ZOO TYCOON
THE BOARD GAME
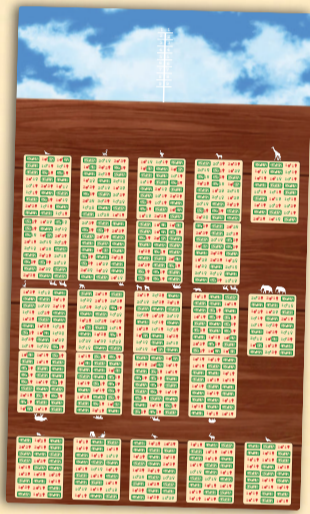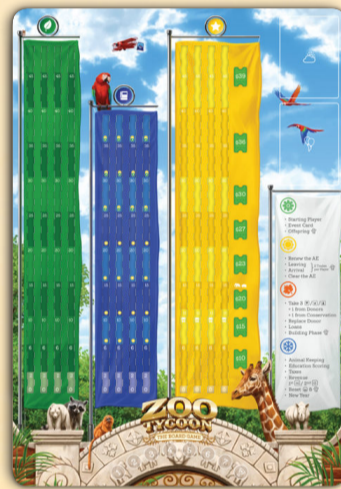
120-180'

13+

1-4

Contents
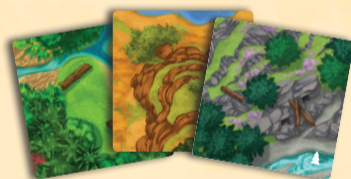
1 Animal Exchange (AE)

1 Animal Exchange Sheet

1 Score Board

33 Tuck Boxes (p. 18)

4 Zoo Boards

incl. 4 Staff Boards

172 Enclosure Tiles

3 different biomes (rainforest, savanna, and montane forest)

53 Building Tiles

17 different illustrations

35 Co-Species Tiles

7 large Species,
5 small Species

60 Circular Tiles

16 Contraception Tiles,
44 Prohibition Tiles

89 Animal Cards

22 cards per player and
1 Giant panda card

12 Overview Cards

3 cards per player

18 Event Cards

7 Donor Cards

236 Animal Meeples

23 Species
(females are lighter
colored than males*****)

40 Offspring Discs

20 **male** and 20
female offspring

200 Cubes / 4 Cylinders

50 cubes and
1 cylinder per player

12 Worker Meeples

3 per player

155 Focal Points

4 different shapes

Important – If the supply of a component is used up during the game, then simply use another similar component to replace the missing one, e.g. Red panda meeples for Tiger meeples.

* Male/female pieces of Western gorillas, Asian elephants, Bornean orangutans, Elks/Wapitis, and Lions have different shapes.

8 Wooden Dice

2 Wooden Discs

Round Counting Marker
and Season Marker

1 Starting Player Marker

1 Cloth Bag

Game Preparation

The following explanations refer to the base game with 3 to 4 players. Rule adjustments for the Two-Player Version (and the Solo Mode) are explained in a separate section (p. 18-20).

1 The Animal Exchange (**AE**) and Score Board are placed **opposite** each other on the table.

2 The Animal Exchange Sheet is placed **under** the AE so that a sequence of characters is visible in every cutout. Start at a **random** starting position.

3 Each player receives 1 Zoo Board, 1 Staff Board, 22 Animal Cards, 3 Overview Cards, i.e., all components with their Zoo logo, and additionally 3 Workers, 1 cylinder, and all cubes **in their color**. The Zoo Boards are placed in front of each player, with the Staff Boards to the right.

4 Each player places a cube on square 10 of their **Money Track**, to indicate that they start with **10** 🟨. Each player also takes **6 Enclosure Tiles**, which they place on the corresponding field in the bottom left corner of their Zoo Board. In addition, each player places one cube on each of the two «0» squares of their Cost Track and the 3 Workers on their squares on the Staff Board.

5 Place **one cube of each player** on each of the starting squares («0») of the 3 tracks on the Score Board (Conservation 🍃, Education 📘, and Popularity ⭐) and in the case of Popularity, **the cylinder in your color as well** (which is placed below the «0» square).

6 All **Offspring Discs** 🔵🔴 are put **into the cloth bag** and are placed above the AE together with the 8 dice, the Giant panda Animal Card, the Co-Species Tiles, and the Animal Meeples.

7 Place **8 Prohibition Tiles** on the **top 8 squares** of all Zoo Boards. The remaining tiles (Enclosures, Buildings, Prohibition, and Contraception) and wooden components (Focal Points) are placed between the AE and the Score Board or above the Score Board.

8 Event Cards and Donor Cards are placed on the Score Board in well-shuffled piles. **The top Donor Card** is then turned **face up**.

9 Place the Round Counting Marker on the starting position (**«1»**) and the Season Marker on **Summer** 🔆. Whoever has seen the largest animal that day receives the Starting Player Marker.
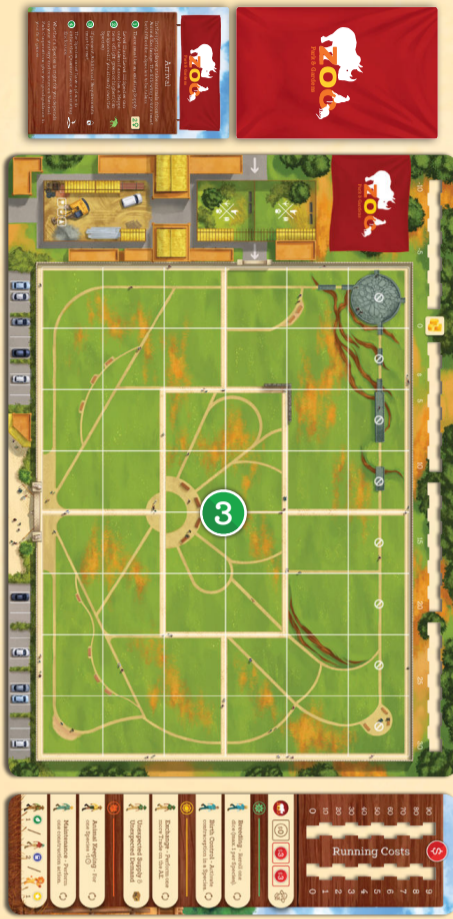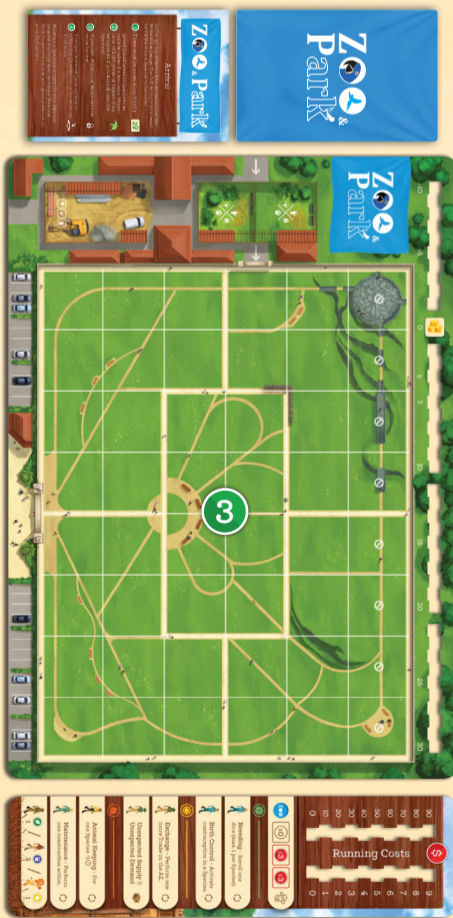
Goal of the Game

In **Zoo Tycoon: The Board Game**, you start as the new managers of the four city parks. The city is aiming for a re-alignment of these parks and hopes that the addition of animals will enhance these green spaces, making them more attractive to the public. To ensure broad political acceptance for the project, the zoos must be financially self-sufficient and contribute to nature conservation. After a first evaluation (in 7 years), the management of all the newly developed zoos will be centralized. Whoever manages these 7 years most successfully may more than justifiably expect to be the preferred applicant for this attractive position. Give it your best shot!

Game Overview

Zoo Tycoon: The Board Game is played over **7 rounds (years)**. Each round is divided into **4 seasons** (except for round 1, which starts in summer – p. 14). In spring ✿, the year starts and there will be offspring. In summer ☀, departures and new arrivals of animals are handled. In the fall ❄, construction of new Enclosures takes place, and in the winter ❄, the year is evaluated and comes to an end. Whenever a season is completed, the Season Marker moves forward one season. The game ends after 7 rounds. For each player, the final scores of Conservation 🍃 and Popularity ⭐ are compared. **The lower of the two scores** represents the victory points. The player with the most victory points wins the game.

Animal Card Legend

The 23 Main Species in the game are represented by Animal Cards and Animal Meeples. On the Animal Card you can find all the important information about a Species. The Animal Meeples you place on your Zoo Board.

① **Level** – This indicates in which area of the AE the animal can be found.

② **Category** – Each Species is assigned to one of 4 categories:

👣 Primates   🐾 Ungulates   🐾 Carnivores   🦅 Birds

③ **Popularity Base Value** ⭐ – This is the Popularity base value that is added directly to the Popularity Track on the Score Board when you add this Species to your Zoo. Tigers, Snow leopards, and American black bears have a special feature; their base value depends on the number of animals in the Enclosure (one or two). If the number of animals is increased, the Popularity adjusts accordingly.

④ **Education Base Value** 🔲 – This is the Education base value of the Species. It is not directly added to your Education Track but can be scored by using Focal Points 📦. Focal Points are small wooden houses that players buy to place on the Enclosure Tiles. See p. 12.

⑤ **Conservation Base Value** 🍃 – This is the Conservation base value of the Species. It is not directly added to your Conservation Track but can be scored by using Focal Points 🟩 (p. 12).

⑥ **Additional Requirements** – In order to be allowed to include a Level III Species or the Giant panda/Asian elephant in your Zoo, a predefined number of Species of the same category must already be kept in the Zoo. Additionally, the Giant panda/Asian elephant are only available to players with a Popularity of 15 and higher.

⑦ **National Park Cooperation** – If you are the first or second player to gather all the Species of a national park in your Zoo during the game, this will be rewarded with Conservation points at the end of the game (p. 15).

⑧ **Number of Animals per Enclosure Tile** – Indicates how many Animal Meeples of this Species can be placed on one Enclosure Tile. In addition, the colored background/icon shows which of the 3 biomes the Species requires.

🌿 Rainforest   🟫 Savanna   🔵 Montane forest

⑨ **Cost per occupied Enclosure Tile** – Enclosure Tiles occupied by at least one Animal Meeple incur Running Costs, e.g., 💲3 for the Asian elephant.

10 **Social Behavior of Male Animals**

There may be a maximum of one male in the Enclosure – alpha male.

The males behave like alpha males, but if there are no females present, groups of males are allowed – bachelor groups.

All combinations of males and females are allowed in the Enclosure.

11 **Tolerance for Mixed Enclosures** – Enclosures with one Main Species and one Co-Species score one additional Popularity point.

The Species tolerates Co-Species.

The Species does not tolerate Co-Species.

Co-Species – Co-Species are represented by Tiles. They can inhabit an Enclosure alone or together with a Main Species. Large Co-Species occupy two Enclosure Tiles, while small Co-Species only occupy one.

Like Main Species, Co-Species have base values (Popularity, Education, and Conservation), incur Running Costs (always $2), and belong to a category/biome. Unlike the Main Species, Co-Species are always available and are not taken until the Building Phase in the fall.

12 **Animal Happiness** – The Happiness of an animal Species is assessed using 4 needs. The lowest value of all needs is decisive, i.e., if one need is yellow and the others are all light green, the overall Happiness of this animal Species is yellow. Players use their cubes to mark each Species' needs and current satisfaction level.

Experience
The Experience with a Species increases over time but can also be accelerated with Staff Actions (p. 17). If you already own an animal Species of the same category you start at the level of the brown paw print, i.e., square 2, otherwise you start at square 1.

Free Space
Enclosure Tiles that are not occupied by a Main Species or Co-Species are considered free.

Retreat
Number of Retreats that are part of the Enclosure (p. 12).

Group Size
Number of Animal Meeples in the Enclosure. The icon resembles the Animal Meeple shape. If the top field shows a «+», this means that there is no limit to the Group Size.

13 **Popularity Focus** – The Group Size defines how many yellow Focal Points may be placed in an Enclosure. For example, with the Asian elephant, if the Group Size is 5 or higher, you may place up to 3 yellow Focal Points in this Enclosure. (p. 12)

14 **Offspring Dice Roll** – The dice roll required for offspring depends on the Happiness of the Species. The higher the Happiness, the lower the corresponding dice roll needed for offspring. For the Asian elephant, if the Happiness level is yellow, rolling the dice is not possible «–». With a light green Happiness, a «⚅» is required to produce offspring, but with a dark green Happiness offspring are produced on a roll of «⚅» or «⚄». The number of dice that must be rolled is Species-specific:

one dice per female

one dice per pair

one dice

15 **Litter Size** – This number specifies how many Offspring Discs must be placed in the Enclosure per successful dice roll.

16 **Nurture** – If a female of a Species with a «Nurture» symbol has offspring, its Animal Meeple is laid down on its side for one round. This means that this female animal cannot have another offspring for one round.

❀ Gameplay – Spring ❀

In spring, the Starting Player Marker is passed on, an Event Card is drawn, and most importantly, all players roll for offspring for each of their Main Species.

1. Starting Player

The Starting Player Marker is passed counterclockwise.

2. Event Cards

Last year's Event Card is placed under the deck, and a new Event Card is revealed. Effects of **Breaking News**-Event Cards are executed **immediately**. **News**-Event Cards **affect the entire upcoming round** or at least one season. All Event Cards and their effects are explained in detail in the «Event Cards» section (p. 21/22).

3. Offspring

For their Main Species to have offspring, players roll dice. The players can do this **simultaneously**.

The **dice have to be rolled for each Main Species that fulfills the following two conditions**:

① At least **one male and one female** must be present in the Enclosure.

② The **Happiness** of the Species must be high enough to allow offspring/rolling the dice.

The number of dice you have to roll is **Species-specific** (e.g. per pair. See p. 5). After rolling the dice, check whether one or more of them achieved a result **equal to or higher** than the required minimum result for a Species (which depends on the Species' Happiness). For each successful dice roll you **randomly draw the Species-specific number of Offspring Discs** 🔵 from the cloth bag and place them in the Enclosure (**pink** = female / **light blue** = male). Repeat this for all your Main Species.

After rolling the dice for all Species, each of you now moves your Cylinder up the Popularity Track by **the base value of the most popular Species that had offspring**. The Cylinder represents the «**Buzz**» 😃 of the visitors (p. 10), which temporarily increases the Popularity and thus leads to additional Revenue. If this year's Event Card already led to Buzz in your Zoo, you simply **increase the Buzz from this point on**. Otherwise, the Buzz always starts at the level of your fixed Popularity.

For Species with a Nurture (p. 5) symbol, the Offspring phase is slightly adjusted. From the Species-specific number of dice, you **subtract** the **number of females** of this Species that are **currently laid down on their side**. The result specifies the number of dice you actually have to roll for this Species. After the offspring has been rolled/drawn and the Buzz has been scored, all females that are **currently lying** on their side will now **be stood up again**. After that, all those that **have had new offspring** this round **are laid down** on their side (one female Animal Meeple per successful die roll).

IMPORTANT

Offspring Discs 🔵 **do not need space** (they do not influence the Free Space/Group Size needs) and **do not incur any costs**. At any time they can be **converted into Animal Meeples**. Once converted, the offspring is **treated like any other Animal Meeple**. However, offspring can also be **left in disc form for any length of time**. Offspring in disc form **can be given away** in the «Leaving» phase (p. 7) if there is suitable demand. Important – **For each Offspring Disc** still located in an Enclosure **at the End of the Game**, **1 Popularity point** ⭐ **will be deducted.**

Gameplay – Summer

In summer, **Main Species are brought into the Zoo or given away**. For this purpose, Zoos have **2 Trades** available per round at the AE (there is **no direct trade** between players). A player can, for example, give away animals from one Main Species and take in another Main Species. If a player needs more than 2 Trades, Workers can be used to obtain additional Trades (p. 17).

The **Animal Exchange Sheet shows** in each round which Main Species are **at offer** on the AE and which are **in demand** and always specifies males/females. There are 3 cases to distinguish between:

1♂ 2♀	Red (filled icons) – A Species is in demand (in this case 1 male and 2 females)
1♂ 1♀	Green – A Species is offered (in this case 1 male and 1 female)
2♂ 2♀	Green framed – A Species is offered, and the offer includes at least as many animals as needed to meet the minimum Group Size of this Species.

> **IMPORTANT**
>
> As in the real world, when animals are traded between Zoos, **no money** is paid or earned (Main Species and Co-Species). The Animal Exchange in this game represents the demand/supply of Zoos worldwide, of which the players' Zoos are a part of. Zoos exchange animals with each other to maintain genetically healthy populations. This is important because when a Species goes extinct in the wild, these remote populations are the last line of defense against the complete loss of the Species.

1. Renew the Animal Exchange

Right at the start of summer, **the Animal Exchange Sheet is moved by one position**. The only thing to keep in mind is that a position is never visited twice during a game. These are some possible paths you can take:

a)   b)   c)   d)   e)   ...
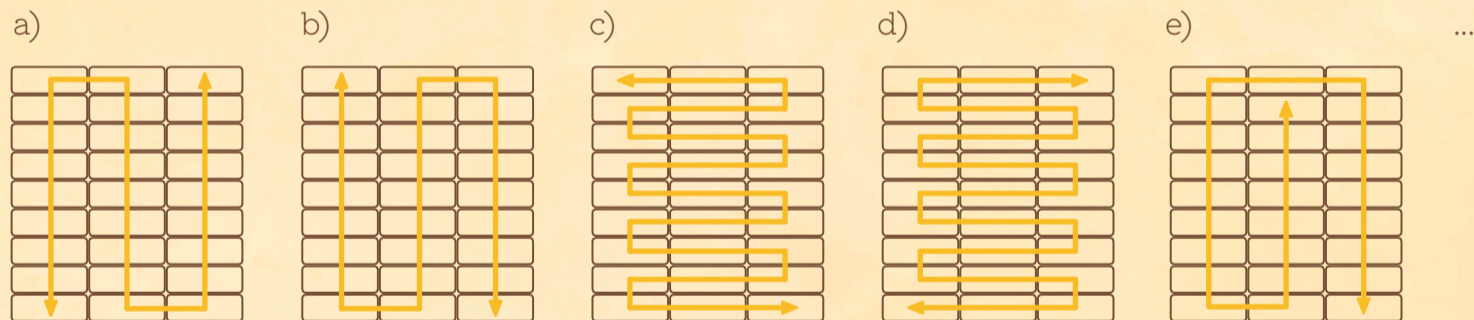
2. Leaving

Following the turn order, players give away animals. For this, players take Animal Meeples from Quarantine (p. 8) or Offspring Discs from Enclosures and place them on their corresponding animal illustration on the AE. Each time animals from one Species (regardless of how many) are given away, this **counts as one Trade.**

Animals **can only be given away if there is a demand** for the corresponding Species on the AE or until this demand has been completely fulfilled by one or more players. Once a demand has been met, no more animals of the same Species can be given away during the same round.

Only Animal Meeples from Quarantine and Offspring Discs can be given away. Animal Meeples/Co-Species Tiles that are already part of an Enclosure **cannot be given away**.

Wondering why you should give animals away if you don't get paid for them? (1) So that your two Quarantine squares are not blocked and (2) because at the end of the game you lose 1 Popularity point ⭐ for each Offspring Disc still located within one of your Enclosures.

3. Arrival

In the «Arrival» phase, the starting player first takes one or more animals **of one Species**, followed by the second, third, and fourth player. After that, the fourth player can take one or more animals from another Species, followed by the third, second, and first player (Snake draft). Play then goes back to the original direction from first to fourth player. This back and forth is followed **until all players pass** or cannot take any more animals (because they have **no further Trades available**).

An offer can only be taken up by one player. However, it does not have to be taken up completely, i.e., if parts of the offer are left behind by one player, these animals can still be taken by one of the other players.

In order to take animals the following conditions must be met:

1 **Availability** – An offer must exist for the Species of interest. The total supply of a Species is composed of all the animals offered by the AE and the animals given away by other players in the «Leaving» phase. If you pick up Offspring Discs given away by a fellow player, you do not keep the discs, but right away convert them into Animal Meeples.

2 **Fulfilled requirements**

Level I Species – Have **no requirements** and can be taken by any player.

Level II & Level III Species – Only Zoos where **no** Species has a **Happiness** below **light green** may take new Level II & Level III Species. In addition, some Species have **Additional Requirements** (p. 4) that must be met in order for them to be taken.

Exception – You **always have access** to Level II & Level III Species **that you already have in the Zoo or Quarantine** until the end of the game, regardless of the current Happiness in your Zoo.

3 **Space** – All new Species and animals need a place in the Zoo. There are two options for this:

Existing Enclosure – If you **take additional animals** of a Species that you already keep in the Zoo, you can place these animals directly in their existing Enclosure. **The Happiness** of the Species is then **immediately adjusted** (all minimum standards must be met!). If the Happiness increases/decreases, this can affect whether a player may take further Level II and III Species in this «Arrival» phase. **The same is true when placing a new animal Species in a pre-built, empty Enclosure**. Their Happiness is also evaluated immediately, and all minimum standards must be met. If the resulting Happiness of this new animal Species is yellow, this prevents you from taking new Level II or III Species later in this «Arrival» phase.

Quarantine – All animals/new Species that cannot be placed in an existing Enclosure must be put in Quarantine, which will accommodate up to **two Species**. There is **no limit to the number of animals**, and you may keep combinations of animals that would not usually be allowed in an Enclosure, e.g., two male Tigers, in Quarantine. Animals in Quarantine are not yet part of the Zoo and have **no effect** on Happiness, Popularity, Donor Cards, etc.

When taking animals (but also when giving them away), it is recommended to place a **cube** of your own color on the AE field/illustration of the corresponding Species so that other players (in case they have forgotten what was taken) **can ask the player involved**. This also allows you to track how many Trades you have already made.

4. Clear the Animal Exchange

At the end of the summer, all cubes used for marking for Trades are returned to their players and any **unclaimed offspring/Animal Meeples** (previously given away) are removed from the AE and **returned** to the stock/cloth bag. Cubes on Conservation Projects (p. 15/16) and on Unexpected Supply/Unexpected Demand (p. 17) **are not removed**.

1. Enclosure Tiles

All players receive **3 free Enclosure Tiles.**

In addition to the 3 Enclosure Tiles that all players receive, **the revealed Donor awards another free tile**. The Donor Card stack consists of 7 cards with 4 different donor types:

Rainforest Donor (1)
The player with the most rainforest Species (Main Species & Co-Species) receives one additional Enclosure Tile.

Savanna Donors (1)
The player with the most savanna Species (Main Species & Co-Species) receives one additional Enclosure Tile.

Montane Forest Donor (1)
The player with the most montane forest Species (Main Species & Co-Species) receives one additional Enclosure Tile.

Animal Welfare Donor (4)
The player with the highest Animal Welfare Score **(at least «0»)** receives one additional Enclosure Tile. The calculation of Animal Welfare Score is explained in detail on p. 16.

If two or more players are **exactly equal** in respect of donor criterion, **both receive a free Enclosure Tile**. If **no player meets** the criterion (e.g., no player has savanna Species), **no player receives** the Enclosure Tile.

Another free Enclosure Tile is given **to the player currently leading in the Conservation Track** 🌿 and also to all players who are in the same segment (e.g., 7-10) as that player. Players who are on the first 3 white starting spaces (0-2) **do not receive** a free tile.

Players can thus receive **3 to 5 free Enclosure Tiles** in this phase. All tiles received are placed on their corresponding field on the Zoo Board. Until the tiles are placed in the Building Phase, **their biome can be chosen freely.**

2. Replace Donor

A **new Donor Card** is revealed **for the coming year** and placed on top of the stack.

3. Loans

All players who have **less than 10** 🪙 on their Money Track at this point can take **one or more Loans** from the city. For each Loan you get **4** 🪙, but also have to **place an additional Prohibition Tile** on a free square of your Zoo Board. If there are no free squares left, you cannot take the Loan.

Important – After taking a Loan, you **may not have more than 10** 🪙 on the Money Track. For example, if you take a Loan with 7 🪙, you will have 10 🪙 after taking the Loan, not 11 🪙.

Prohibition Tiles block the squares of the **Zoo Board** on which they lie. It is therefore not possible to build on these squares. You can only remove Prohibition Tiles from your Zoo Board by buying Enclosure Tiles (p. 10).

4. Building Phase

All players carry out the Building Phase **simultaneously**. However, those players whose turn comes later **may wait** to make their most important moves until the players ahead of them have finished their Building Phase.

In the Building Phase, **new Enclosures/Buildings** are built, and **existing Enclosures are expanded**. In addition, the Building Phase and the Arrival phase are the **only times** in the game when **animals can enter** the Zoo. All these possible actions are **not performed in any particular order** and can be freely combined by the players.

When developing your Zoo, Buildings and different Enclosures **do not have to be built adjacent** to each other, i.e., you can start at any position on the Zoo Board and continue building at another position. Once built, **structures cannot be moved** except with Construction Actions (p. 17).

Every time a player buys something, the Money Track 🪙 is immediately lowered by the price of the purchase. Purchases may not result in a player falling below 0 🪙.

Enclosures

To build new Enclosures or expand existing Enclosures, players use **the Tiles they received earlier**. In addition, they can **buy more Enclosure Tiles for 7🪙 each**. Purchased tiles must be placed in this round and cannot be stored.

⊘ **For each Enclosure Tile** purchased, the player may **remove one Prohibition Tile** from their Zoo Board.

Enclosures must be **built contiguously** (diagonal is not considered contiguous) and consist only of tiles from **one biome** (rainforest, savanna, or montane forest). To show which Enclosure Tiles belong together, leave **no space between** the tiles of an Enclosure and push them close together.

Enclosures can be **occupied** by **up to one Main Species** from Quarantine and/or **one Co-Species** from the AE which match the biome of the Enclosure. For this purpose, the corresponding Animal Meeples/Tiles **are placed on the Enclosure Tiles**. Animal Meeples/Tiles **do not have a set spot** in their Enclosures and can be moved freely within them. Animal Meeples **cannot** be placed on top of Co-Species Tiles.

Important – **Each Species may only be kept once** in the Zoo, e.g., you cannot have two Enclosures with Lions.

The Checklist on the next page shows you step by step everything you have to consider when adding new animals to your Zoo.

Rainforest, savanna, and montane forest

Rainforest, savanna, and montane forest Co-Species

Buzz 😀 & Popularity ⭐

Popularity is permanent, i.e., you do not lose it. You can earn it through animals, Buildings, Staff Actions (p. 17), and Education. **Buzz, on the other hand, is fleeting and resets** at the end of each year. Buzz **starts** each year at the level of the **fixed Popularity** and builds on it. **If Popularity shifts** up during the year, **Buzz is shifted along** with it. Buzz can be obtained from **3 sources** during the year: (1) Event Cards, (2) the base value of the most popular Main Species with offspring, and (3) the base value of the most popular new Main Species in the Zoo.

Buzz does not unlock the Asian elephant, the Giant panda, or the Commercial Buildings; only fixed Popularity can do that.

New Enclosure – Checklist

(1) Minimum Requirements

Placement Rules – Ensure that the social behavior of the male of the Species is taken into account and the maximum number of Animal Meeples per tile is respected. If you also want to add Co-Species to the Enclosure, this is only allowed for tolerant Main Species.

Experience – The Experience cube always starts on square 1, unless you already have an animal Species (Co-Species included) of the same category which was placed in your Zoo **in a previous year**, in which case you start on square 2.

Free Space – A Free Space is any Enclosure Tile on which no Animal Meeple or Co-Species Tile is placed. Tiles with a Focal Point (and no Animal Meeples/Tiles) are considered **free**.

Retreats – Number of Retreats in the Enclosure (see next page «Focal Points»)

Group size – Ensure that the minimum number of animals is present in the Enclosure and that the maximum number is not exceeded.

To keep track of this, you place the corresponding Animal Card to the right or left of your Zoo Board and mark the level of fulfillment of the individual needs with your cubes.

(2) When the Enclosure construction is finished for this round, **you add the Popularity base value ⭐ of all new animal Species** (including Co-Species) on the Popularity Track. If you built a new Mixed Enclosure (an Enclosure with both Main Species and Co-Species), you receive a Popularity bonus point.

(3) The **highest Popularity base value** of a **new** Main Species that was added to your Zoo in this round **is scored with your Cylinders as Buzz 😃** on the Popularity Track.

(4) All newly incurred **Running Costs 💲** must be added to your Running Costs Track.

(5) If Buildings or Focal Points are affected by the new Enclosures/changes, it is necessary **to check whether their effect also changes**.

Whether you place a new Species directly into an empty Enclosure in the summer/fall or expand an existing Enclosure in the fall does not matter; these steps must always be completed.

Rachel, the blue player, builds an Enclosure for her 3 Plains zebras. **The Minimum Requirements are all met:**

There are no more than 2 zebras on an Enclosure Tile, the group contains only one male, and the zebras tolerate the Fischer's lovebird in their Enclosure. With regards to Experience, the zebra starts on square 1, because it is Rachel's first ungulate. The Enclosure has 1 Free Space (not occupied by animals) and 2 Retreats (one more than minimally required). In addition, 3 Plains zebras meet the minimum number of animals required. Rachel marks this with her cubes on the Animal Card. The animal Species currently has a Happiness of **yellow**.

Then Rachel adds 4 Popularity ⭐ to her Popularity Track (Plains zebra + Fischer's lovebird + 1 bonus point because a new Mixed Enclosure was created). Rachel's Buzz 😃 is increased by 2 (base value of the most popular new Main Species). Last but not least, the Running Costs are increased by 💲4 ($1 + $1 = $2 for two occupied zebra tiles + $2 for the Fischer's lovebird).
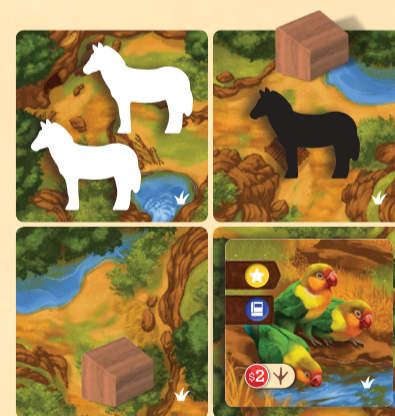
Focal Points – Focal Points cost 2 🪙 each and are placed **on Enclosure Tiles**. **Each Enclosure Tile** may contain **a maximum of 1 Focal Point**. The effect of Focal Points is **not static**; when the situation changes (e.g. a Co-Species is integrated in the Enclosure), the strength of the effect also adjusts. Focal Points may only be built if they have an effect at the chosen position (exception: Retreats 🟫 may be built in empty Enclosures). There are 4 types of Focal Points:

🟨 **Popularity Focal Point** – Score **1 Popularity point** ⭐ each. **The maximum number** of Focal Points that may be built as part of an Enclosure is determined by the number **unlocked by the Group Size** (p. 5).

🟦 **Education Focal Points** – Score the **entire Education** value 📘 of an Enclosure on the Education Track (i.e., including that of any Co-Species present). Thus, a maximum of 1 Education Focal Point per Enclosure is needed.

🟩 **Conservation Focal Point** – For each Conservation Focal Point, **1 Conservation point** 🍃 gets added to the Conservation Track. **The maximum number** of Conservation Focal Points that can be built in an Enclosure is **equal to the total Conservation value** of the Enclosure (including that of a Co-Species).

🟫 **Retreat** – Each Retreat counts as a **+1 Retreat** for the Species in the Enclosure.

Buildings – Buildings, like Enclosure Tiles, **are placed directly on the Zoo Board.** As with Focal Points, their effect is **not static,** and they may only be built if they have an effect at the chosen position. Enclosures/Buildings may only **count once** toward each Building effect (e.g., an Enclosure cannot activate the effect of two adjacent Education Booths). In addition, each Building in the Zoo **must be unique**, i.e., two Buildings with the same illustration are not allowed. There are two categories of Buildings (Focal Buildings and Commercial Buildings):

Focal Buildings

Parks give 1 Popularity point per adjacent* Building. Parks may be placed next to each other but do not give each other Popularity points. Each Park may score a maximum of 4 Popularity points.

Education Booths combine two biomes each, e.g., savanna & montane forest. For each adjacent* Enclosure with a matching biome and at least one Species with an Education value, 2 Education points are received (for a maximum of 8 Education points). An Education Booth can score a maximum of 4 Education points per biome, i.e., for an Education Booth to score 8 Education points, it will need 2 adjacent Enclosures of each biome indicated on the Education Booth Tile.

Conservation Centers give 1 Conservation point per adjacent* Enclosure that contains at least one Species with a Conservation value. Each Conservation Center may score a maximum of 4 Conservation points.

Commercial Buildings can be built in Zoos with a **Popularity of 10** ⭐ or higher. They generate additional Revenue for the Zoo. Food Booths generate a Revenue of $3, Zoo Shops $5 .

Each of the available Food Booths (6) and Zoo Shops (3) is **assigned to one of the 3 biomes.** If you build **the first** Food Booth of a biome, it must be **adjacent* to two** (non-empty) **Enclosures** with matching biomes. The **second** Food Booth of a biome must be placed **next to another Enclosure** with matching biome (i.e., for 2 Food Booths of a biome, you need 3 Enclosures with a matching biome). You can only build the **corresponding Zoo Shop**, when you have built both Food Booths of a biome. The Zoo Shop itself must also be adjacent* to a suitable Enclosure (a fourth Enclosure or one of the 3 already existing Enclosures).

The Revenue generated by Commercial Buildings **is** <u>deducted</u> **from the Running Costs** of your <u>Zoo</u>. For example, if you buy a Food Booth, you lower your Running Costs by $3 . Running Costs cannot drop below «0».

***** Diagonal is <u>not</u> considered adjacent in this game.

*Food Booths*   *Zoo Shops*

Focal Points Example

Rachel (see example, p. 11) has expanded her Plains zebra Enclosure. The Enclosure now contains 6 zebras (increasing the Running Cost by $1).

Rachel now wants to make better use of the Enclosure. To do this, she builds an Education Focal Point **on one of the Enclosure Tiles which do not already contain a Focal Point.** This Education Focal Point allows Rachel to add 3 📘 to her Education Track (2 📘 from the Plains zebra and 1 📘 from the Fischer's Lovebird). She also builds two Popularity Focal Points on the two remaining Enclosure Tiles without Focal Points. This is possible because the Group Size of **6** entitles her to do so. This allows her to add 2 ⭐ to her Popularity Track. For these 3 Focal Points, Rachel pays 6 🪙.

The Focal Points score the same number of points regardless of where they are placed within the Enclosure. The only thing to keep in mind is that there may **never be more than 1 Focal Point** on any given Enclosure Tile.

After these constructions, the zebra Enclosure is currently 100% exhausted/complete. Conservation Focal Points are not an option for this Enclosure, as neither the Fischer's Lovebird nor the Plains zebra has a Conservation value.
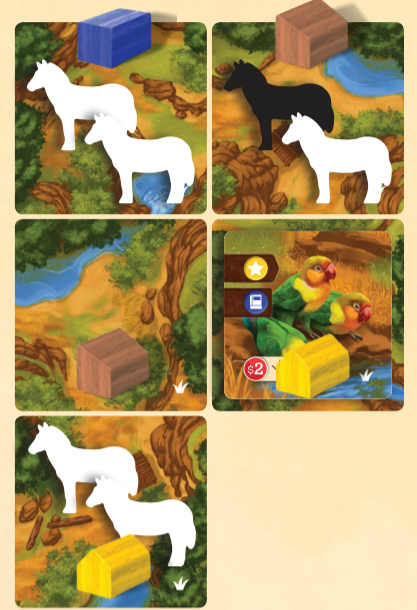
Building Example I

Elio has two Enclosures in his Zoo; a Black rhinoceros and a Dama gazelle. In this Building Phase, he still has 10 🪙 available, which he wants to invest.

With 5 🪙, he wants to buy a Food Booth. Since this is the first savanna Food Booth in his Zoo, it must border two savanna Enclosures. For this reason, he places the food booth in the corner between the Black rhino and the Dama gazelle. He then immediately reduces his Running Costs by $3 .

In the second corner between the two Enclosures, he places a Conservation Center for the remaining 5 🪙. This scores 2 Conservation points 🍃 (since both Enclosures contain a Conservation Species), which Elio immediately adds to his Conservation Track. If additional Enclosures are built adjacent to this Conservation Center in future rounds, they may result in additional points if they contain Conservation Species (maximum 4 🍃 for 4 adjacent Enclosures).

Note that the two Buildings would have had exactly the same effect if their positions had been reversed.

Building Example II

Christina places an Education Booth (rainforest & montane forest) between her Striped skunk Enclosure and her Common raccoon Enclosure for 5 🪙. Since the biome of the two adjacent Enclosures (in this case montane forest) matches the Education Booth, she now immediately receives 4 Education points 📘 (2 📘 per Enclosure). However, further adjacent montane forest Enclosures would not generate any further points since an Education Booth can only score a maximum of 4 Education points per biome. Further points are therefore only possible with adjacent Enclosures of the second biome (rainforest).

Gameplay – Winter

1. Animal Keeping 🕐

For all Species where maximum **Experience** has not yet been reached, the cube is **moved up one space**.

2. Education Scoring 📘

The player who currently **has the highest Education score receives 1 Conservation point** 🍃. Each other player **in the same Education segment** as the leader also receives this Conservation point. These Conservation points are only awarded to players who have **left the 3 white starting squares** (0-2). The Popularity and Conservation points **shown on the Education Track are always awarded immediately** when you reach them with your cube in the fall.

3. Taxes

All money above 3 🪙 **is forfeited**, i.e., each of you will have a maximum of 3 🪙 after this phase.
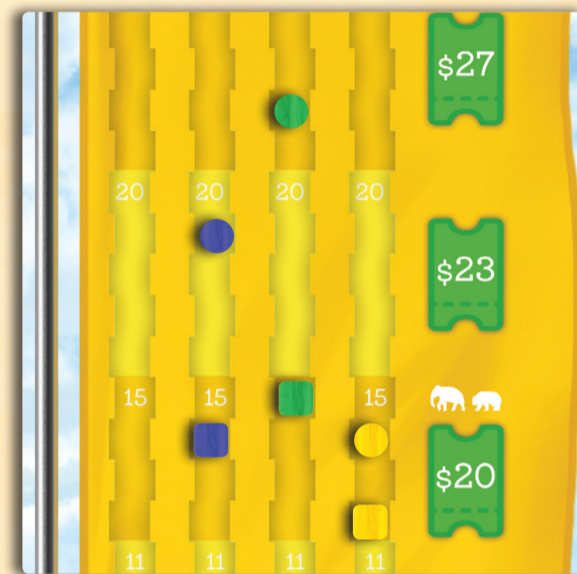
4. Revenue

According to the position of their **Buzz Cylinder** 😃 (or if not present, Popularity cube), each player now receives their **Revenue**. Revenue is determined by all players **together**, from the highest placed player to the lowest placed player. Revenue is calculated as follows:

The **fixed amount** of the segment (right) in which you are located

+   the bonus of 💲4, which you get if you are the highest player on the Popularity Track, or the bonus of 💲2 if you are the second highest. In the case of a tie for first or second place, the tied players all receive the full bonus for their place. If there are multiple placed first, there is no second place.

−   Running Costs 💲 (equals costs of animals and Workers less Revenue from Food Booths and Zoo Shops).

Players add this individual total to their Money Track 🪙 (the Money Track cannot fall below -10 🪙 or exceed 30 🪙).

*In this example, the green player earns 31 **(27+4)**, the blue player earns 25 **(23+2)**, and the yellow player earns 20. From these Revenues, players subtract their individual Running Costs and add the total to their Money Track.*

5. Reset Buzz & Staff

The **Buzz Cylinders** 😃 **are removed from the Popularity Track** (players take them back or temporarily place them below the «0» square of the Popularity Track). In addition, all deployed **Workers** (p. 17) **are put back** in their original position and the Running Costs Tracks are lowered accordingly.

6. New Year

The Round Counting Marker is **moved forward one year**. After 7 rounds the End of the Game follows (p. 15). Players **with a negative amount of money** 🪙, **are excluded** from this. They **never win** the game.

> **IMPORTANT**
>
> Now you know the gameplay of a regular round of Zoo Tycoon: The Board Game. There is one exception. In the first round you skip spring and **start directly in summer** («Arrival»). In this first Arrival phase you can **ignore all requirements** (e.g. light green Happiness) and start with any animal Species offered, **except the Giant panda/Asian elephant**. However, if you start with a **Level III Species**, you may not choose a second Main Species (with your second available Trade), but you will receive a **free Conservation Center**, which you must place in the subsequent Building Phase. After this Arrival phase, you move directly **to the Building Phase** in fall and finish the year with a regular winter.

🏆 End of the Game 🏆

At the End of the Game, each player **counts all the Offspring Discs** that are part of their Enclosures and then **subtracts the value obtained** from their Popularity Track ⭐.

After this deduction, **the Conservation Projects** below the AE are scored **from left to right.**

① **National Park Cooperations** (see below) – The first and second players to realize a National Park Cooperation now receive their Conservation points 🍃.

② **Worldwide Conservation Breeding Program** (p. 16) – The player with the highest score on the track of the Worldwide Conservation Breeding Program receives 8 Conservation points 🍃; the player with the second highest score receives 4 🍃.

③ **Animal Welfare** (p. 16) – Each player determines their own Animal Welfare Score. The player with the **highest** Animal Welfare Score (at least 1) receives **5 points**, which are added to the value that is currently lower on the Score Board for that player (Popularity ⭐ or Conservation 🍃). The player with the **second highest score** (at least 1) receives **3** points added to their lower value. Players with a score of **0 or -1 receive nothing**. Players with a score **below -1 lose 2 points from their lower value.** If a player's values on both tracks are equal or become equal due to points received, the points not yet distributed are added or subtracted alternately to the two tracks.

Now, each player may spend all their money 🪙 on Enclosure Tiles, Focal Points, Buildings, and paid Construction Actions (p. 17), as in the Building Phase. Any resulting effects on the 3 scoring tracks are adjusted accordingly. It's important to note that **no new animals** (including Co-Species, converted offspring, and animals in the Quarantine) are brought into the Zoo. **Staff Actions** (p. 17) **are also no longer allowed**. After all players have spent their money (as far as possible), **the game ends**.

Each player now individually determines **which value is their lower one** (Popularity ⭐ or Conservation 🍃). This value **represents their victory points**. The player with **the most victory points wins** the game, and in the case of a tie, there are several winners.

Conservation Projects

The AE features 4 different projects with which players can earn Conservation points 🍃 in the course of the game.

National Park Cooperation

If you manage to be the first/second player **to keep all the Species** from one of the 5 National Park Cooperations in Enclosures in your Zoo (Co-Species are highlighted in green), you can place one of your cubes on the upper/lower points square on the AE. The Conservation points 🍃 scored **are not added** to your Conservation Track until **the end of the game**. If several players complete the **same Cooperation in the same round, all of them receive the full points** and place their cube on the same points square. If there are multiple placed first, there is no second place.*

🍃
🟨
4

SERENGETI
NATIONAL PARK

COMMON OSTRICH **OR** PLAINS ZEBRA

LION

GIRAFFE **OR** BLACK RHINOCEROS

BLUE WILDEBEEST

FISCHER'S LOVEBIRD

The Serengeti project is unique in that you can choose to have the Plains zebra or the Common ostrich in your Zoo, and the Black rhino or the Giraffe.

🍃
10
4*

Wolong National Park
卧龙自然保护区

GIANT PANDA

RED PANDA

SNOW LEOPARD

BEARDED VULTURE

*For the 3 remaining Species once the Giant panda is gone.

The Wolong project is unique in that it includes Giant pandas. The Giant panda is the only Species in the game that is exclusive, i.e., only one player gets a pair of pandas, which must be included in the Zoo in the following fall. If a player takes the Giant panda in the «Arrival» phase, they mark the «Panda Diplomacy» field (on the AE) with one of their cubes. Once the Giant panda is taken, you can still complete the Wolong project (with the other 3 Species), but then you will only get 4 Conservation points.

This approach, that an equal performance leads to the same/full points, is also used when Scoring the Worldwide Conservation Breeding Program and the Animal Welfare Project at the End of the Game.

Worldwide Conservation Breeding Program

Whenever a **Level I or Level II Species** in your Zoo has its first offspring, you may move your cube **1 space (Level I) or 2 spaces (Level II)** further along on the Conservation Breeding Program Track. The player with the highest value on this track **at the end of the game** receives **8** Conservation points 🌿. The player with the second highest value receives **4** 🌿.

WORLDWIDE CONSERVATION BREEDING PROGRAM

I = 1/ II=2

1	2	3	4	5
6	7	8	9	10

Animal Welfare

Each animal Species with a **yellow** Happiness is scored as **-1**, light **green** as **0** and **dark green** as **2**. If you **add up the scores** of all your animal Species, you get the Animal Welfare Score. The score is used for the Animal Welfare Donors (p. 9) and awards points at the End of the Game (p. 15).

ANIMAL WELFARE

⭐/🌿

5	3	0	-2
1st	2nd	0/-1	<-1

2	0	-1

Reintroductions

Unlike the other 3 Conservation projects, the Reintroductions are special. They are **not scored at the End of the Game but as they are completed.** Reintroductions are what make the Level III Species special, because they are directly linked to them.

For **Level III Species** you can decide whether you want to use the offspring for Reintroductions (which take place on the AE) or add them to the Enclosure.

The **Reintroduction Track** of a Level III Species shows **how many offspring** should be assigned for a Reintroduction to be performed. **The values on the right** indicate how many **Conservation points** 🌿 are scored for each Reintroduction. **A maximum of one Reintroduction per Species per round is allowed.**

If there are offspring of a Level III Species to be reintroduced, **one cube** from the corresponding player is placed on the track **for each offspring** (no Offspring Discs have to be drawn out of the bag). If several players have offspring of the same Species, the track is **filled up according to the order of play**.

Until a Reintroduction takes place, the cubes remain on the track, i.e., the track can also be only **partially filled**.

A Reintroduction **takes place** when, after all players have finished rolling the dice in spring, **the track** of a Reintroduction Species **is completely covered**. If the track is covered and there are more offspring in this round, they are pulled out of the cloth bag (like regular offspring), placed in the Enclosure, and **can no longer be used for Reintroductions**.

When the Reintroduction takes place, **all cubes are removed except for one**, which is placed on one of the Conservation point squares on the right. In addition, the player who carried out the Reintroduction is now **immediately credited** with the corresponding **Conservation points**. If **more than one player** is involved in a Reintroduction, the Conservation **points are divided equally** (points are rounded up).

Once **all Conservation squares on the right are covered** (e.g., after 3 Reintroductions with the Bornean orangutan), **no further Reintroductions** can be carried out with this Species in this game and no new offspring can be placed on the track.

The yellow player has a Bornean orangutan offspring and wants to reintroduce it into the wild. For this, a yellow cube is placed on the Reintroduction Track. (In Reintroductions, the sex of the offspring does not matter, even if the Reintroduction Track shows a male orangutan.)

Since the Reintroduction Track is now full, the Reintroduction takes place. The two cubes are removed, and one (the color does not matter) is placed on the top square on the right. Both the yellow and the blue player directly score 2 Conservation points.

Conservation projects are not the only source of Conservation (see Focal Points p. 12, Conservation Centers p. 12, and Education p. 14) but it will be very difficult to win without completing any of them.

Staff Actions

During the course of the game, players can perform Staff Actions (on the Staff Board) with their 3 Workers. Each Staff Action is assigned to a season and can only be performed during that season.

When you perform a Staff Action, you place one of your own Workers on the corresponding action (on your own Staff Board). **Each Worker can perform <u>one</u> action per round**. The **first** Staff Action in a round **is free**; the second and third Staff Action each **increase your Running Costs** by $3. Actions with a ↻-symbol can be performed **several times** per round by using several Workers. Every winter, all deployed Workers are put back in their original position, and the players lower their Running Costs accordingly.

Staff Actions in Spring ✺

Breeding – For one animal Species, one of the unsuccessful die may be rolled again. This action may only be used once per Species each round.

Birth Control – Place a Contraception Tile on one of your Animal Cards. From now on, you don't have to roll the dice for this Species in the spring. You can remove this tile at any time (without a Staff Action).

Staff Actions in Fall 🍁

Animal Keeping – If you assign a Worker to this action, you can increase the Experience of one Species by 1. You may perform this action several times in the same round for one Species.

Maintenance – In the Zoo, 3 types of Construction Actions, by means of which you can change existing structures, are allowed. Each individual action costs 2 🪙 or the use of a Worker.

Staff Actions in Summer ◉

Exchange – Perform one additional Trade on the AE per deployed Worker. A player can have a maximum of 5 Trades per round (2 free Trades + 3 additional Trades from Workers).

Unexpected Supply – In the «Arrival» phase, use an offer that has already been used by a fellow player.

Unexpected Demand – In the «Leaving» phase, empty one of your Quarantine squares without a demand being present.

Both Unexpected Supply and Unexpected Demand can only be used once each by a player per game. Once used, players have to place one of their cubes on the corresponding square on the AE. Both Actions still count as AE Trades.

Entertainment – This action can be performed by **only <u>one</u> Worker per year**. You can generate either 1 Popularity point ⭐ **or** 2 Education points 🔖 **or** 1 Conservation point ⬛ with one Worker.

Change biome – The biome of an empty Enclosure (i.e., an Enclosure without animals) can be changed. Focal Points that are part of the Enclosure are not removed.

Move Building* – A building can be moved to any other place in the Zoo. When a building is moved, its effect is set to zero at the old location and reevaluated at the new location. For Commercial Buildings, the new location must again meet all necessary conditions (i.e., enough adjacent matching Enclosures). Building effects may not be zero at the new location.

Move Enclosure Tiles* – An Enclosure Tile may be moved one space (even diagonally). If the Enclosure Tile is part of an Enclosure consisting of more than one tile, it may not be separated from the Enclosure. If a Focal Point is on the concerned tile, it moves with it. After moving one or more Enclosure Tiles, all Commercial Buildings in the Zoo must still be adjacent to enough matching Enclosures.

Tuck boxes

The game includes **33 tuck boxes (two sizes)** in which the various wooden components and cardboard tiles can be stored. This should greatly speed up the process of setting up and putting away the game.

The layout on the right shows how the boxes are best placed in the game box. If you do it this way, you still have space for the large **Animal Cards/Overview Cards** in the free corner.

The **design** of the tuck boxes shows **which components** are to be accommodated in them. All the Main Species have a box (**some share a box**) and 3 boxes are provided for the Co-Species so that they can be sorted by biome. Then there is a box for each player (all components in the player's color), for each type of Focal Point, for each Building sub-type, and so on.
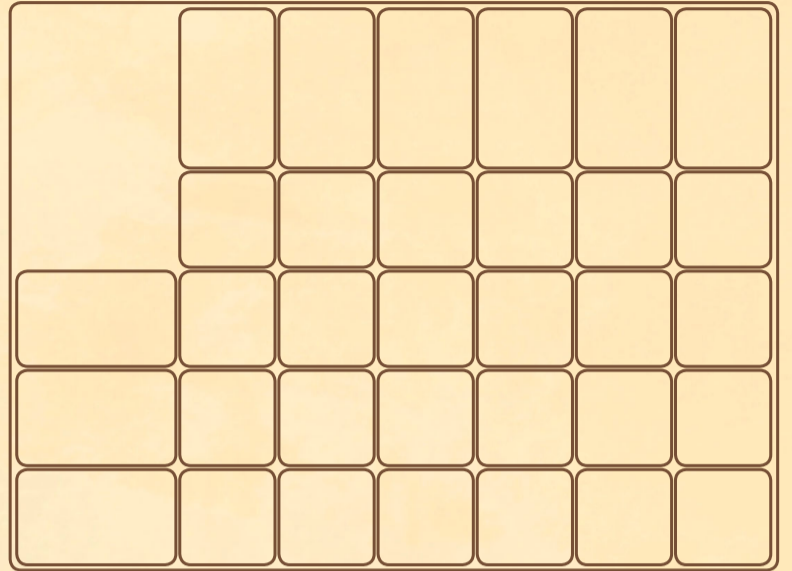
Introductory Games

If you are playing Zoo Tycoon: The Board Game for the first time and want a simplified introduction to the game, you can make the following changes for the first game.

1   Leave the **Event Cards** in the box and play without them.

2   The **Donor Card is never changed** and always remains one of the 4 **Animal Welfare Donors**. Thus, in each round, the player with the highest Animal Welfare gets a free Enclosure Tile.

3   Each player may perform **one free Construction Action** per round.

4   In addition to Offspring Discs and Animal Meeples that are part of Quarantine, **Animal Meeples that are part of Enclosures may also be given away in the «Leaving» phase.**

5   **Animal Exchange Trades are not limited** to 2, meaning each player can make an unlimited number of Trades in the summer.

Two-Player Version

The following changes must be made for the game for two players:

1   The Event Card **«Generous Legacy» is removed** from the Event Card deck.

2   The player with the **second highest score** on the Popularity Track will **receive the** $2 **Revenue bonus only** if both players are in the **same segment**.

3   Only **3 National Park Cooperations** can be completed in the entire game (moreover, **you cannot complete a Cooperation in second place**). If both players conclude a Cooperation in the same round and these are the third and fourth Cooperations in the game, 4 instead of 3 National Park Cooperations may be completed.

4   In the **Worldwide Conservation Breeding Program,** the second player receives the **4 Conservation points** 🍃 only if their cube is in the **same segment** (1-5 or 6-10) as the leading player.

5   In the **Animal Welfare Project**, there are **no points for second place**. However, players can still lose points if they have an Animal Welfare Score of **less than -1**.

Solo Mode - Game Preparation

Set up the game according to the rule book (p. 2), but only for one Zoo instead of several. In addition, the following changes should be applied:

1 The Event Cards «**Generous Legacy**» and «**Educational Excellence**» **are removed** from the game.

2 In addition to your own Animal Cards, **take a second set of Animal Cards**, from which you remove and set aside the Animal Card of the **Asian elephant**. Shuffle the rest of this set of cards and split it into **two face-down piles**, one with **6** cards and one with **15** cards. **Add the Asian elephant to the deck with 15 Animal Cards** and shuffle it. After that, you place the deck of 6 cards on top of the deck of 16 Animal Cards. Place this deck face down below the AE. In addition, place a third unchanged Animal Cards deck (shuffled and face down) to the right (or left) of the AE.

3 Place the **Animal Welfare Card** below the AE and **place a cube** of a different color (preferably the one matching the second Animal Card deck) on the first «**0**» square. Place a second cube with the same color near the **Worldwide Conservation Breeding Program**.

4 Place **1** yellow Focal Point on the **$15** Revenues icon on the Popularity Track.

5 Place **7** blue Focal Points on the following squares of the Education Track: 4, 7, 11, 16, 21, 26, and 31.

6 Place **5** green Focal Points on the following squares of the Conservation Track: 3, 6, 10, 14, and 18 (or 3, 6, 9, 12, and 15 if you want it a little easier).

Solo Mode - Gameplay

The Solo Mode is played like a 3-4 player game except for the following season-specific changes:

Spring

Event Cards – For the Event Cards «**Elk Brothers**», «**The King of the Savanna**», and «**The Jungle Story**», you must have **at least 3 Species** in your Zoo with the matching biome to receive the 3 Buzz.

Offspring – **One die must be rolled for the opponent** in each Offspring phase. If the result of the roll is a **1**, the value of the opponent on the Worldwide Conservation Breeding Program remains **unchanged**. If a **2-5** is rolled, the opponent's score on the track **increases by 1** and by **2** if a **6** is rolled.

Summer

Leaving – When you give away animals, you add them directly to the stock and don't place them on the AE.

Arrival – **Before you start** taking animals from the AE (including during the Start Round), **reveal two Animal Cards** from the deck below the AE. These cards **remain face up** until the end of the game. If your opponent has **all the Main Species** of a **National Park Cooperation face up** on the table **after** drawing this round's cards, the following happens:

a If you have **already completed** this National Park Cooperation, **you do not have to do anything.**

b If you have **not yet completed** this National Park Cooperation, you place **one of your opponent's cubes on the upper scoring field** of the cooperation. If you can complete the same cooperation this round, you also get the points for being first. If you complete it in a later round, you can only finish second.

c If the opponent has the Animal Cards «Bearded vulture», «Snow leopard», and «Red panda» face up on the table, the **Giant panda** is now placed **on top of their deck**. If you manage to get the Giant panda this round, you can **snatch it away** from the opponent, **otherwise** the Giant panda is **exclusive to the opponent**.

If the opponent draws a **Level III Species, half of the required animals on the Reintroduction Track are covered** with your opponent's cubes (one for the Arabian oryx, exactly half for all others). From now on, you only need **half** of the animals to perform a Reintroduction, but you also only get **half** of the Conservation points 🍃 (rounding up).

Besides this, **taking Animals** from the AE stays the same **with one exception**: If you took animals from a Species and now want to perform a second Trade, then **turn over 4 Animal Cards** (or 6 if you want it a bit more difficult) **of the third prepared Animal Card Deck**. **You may not take** any of **these 4 or 6 revealed Species** in your second Trade. If the Species you were interested in is no longer available, then of course you **do not have to make the Trade**. If you want to make another Trade after that, this process will be **repeated**. As soon as you are done with your «Arrival» Phase, this deck with all 22 cards is shuffled again and placed ready for the next «Arrival» Phase.

Autumn 🍁

Enclosure Tiles – Each round, **the lowest green Focal Point** on the Conservation Track **is removed**. If your cube is on a square that is **equal to or higher** than the position of this Focal Point, you receive **a free Enclosure Tile** otherwise, you do not. In addition, the Donor Cards work slightly differently. For the Animal Welfare Donors, **compare your Animal Welfare Score** to that of the opponent (on the Animal Welfare Card). If yours is **equal or higher**, you receive the Enclosure Tile. For all **Donors that focus on a biome**, you get the free Enclosure Tile if you have **3 or more Species** of the corresponding biome in your Zoo.

Winter ❄

Animal Keeping – You have to **roll one die** for your opponent. If the result is a **1**, your opponent's cube on the Animal Welfare Card **goes down by 1**. If you roll a **2-5**, the cube **goes up by 1**. If you roll a **6**, the cube **goes up by 2**.

Education Scoring – In each round, **the lowest blue Focal Point** on the Education Track **is removed**. If your cube is on a square that is **equal to or higher** than the position of this Focal Point; you receive **1 Conservation point** 🍃; otherwise, you do not.

Revenue – You receive the bonus of $4 **only** if your Buzz Cylinder or Popularity cube (the one that is higher) **is in the same segment as or higher than the yellow Focal Point**. Each round, the yellow Focal Point **moves up one segment**, i.e. from $15, to $20. You want a more difficult game experience? Then lower the bonus to $2 or $0.

End of the Game 🏆

For the Worldwide Conservation Breeding Program and Animal Welfare Project, you compare your score with that of your opponent. **The rules of the Two-Player Version are applied**:

If you are in the lead in the Worldwide Conservation Breeding Program, you will receive **8** Conservation points 🍃. If you are second, you will only receive the **4** Conservation points 🍃 if you are in the **same segment** as your opponent.

If you are in the lead in the Animal Welfare Project, you receive **5** points. If you are second, you will not receive **any points**. However, you can still lose 2 points if you have an Animal Welfare Score of **less than -1**.

Score board – After the game has ended, you compare your victory points with the scores below:

0-15	Not too much has come together yet. But no problem, all beginnings are difficult.
16-24	Solid. You can build on that!
25-30	A little more polish and you'll be a real problem for us developers.
31-35	Very good, you can keep up with us. We know this game inside and out, now so do you.
36-39	Outstanding performance, even we only manage this on our best runs.
40+	You're making the developers sweat. No idea if we can still win against you!
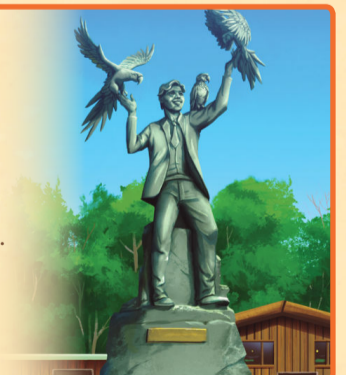
Event Cards

For all Event Cards that reward or punish a player, if two or more players are exactly even, both players are rewarded or punished equally. If you do not want to use Event Cards, they can be left out without adversely affecting the game.

Broadcast TV Show

A TV show about everyday life in Zoos has gone viral. Many viewers now want to visit the Zoos from the series in real life. All Zoos start this year with 3 Buzz.

The Jungle Story

A story about a girl and her adventures in the rainforest is a big hit in cinemas. The Zoo with the most rainforest Species (Co-Species included) increases its Buzz by 3.

The King of the Savanna

A story about a young lion who rises to become the king of the savanna is a big hit in cinemas. The Zoo with the most savanna Species (Co-Species included) increases its Buzz by 3.

Elk Brothers

A story about two brave brothers who challenge the Lord of the Mountains is a big hit in cinemas. The Zoo with the most montane forest Species (Co-Species included) increases its Buzz by 3.

Educational Excellence

A newspaper reports that one of the city's Zoos has an outstanding educational program for young and old. School classes flock to this Zoo. The Zoo with the highest Education receives 3 Buzz.

Normal Year

Not every year is special. People enjoy the normality and the animals are relaxed. Nothing happens.

Bad Weather

A lot of rain leads to significantly fewer visitors. Savings must be made. Each player lowers their Money Track by 3, to a minimum of 10.

Nice Weather

Thanks to sunny weather, significantly more visitors than expected visit the Zoo. This year, more can be invested than expected. Each player increases their Money Track by 3.

Generous Legacy

A rich citizen and well-known animal enthusiast has included his favorite Zoo in his will. The Zoo with the lowest fixed Popularity receives a free Enclosure Tile.

Motivated Employees

Your own employees appreciate your management style and are fully motivated at work. This round, the second Staff Action doesn't incur any Running Costs. Place the second Worker next to the first one so that you don't forget about it during the round.

Bird Disease

Place this card next to the AE. For one round, no animals in the «birds» category can be added to the Zoo (including all animals in Quarantine). Only offspring can be added to the Enclosures. However, giving away and reintroducing birds is still possible, and birds can still be added to Quarantine (they just cannot enter the Zoo). If this card is drawn in round 7, the effect is not activated, and another Event Card is drawn.

Primate Disease

Place this card next to the AE. For one round, no animals in the «primates» category can be added to the Zoo (including all animals in Quarantine). This Event Card functions in the same way as «Bird Disease».

Ungulate Disease

Place this card next to the AE. For one round, no animals in the «ungulates» category can be added to the Zoo (including all animals in Quarantine). This Event Card functions in the same way as «Bird Disease».

Carnivore Disease

Place this card next to the AE. For one round, no animals in the «carnivores» category can be added to the Zoo (including all animals in Quarantine). This Event Card functions in the same way as «Bird Disease».

High Fertility

Maybe it is the water or the great weather, but this year there are strikingly more young than usual. Add 1 to the result of each dice. For example a 4 rolled is a 5.

Customs Seizures

Some people are stupid and greedy, but fortunately they get caught at customs! Place this card next to the AE. Each Zoo is allowed to increase the supply of one Species by a maximum of 1 female and 1 male in the upcoming summer (and use this increased supply). This is even possible if there is no supply present, only demand. Species may still only be taken if you meet their requirements.

Zoo Protest

Animal welfare is a legitimate concern for people. Any Zoo with an Animal Welfare Score below -1 in the beginning of winter loses all Buzz before Revenue is calculated.

Breeding Halt

For all offspring in the Zoo, a place must be found within the Zoo network. Unfortunately, at the moment there is no space and breeding must be halted temporarily. There will be no offspring for Level II Species this spring. If this card is drawn in round 7, the effect is not activated, and another Event Card is drawn.

About Treeceratops

Treeceratops stands for **creative, sustainable products** designed in **Switzerland**. With a keen eye for detail, we aim to develop **nature-themed** products in which users can **immerse themselves** completely. Most of our products are funded by **crowdfunding** via Kickstarter because this enables us to **include the voices of our supporters** early-on, even during the development phase. For us, it is important that we achieve something together and let our customers also be part of our story.

You can find more products in our store. Scan the QR-Code or visit www.treecer.com

Game overview

Round 1

Each player starts with **10 💰 and 6 Enclosure Tiles**.

In the first round, spring is skipped completely, i.e., **you start in summer** («Arrival»). In the Arrival phase of the first round, **you can start with any Species offered** except for the Giant panda and the Asian elephant. If a player starts with a **Level III Species**, they may **not choose a second** Main Species, but get **a free Conservation Center,** which must be placed in the first Building Phase.

After this first Arrival phase, you move directly **to the Building Phase** in fall and finish the year with a regular winter.

Round 2-7

❀ **Starting Player** – The Starting Player Marker is passed counterclockwise.

Event Card – One Event Card is revealed.

Offspring – Dice must be rolled for all Main Species that can have offspring. For each player, the Popularity base value of the most popular Main Species with offspring gets scored as Buzz 😃.

☀ **Renew the Animal Exchange** – The Animal Exchange Sheet gets moved by one position.

Leaving* – One after another, the players give away as many animals as they wish (given a corresponding demand on the AE).

Arrival* – By means of Snake Draft, the players take animals (Level I to III) which are offered by the AE, whose requirements they fulfill and for which they have enough space.

Clear the Animal Exchange – All components on the AE that are no longer needed are removed.

* Players have 2 Trades per round at their disposal.

🍁 **Enclosure Tiles** – Each player receives 3 Enclosure Tiles. The leading players in Conservation 🌿 and the evaluation criterion of the Donor Card each receive an additional Enclosure Tile.

Replace Donor – A new Donor Card is drawn and revealed.

Loans – Players can increase their money by 4 🪙 several times (until they have a maximum of 10 💰 on their Money Track). For each Loan taken, a Prohibition Tile must be placed on a free square on the Zoo Board.

Building Phase – Players build Enclosures, Buildings and Focal Points or remodel their Zoo. In addition, they include new animals in their Zoo (including Co-Species). For each player, the Popularity base value of the most popular new Main Species in the Zoo gets scored as Buzz 😃.

❄ **Animal Keeping** – The Experience of each Main Species in the Zoo is increased by 1.

Education Scoring – All players in the same segment as the player with the highest Education 📖 receive 1 Conservation point 🌿.

Taxes – All money above 3 🪙 is forfeited.

Revenue – All players receive their Revenue according to their position on the Popularity Track, plus the bonuses for being first or second, minus their Running Costs.

Reset Buzz & Staff – The Buzz Cylinders 😃 are removed from the Popularity Track and Workers are reset to their starting fields.

New Year – The Round Counting Marker moves one space further.

End of the Game 🏆 (Only for players with 0 or more money on the Money Track 🪙)

First, the number of **Offspring Discs** are **subtracted** from Popularity ⭐. After this step, **the Conservation Projects 🌿** below the AE are scored **from left to right** and their points are added to the Conservation Track. The points from **the Animal Welfare Project** are added to the lower of the two values (Popularity or Conservation).

Now the players **spend all their money** 🪙 on Buildings, Focal Points, and Enclosure Tiles. Effects on the 3 scoring tracks are scored accordingly. After that, the **number of victory points** is determined individually for each player (the **lower value of Popularity ⭐ and Conservation 🌿**). The player with the most victory points wins the game.