

### CLOTHING

Double-Breasted Jacket, Flannel Suit, High-Waisted Trousers, Jazz Suit, Knickerbockers, Longer Plus-Fours, Sweater, Vest, Wide-Legged Oxford Bag Pants

### AN ACCESSORY

Cigarette Holder, Flask, Pocket Watch, Sunglasses, Suspenders, Wrist Watch

# Runaway Rum

This Job introduces a mob to the world of Zoo Mafia RPG. It is designed for four players and should take about 2-3 hours to play.

In **Runaway Rum** the mob finds itself at odds with **Owl Capone**, one of the three mafia bosses active in the zoo. Since this is designed to be played in a single session, each character's **Marker Meter** starts at only three on the track, but can move higher during play. Moving in either direction along the track makes a significant impact on a character's life of crime!

## In this Job the mob must...

- **Escape** from pursuit
- **Stash** their stolen goods
- **Deliver** the contraband
- **(Do or Don't Do) Deal** with Outback Alice

During the day it's a quiet game at the zoo but at night it's anything goes. The Job begins in the middle of things, with the mob on a stolen golf cart speeding away from the scene of the crime.

They've just boosted four barrels of peanut rum from Owl Capone's crew. The **Flamingo Brothers** operate a speakeasy called **Pinkies** beneath the zoo's eatery in Owl Capone's territory. Now several of Capone's **Monkey Mooks** chase them down in golf carts of their own.

## Who's Driving This Thing?

The character driving the golf cart can Get Out of a Jam to try and evade pursuit. Other characters can perform Moves to help the driver or otherwise participate in the scene.

A Failure means one of their pursuers overtakes the mob's golf cart. This could mean they're able to leap onto the mob's cart, run them off the road or otherwise halt their progress.

Success with a Consequence or better results keeps the mob out of the Monkey Mook's clutches. A Critical Success allows the mob to get away scot free with the goods.

Escaping pursuit from the Monkey Mooks requires a total of three Success with a Consequence or Success results in any combination. Whenever a character has a Success with a Consequence the Zookeeper gains 1-6 damage to spread out among the mob as the Monkey Mooks try anything they can to stop them from getting away.

Damage can also be dished out on any Failures. Spread out the damage and don't load it all up on one character. **RECOMMENDED** Deal 1-2 damage per Failure or Success with a Consequence during this scene.

There are two golf carts, each carrying four Monkey Mooks. The Monkey Mooks have 1 Health and deal 1 Damage. They each carry a revolver and wear bowler hats and black vests.

As the mob careens down the hill between the tiger enclosure and the conservation center the path they're driving on passes a photo opportunity site for zoo visitors. During the day it's manned by the zoo staff. Tonight, the **Zoo Daily's** lead investigative reporter **Outback Alice** (a koala bear) is there with her trusty camera, ready to get the scoop on one of the latest escapades of the brewing Zoo Mafia War.

The mob is greeted by the flash of Alice's camera as she snaps their picture for tomorrow's edition of the Zoo Daily.

## Game of Keep Away!

Once the mob ditches Owl Capone's mooks they'll need to stash their stolen goods somewhere safe. They won't be able to deliver the peanut rum until the next night so they'll have to figure out where to store it in the meantime.

Outback Alice gets the cover story with an image of the mob front and center. The Zoo Daily newspaper is run out of the zoo's Family Amphitheater.

A scattering amount of various animals work at the Zoo Daily. The film will be in the dark room until just a couple of hours before the zoo opens. An hour before the zoo opens the paper goes out with image of the mob in the golf cart being chased by the Monkey Mooks along with a big, bold headline.

## CRIME RUNS COMPLETELY WILD IN BIG CITY ZOO

Owl Capone's gangsters will be out and on the prowl during the day. They won't use firearms, explosives or otherwise make too much noise for fear of alerting the zoo's human staff or any of the visitors.

Daytime is particular dangerous for the mob since the zoo's staff and visitors mean there's a lot of humans around who might catch the animals exhibiting very un-animalistic behavior.

During the zoo's open hours in the day the mob must make sure their stashed peanut rum remains hidden from these gangsters. Characters might slip away from their enclosures to make sure their stash isn't found. This could entail moving the location where they're keeping the barrels, leading Capone's gangsters off the trail or any other activities the players decide to try.

The gangsters won't start a fight with the characters but they'll certainly defend themselves. Their goal is only to locate the stolen goods — not get killed or draw any humans' attention. If things get ugly the gangsters have 1 Health and deal 1 Damage with one of the various melee weapons they carry.

### Deliver the Goods

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The mob arranged to meet **Mikey the Meerkat** underneath the Great Tree at midnight. Mikey is a black marketeer who wears a golf hat, golf pants and a black vest. He's always got a toothpick in his teeth. A coterie of groundhogs work for Mikey as grunts and laborers. They're all dressed in boots, brown pants with suspenders and white turtle necks. As promised in their deal, Mikey trades a bag of peanuts for each barrel of peanut rum the mob delivers.

*(In the world of Zoo Mafia peanuts are the standard currency of the animal underworld. Feel free to change this up! As an alternative might we suggest clams?)*

Unfortunately for the mob, Owl Capone's **Enforcers** manage to corner them after making the exchange with Mikey.

## What's in the Zoo?

Where are the characters in the mob's enclosures during the day? Is there a gift shop for the mob to knock over for a Job? What are the interesting and attention grabbing locations and other details in your zoo? It can be helpful to look for maps of zoos for inspiration. Your own local zoo or another zoo you're familiar with makes a terrific start since you'll have real world experience from visiting there.

Zoo Mafia RPG will include tips, guidance and resources for developing your own unique zoo where mobs can Go Wild, Do Crime — And Don't Let the Humans Catch You!

The Enforcers want to get their stolen peanut rum back and put a hurt on the mob who took it in the first place. Since Mikey's position as a fence affords him certain protections from the Mafia Families, there's nothing the Enforcers can really do about the former.

When it comes to the latter, however...

The Enforcers are Ollie (an alligator) and Big Renee (a rhino). They both dress in the same laborer's attire of brown pants with suspenders, white turtlenecks and beanies.

Enforcers have 7 Health and their Bruiser trait means they deal +1 Damage with melee weapons. Ollie wears brass knuckles and Big Renee carries a bat wrapped in barbed wire, which each deal 2 Damage in their hands. They also each carry a revolver that deals 1 Damage. Their Thick Hide trait means they take half damage (rounded down).

Ollie and Big Renee are very dangerous. Mikey and his groundhog crew quickly make themselves scarce when the Enforcers confront the mob. If one of the Enforcers goes down, or they both lose more than half their Health, they'll retreat.

A mob who survives an encounter with Owl Capone's Enforcers, or even manages to rub one out, is well on their way to becoming a Made Person with one of the Zoo Mafia Families.



# Thank You For Playing



**Go Wild, Do Crime,  
and Don't let the  
Humans Catch You!**

## Join the Family!

We're just getting started with Zoo Mafia RPG. We hope you and your friends had a blast using these Quick Start Rules and taking on the Runaway Rum Job. We've got a lot in store for the future and we're inviting you to join the Family so you don't miss a thing.

[Visit ZooMafiaRPG.com to learn more!](http://ZooMafiaRPG.com)

## Let us know what you think!

We want to know about your Zoo Mafia RPG experiences. What did you like about the game? Was there anything that wasn't clear or comes across confusing? We want to create the best possible game experience we can and your feedback is very important. Please feel free to reach out to Nerdarchy on your preferred platform and share your thoughts about Zoo Mafia RPG. Stay nerdy!