


## Solo Mode - Game Preparation


Set up the game according to the rule book (p. 8), 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.

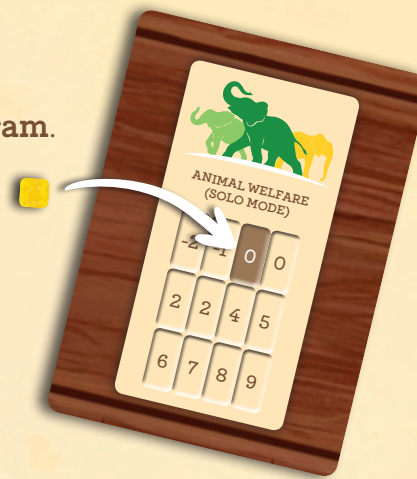
- 2 In addition to your own Animal Cards, **take a second set of Animal Cards**, from which you remove and set aside the Animal Card of the **Asian elephant**. Shuffle the rest of this set of cards and split it into **two face-down piles**, one with **6** cards and one with **15** cards. **Add the Asian 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 (= National Park Deck). In addition, place a third complete Animal Cards deck (shuffled and face down) to the right (or left) of the AE (= AE Deck).

- 3 Place the **Animal Welfare Card** below the AE and **place a cube** of a different color (preferably the one matching the National Park 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** Revenue 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 – **Roll one die for the opponent** during 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 (including during the first round), **reveal two Animal Cards** from the National Park Deck. 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 the National Park 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**.



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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 AE 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, the AE deck with all 22 species is shuffled again and placed facedown so that it is ready for the next Arrival Phase.

### Autumn 🍁

Enclosure Tiles – Each round (except for the first 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 to or higher** than your opponent's, 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**, e.g. 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:

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

