GLOSSARY

These pages contain information to selected game concepts and cards.
If you have any questions during play, check here.

Golden Rules

Cards Always Count Themselves

The following applies to all effects, whether on Animal or Sponsor cards:

If the effect refers to an icon and this icon appears on the card itself, this icon on the card already counts for the effect. This concerns one-off effects as well as the triggering of regular effects.



Example: The Spokesperson (Each time you play a research icon into your zoo, gain 1 reputation.) gains you 1 reputation immediately when played.

Example: A predator with Pack (Gain 1 appeal for each predator icon in your zoo.) gains you 1 additional appeal, even if you do not have another predator in your zoo.

What counts as an Icon

The icons to which card effects refer are located in the upper-right corners of the cards and on the partner zoos and universities — each of which must be part of your zoo to count. These are usually continents, animal categories, and research. Water and rock requirements found in the upper-left corners of Animal and unique building cards also count as icons.

Example: The Penguin Pool card has 1 bird icon and 1 water icon.

The conditions on the left edge of the card do not count. The icons on the conservation projects do not count either, because these cards are not considered in a zoo.

Card text overrules rules

If the text on a card contradicts a rule, then the text on the card applies.

Order

Bonuses and effects are always executed immediately. The only exceptions are effects that are executed "after finishing". Execute these effects only after you have finished your action and moved the Action card to slot 1.

If multiple bonuses and/or effects occur at the same time, you may execute them in any order you choose.

Example: You have 4 reputation and play the Sponsor card Zoo School. It gains you 1 reputation, 1 conservation point, and allows you to place a unique building and take 1 card in reputation range from the display (or draw 1 card from the deck). You may take 1 reputation first. Then the conservation point, which is your fifth, gaining you 2 more reputation through the bonus tile. Then place the unique building, which gains you 1 more reputation as a placement bonus. And finally, with the now much larger reputation range, take 1 card from the display.

Double Icons

Some cards show the same icon twice. All effects that are triggered by this double icon or refer to it are then also triggered twice.

If an animal has 2 identical continent icons and you have the partner zoo, its cost is reduced, correspondingly, by 6 money.

If a unique building or Animal card requires two identical requirements (e. g. 2 water spaces), the spaces of the building must be adjacent to at least 2 such spaces. If 1 single space of the building is adjacent to 2 such spaces, that still counts; however, if several spaces of the building are adjacent to the same space, but no others (i. e. only 1 total), this doesn't count.

Conservation Project Clarifications

You can only play a Conservation Project card if you are going to immediately support it by placing a token on it.

113 – 122 (Release into the Wild): The released animal must match the condition on the card as shown. You may not release a smaller or larger animal than indicated for the condition you are fulfilling. *Example: You can't release a large animal to fulfill the middle condition (3-space enclosure).* Gain 1 reputation when you play this card. If you support a Release into the Wild Conservation Project card that is already on the table, you do not receive any reputation. If you release an animal into the wild, you **lose the appeal** depicted in the lower-right of that Animal card. Discard the Animal card. You will no longer have the icons of that Animal card.

You do not lose any conservation points or reputation depicted in the lower-right corner of the Animal card. You also do not lose any appeal that you gained through the animal's ability (e. g., through the *Pack* ability). Losing the icons also has no direct effects. You do not have to undo any effects you gained from the icons of the animal you released.

- Every time you release an animal, flip an occupied enclosure to its empty side (if applicable). This applies to flock animals as well.
- You must flip the smallest possible occupied enclosure that meets the enclosure requirements of the animal, except for rock and water spaces which you may ignore.
- If you release an animal that can also be placed in a special enclosure, you must always remove the corresponding number of player tokens from the special enclosure. Only if you cannot do this, flip over a standard enclosure.

These rules may, in some exceptional cases, result in situations where not all of your animals technically have their own enclosure on your zoo map. However, we consider it neither useful nor practical to remember exactly which animal lives in which enclosure over the entire duration of the game. We accept these rare exceptions because they make for a better flow of the game.

123 – 127 (Breeding Program): The condition to support these conservation projects is the same for all 3 spaces. You can choose any available space when supporting it.
Example: The first player to support such a project should always take 2 conservation points and 2 reputation. As the second player, you can decide if you would rather have 2 conservation points, or 2 reputation and only 1 conservation point.

Animal Ability Clarifications

Action [Association, Build, Cards, Sponsors]: You must finish the *Animals* action before using this ability. This means that the *Animals* Action card is already in card slot 1 at that time. Use your Action card for the action as usual, and then place it in card slot 1.

Assertion: Search the face-down pile of remaining base conservation projects, add 1 of your choice to your hand, then return the pile to the side of the Association board. Just like any other conservation project, you may play this conservation project with the *Association* action. Place the card above the Association board, not below where the base conservation projects were placed at the beginning of the game.

Boost [Animals, Association, Build, Cards, Sponsors]: Move the other Action cards accordingly. You must finish the *Animals* action before using this ability. This means that the *Animals* Action card is already in card slot 1 at that time.

Clever: You must finish the *Animals* action before using this ability. This means that the *Animals* Action card is already in card slot 1 at that time.

Constriction: *Please remember: You may advance your Appeal counter for this animal before or after using the ability. So to decide which other players will be affected by the Constriction, the appeal of this animal normally does not count. Only players whose zoos have at least 5 appeal can be affected by Constriction (no matter whether they would gain the Constriction token for appeal and/or conservation).*

Constriction tokens reduce the strength X of an action.

Constriction tokens are placed on the Action cards in the highest-value slots. If resolving Constriction 1, place a token on the card in slot 5. If resolving Constriction 2, place tokens on the cards in slots 4 and 5. A card cannot have 2 Constriction tokens on it; so if the card already has a Constriction token (from another animal), it does not get a second one — return the "duplicate" to the supply.

If you execute an action with a Constriction token on the Action card, the strength of the action for this action is reduced by 2 this turn. If executing an action with a Multiplier, Constriction is applied to both actions. As usual, you can increase the strength with X-tokens. After the action, return the Constriction token from that Action card to the supply. If an Action card with a Constriction token has made its way to slot 1 or 2 (e.g., due to a *Clever* animal), its strength is –1 or 0, respectively, and you cannot use it as it is. Either you must use enough X-tokens to increase the strength of the action to at least 1, or you can use the alternate *X-token* action. Otherwise, you have to wait until the Action card is at least in card slot 3.

During the next break, return all Constriction tokens to the supply without effect.

Determination: You must finish the *Animals* action first before using this ability. This means that the *Animals* Action card is already in card slot 1 at that time. Use any Action card for the action and then place it in card slot 1 as usual.

Digging: You can decide after each card which option you choose next. If you choose discard a card from the display, replenish it immediately according to the usual rules. If necessary, move the cards from the higher folders and put the new card in folder 6.

Dominance: Search the facedown pile of base conservation projects for the named card. Add it to your hand and return the pile to the side of the Association board. If the named card is already in play, this ability has no effect.

Flock Animal: You can play a flock animal without flipping an enclosure to the occupied side if you already have 1 other herbivore in your zoo that requires at least the same size enclosure or larger. The other herbivore may but does not have to be a flock animal as well. You may use the same herbivore for multiple flock animals every time, there is no limit to the number of flock animals in the same enclosure. If you play a flock animal and you have no matching herbivore in your zoo, you must flip an enclosure, as usual. In this case, you cannot later play another herbivore that is not a flock animal into the same enclosure.

If you release a flock animal into the wild, you are always allowed to flip an enclosure from the occupied to the unoccupied side. It is irrelevant whether or not you can still prove that you played the flock animal into its own enclosure.

These rules may, in some exceptional cases, result in situations where not all of your animals technically have their own enclosure on your zoo map. However, we consider it neither useful nor practical to remember exactly which animal lives in which enclosure over the entire duration of the game. We accept these rare exceptions because they make for a better flow of the game.

Full-throated: Hire 1 additional association worker (move the meeple from the lowest occupied storage space to the notepad above). This worker will be at your disposal from now on. Certain zoo maps reward you with conservation points for hiring your last worker. If you have already hired all your association workers, the ability has no effect.

Hunter: If there are no Animal cards among the drawn cards, you must discard all cards.

Hypnosis: *Please remember: You may advance your Appeal counter for this animal before or after using the ability. So to decide which other players will be affected by the hypnosis, the appeal of this animal normally does not count. Only a player whose zoo has at least 5 appeal can be affected by hypnosis.*

If there are several zoos with the highest appeal, you may choose which player is affected. If you are the affected player, the ability has no effect.

After performing the action, place the Action card in card slot 1, as usual.

You may use X-tokens to increase the strength of the action. For the entire action, the side of the targeted player's Action card (upgraded or not) applies, rather than the side of your own identical Action card. However, if this triggers other actions, you must use your own Action cards for those, upgraded or not. Note: Even if your Action card for the chosen action is upgraded, if you hypnotize someone whose equivalent card is not upgraded, you must use the "downgraded" form of the action.

Examples 1–4:

1. *You execute the Build action of a player who already upgraded their Action card. You may use it to build a Reptile House (for example, if the card is in card slot 3 and you spend 2 X-tokens), even if you yourself have not yet upgraded the Build Action card.*
2. *You execute the Animals action of a player who has already upgraded this Action card. This allows you to play an animal that requires an upgrade of the Animals Action card, even if you have not yet upgraded this Action card yourself.*

3. *You execute another player's Sponsors action. You use it to play a Sponsor card that allows you to build a unique building. You cannot build this unique building on spaces with the*  *icon, as you have not yet upgraded your own Build Action card. It does not matter whether the target player has upgraded their Build Action card.*

4. *You execute another player's Sponsors action. You use it to play a Sponsor card that allows you to build an enclosure. Because your own Building action is already upgraded, you can place the enclosure on spaces with the*  *icon.*

Jumping: If you use this to reach the last space on the Break track, you gain 1 X-token and trigger a break. The break takes place after finishing your turn.



Multiplier [Association, Build, Cards, Sponsors]: The next time you execute the action, you may execute it twice. That is, you execute it twice in a row, each time with the same strength X, before placing the Action card in slot 1. You may use X-tokens to strengthen the actions, but each X-token counts for only 1 of the two actions, not for both. Use "after finishing" effects only after both actions are completed. You may choose for each of the two actions what you use the action for. *For example, with a mulitplied Sponsors action, you may play 2 Sponsor cards, or move the Break token twice, or play 1 Sponsor card and move the Break token once.* If you trigger a break with the first action, it will only take place at the end of your complete turn, as usual, meaning you can still execute the second action.

Return the Multiplier token to the supply after use.

If you have not used the token before the next break, you must return it unused.

Peacocking: You can place the Large Bird Aviary even if you have not yet upgraded the *Build* action. Otherwise, the usual building rules apply. If there is no suitable building site on your zoo map or if you already have a Large Bird Aviary in your zoo, you cannot place the Large Bird Aviary.

Petting Zoo animal: For your first Petting Zoo animal you gain 3 appeal, for your second, 6 appeal; and for your third, 9 appeal. Since you are only allowed to build 1 Petting Zoo, you can never have more than 3 Petting Zoo animals in your zoo. Petting Zoo animals also count as small animals .



Pilfering: *Please remember: You may advance your Appeal counter for this animal before or after using the ability. So to decide which other players will be affected by the pilfering, the appeal of this animal normally does not count. Only players whose zoos have at least 5 appeal can be affected.*

If there are several zoos with the highest appeal, you may choose the affected player. If you are the affected player, the ability has no effect.

The affected player decides if they let you draw a card or give you 5 money.

Draw the card randomly from all hand cards (no Final Scoring cards) of the respective player. If that player does not have any hand cards, they must give you 5 money. If that player does not have 5 money, they must let you draw 1 hand card. If that player has neither hand cards nor 5 money, they must give you all the money they currently have; if that's 0, you get 0.

If you are allowed to pilfer twice from the same player, those pilferings take place one after the other. *Example: The affected player may let you draw 1 card first and then choose differently for the second pilfering, depending on the card you took.*

Posturing: The usual building rules apply, such as the distance rule for building a kiosk. If you are allowed to posture several times, place the buildings one after the other.

Pouch: The cards under the animal no longer have any function. If you release the animal into the wild, put the cards on the discard pile. You do not lose any appeal you already earned.

Resistance: If you play a card with *Resistance* before anyone has 10 conservation points, you will have an additional Final Scoring card; when someone reaches 10 conservation points, you can choose any one of your Final Scoring cards as the one you discard. At the end of the game, you can score all your Final Scoring cards.

Scavenging: Shuffle the discard pile face down and draw cards from it randomly. Then return the discard pile to its place, face up.

Snapping: The same rules apply as for the *Snapping* option of the *Cards* action. You must choose a card from the display. With snapping, you cannot draw a card from the deck.

Sponsor Magnet: It does not matter whether the cards are within reputation range for you or not. If there are no Sponsor cards in the display at that time, the ability has no effect. At the end of your turn, replenish the display.

Sunbathing: Put the sold cards on the discard pile.



Venom: *Please remember: You may advance your Appeal counter for this animal before or after using the ability. So to decide which other players will be affected by the poisoning, the appeal of this animal normally does not count. Only players whose zoos have at least 5 appeal can be affected.*

Venom tokens usually make you pay money if you use an Action card without a Venom token.

Venom tokens are placed on the Action cards in the lowest-value slots. In other words, if you get 1 token, it will go on the card in slot 1; if you get 2, they will go on the cards in slots 1 and 2; and so on. A card cannot have 2 Venom tokens on it; so if the card already has a Venom token (from another animal), it does not get a second one — return the "duplicate" to the supply.

If you perform an action whose Action card has a Venom token on it, return the Venom token to the supply; Venom tokens still on other Action cards will have no effect on you this turn.

If, however, you did not remove a Venom token this turn, but still have at least 1 Action card with a Venom token on it at the end of your turn, then you must pay 2 money to the supply. If you cannot pay 2 money, you must undo your turn and perform a different action. That is, you cannot prevent the effect of Venom by spending all your money. You might even have to change your action to take money.

During the next break, return all Venom tokens to the supply without effect.



Sponsor card Clarifications



This icon in the upper-left corner of a Sponsor card indicates the level of the Sponsor card. Normally an action of the same strength is required to play a Sponsor card. If there is a brown stripe in the background, that card has an effect in the final scoring.

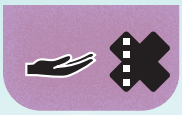
Types of Effects

blue background **at the top** of the card



Permanent or recurring effect

purple background with hand **at the top** of the card



Income during each break

yellow background with lightning **at the bottom left** of the card.



One-time effect when playing this card

brown background with hourglass **at the bottom right** of the card



One-time effect at the end of the game

Effect Syntax

X : Y If you fulfill the condition on the left side, you gain the reward on the right side. If there is no number on the left side, then you can gain the reward several times, once for each fulfillment of the condition. The same applies if the word "per" is written on the left side. If there are one or more numbers on the left side, then you can gain the reward only once. If there are several numbers to choose from, then you will receive the reward that belongs to the highest number whose condition you fulfill.

Example 1



For each Asia icon in your zoo you gain 1 appeal.

Example 2



If you have 3 or 4 herbivore icons in your zoo, you gain 6 money.

Term Definitions

Connected: A space is connected if it is adjacent to at least 1 covered space, but is not itself covered.

Isolated: A space is isolated if it is not adjacent to a covered space.

Your Zoo: Your zoo includes your entire card display and everything that is placed on your zoo map or is otherwise in your personal supply.

Any Zoo: The combined total of all displays of all players' cards, as well as their zoo maps and personal supplies.

Unique buildings (cards 043 to 057): You must build the unique building into your zoo. If you cannot do so, you cannot play the card.

Always place a unique building with the colored side face up. This side shows a unique icon that you will also find on the Sponsor card. Find the tile that matches your Sponsor card and place it on your zoo map according to the usual rules. You may rotate it in any way you wish, but you cannot flip it over. You do not have to pay money to build a unique building. Unique buildings are not enclosures for gameplay, meaning you cannot place (additional) animals in them.

Individual Sponsor cards

201: 🟡🟣 Both when you play this card, and in the income phase of each break, you may take a card within reputation range from the display or draw a card from the deck.
🟤 Gain 1 conservation point for 3–5 research icons in your zoo; gain 2 for 6 or more.

202: 🔵 Every time you play a research icon into your zoo, gain 1 reputation.

203: 🟡 Gain 2/5/10 money for 1/2/3 universities in your zoo.
🔵 Supporting a conservation project with the *Association* action now only requires strength 4 (instead of 5). 🟤 Gain 1 conservation point if you have 3 universities in your zoo.

204: 🟡 Gain 2 money for each research icon in your zoo.
🔵 Every time you play a research icon into your zoo, gain 1 conservation point.

205: Gain 2 reputation and 1 conservation point when you play this card.

206: 🟡 Gain 2 appeal for each time you already supported a conservation project. (You can always tell how many by the player tokens missing from the left side of your zoo map.)
🟣 Gain 1 conservation point in the income phase of each break.

207: Total your different animal category and continent icons. For every 2 different icons you gain 1 conservation point and all other players gain 2 money. *Example: If you have a total of 7 different icons, you gain 3 conservation points and all other players gain 6 money each.*

208: Gain 1 appeal for each research icon in your zoo.
Every time a research icon is played in any zoo, gain 2 money.
Gain 1 conservation point if you have at least 5 different animal category icons in your zoo.

209: Both when you play this card, and in the income phase of each break, you gain 1 X-token. (Remember, you cannot have more than 5 X-tokens at any time.) Gain 1 conservation point if you have 3 universities in your zoo.

210: Gain 1 appeal for each Americas icon in your zoo.
Every time you play an Americas icon into your zoo, you may place 1 kiosk on your zoo map for free. The usual building rules apply, including the distance rule for kiosks. Gain 1 conservation point if you have 5 or more kiosks in your zoo.

211: Gain 1 appeal for each Europe icon in your zoo.
Every time you play a Europe icon into your zoo, you may place a 1-space enclosure on your zoo map for free. The usual building rules apply. Gain 1 conservation point if you have 5 or more occupied 1-space enclosures in your zoo.

212: Gain 1 appeal for each Australia icon in your zoo.
Every time you play an Australia icon into your zoo, you may place 1 card from your hand under this card to gain 2 appeal (*Pouch 1*). Cards under this card no longer have a function.

213: Gain 1 appeal for each Asia icon in your zoo.
Every time you play an Asia icon into your zoo, you may place 1 pavilion on your zoo map for free. The usual building rules apply.

214: Gain 1 appeal for each Africa icon in your zoo.
Every time you play an Africa icon into your zoo, you may place any Action card in card slot 1 after finishing the action. Finish the current action first before using this ability, meaning that the Action card you used to play this card is already in card slot 1 at that time. Gain 1 appeal for each X-token in your supply.

215: When this card is played, place 2 player tokens from your supply on the two spaces at the top of the card. If you support a base conservation project, you may discard exactly 1 player token as any icon (return it to your supply). You are not allowed to use both tokens for the same conservation project. Only the cards that are below the Association board count as base conservation projects. *Example: You want to support the Africa conservation project and have 3 Africa icons in your zoo. If you discard 1 player token from this card, you can support the conservation project as if you had 4 Africa icons.*
Gain 1 conservation point if you have supported conservation projects 5 times or more. (You can always tell how many by the player tokens missing from the left side of your zoo map.)

216: Hire 1 additional association worker (move it from the lowest occupied storage space to the notepad above). This worker will be available to you immediately. Certain zoo maps reward you with conservation points for hiring your last worker. If you have already hired all your association workers, the ability has no effect. (*Full-throated*)
Gain 1 conservation point if your zoo has 9 or more reputation.

217: Each time you take the *Build* action, you may build exactly 1 more of any of the built buildings. This does not apply to special enclosures, of which you may still only have a maximum of 1 of each type in your zoo. Pay the normal cost for the additional building. If you build several buildings at once with one action, you may still only build 1 additional building with the engineer; however, you are free to choose of which one you build another. The usual building rules apply. *Example: If you build 1 kiosk, 1 1-space enclosure and 1 2-space enclosure with the upgraded side (II) of the Build Action card, you may build 1 of them one more time. If you choose to build another 2-space enclosure, you must pay a total amount of 12 money for the action. A strength-4 Build action still suffices.*
Gain 5 appeal if you have covered your zoo map completely (all spaces except the rock and water spaces).

218: See card 215. This card has different conditions for playing, but is otherwise identical.

219: Gain 2 money for each water and rock icon in your zoo. You can find these on cards 241 and 242 and otherwise as requirements in the upper-left corners of cards.
You may cover water and rock spaces. You do not have to do this for your zoo map to be considered completely covered. You may ignore all requirements regarding water and rock spaces when placing unique buildings and playing Animal cards. However, the water and rock icons still count (e. g. for the final scoring of this card). Covered water and rock spaces no longer count for cards 241 and 242, or for final scoring of card 004.
Gain 2 appeal for each set of 1 water icon and 1 rock icon in your zoo (up to a maximum of 3 sets). *Example: If you have 2 water icons and 3 rock icons in your zoo, the appeal of your zoo increases by 4.*

220: Both when you play this card, and in the income phase of each break, you gain 3 money. Gain 1 conservation point if your zoo has 9 or more reputation.

221: Every time you gain the placement bonus of a border space in your zoo, you gain an additional free placement bonus of your choice. Choose any placement bonus in your zoo that has not yet been covered. This bonus does not have to be on a border space. If you gain several placement bonuses on border spaces at the same time, you may take an additional free placement bonus for each one. These can be any combination of the same or different bonuses. Take all placement bonuses in the order of your choice. Gain 1 conservation point if you have covered all the border spaces in your zoo (except for the rock and water spaces).

222: Gain 1 conservation point for each research icon in your zoo (up to a maximum of 3). All other players gain 2 money each for each conservation point you gain this way.

224: Each time you support a Release into the Wild conservation project (cards 113–122), you gain 1 additional conservation point. You may support each release conservation project multiple times by releasing another animal of the required species. However, you can still only place **1** player token **per** *Association* **action** on any given conservation project.

Even if you place multiple player tokens on the same conservation project, each of these tokens counts as 1 separate conservation project that you supported for other cards.

225: Gain 1 X-token. (Remember, you cannot have more than 5 X-tokens at any time.) The effects of *Venom*, *Constriction*, *Hypnosis*, and *Pilfering* do not affect you. If *Hypnosis* or *Pilfering* would affect you, they instead affect the next player who meets the criterion, if possible. Essentially, your counters on the tracks are ignored. Gain 1 conservation point if you have all 5 continent icons in your zoo.

226: Gain 2 reputation when you play this card. Gain 1 conservation point if you have all 5 continent icons in your zoo.

227: Decide whether you want to focus on small or large animals for the rest of the game and place a player token from your supply onto the box with the icon beneath the Animal type you chose. Reveal cards from the deck one at a time until you find an Animal card of the chosen type and add it to your hand. Put the other revealed cards on the discard pile. *Example: If you choose small animals, place a player token on the left box and reveal cards until you find a small animal. You can no longer play large animals for the rest of the game (see below).*
Every time you play an animal of the chosen type, the appeal of your zoo increases by 2 (for small animals) or 4 respectively (for large animals). You can no longer play animals of the non-selected type for the rest of the game. The still visible icon beneath this animal type is there to remind you. Small animals are animals that require a standard enclosure of 1 or 2 spaces, as well as Petting Zoo animals. Large animals require a standard enclosure of 4 or 5 spaces. This card has no effect on animals that require a standard enclosure of 3 spaces. You may still play them, but you do not gain a bonus.

228: Gain 2 money for each small animal in your zoo.
Every time you play only small animals during the *Animals* action, you may play 1 additional small animal from your hand at the normal cost. The normal rules for playing Animal cards apply. After that, add 1 small animal from the display to your hand, if available. The Small Animal card does not have to be within reputation range. Small animals are animals that require a standard enclosure of 1 or 2 spaces, as well as Petting Zoo animals. *Example: If you play a small animal and then a large animal in an Animals action, you may not play another small animal.*

229: Gain 1 appeal for each small animal in your zoo.
Every time you play a small animal, pay 3 money less for the animal than indicated on the Animal card. Small animals are animals that require a standard enclosure of 1 or 2 spaces, as well as Petting Zoo animals.

230: Gain 2 appeal for each large animal in your zoo.
Every time you play a large animal, pay 4 money less for the animal than indicated on the Animal card. Large animals are animals that require a standard enclosure of 4 or 5 spaces.

231: Gain 1 appeal for each primate icon in your zoo.
Gain 3 money for 1 to 2 primate icons, 6 money for 3 to 4 primate icons or 9 money for 5 or more primate icons in your zoo in the income phase of each break.

232: See card 231. Here: Reptiles.

233: See card 231. Here: Birds.

234: See card 231. Here: Predators.

235: See card 231. Here: Herbivores.

236: Every time a primate icon is played in any zoo, gain 3 money (per icon).

237: See card 236. Here: Reptiles.

238: See card 236. Here: Birds.

239: See card 236. Here: Predators.

240: See card 236. Here: Herbivores.

241: Gain 1 appeal for each water icon in your zoo. You can find these on this card and otherwise as a requirement in the upper-left corner of cards. Every time you cover a space adjacent to a water space, gain 1 money. You gain 1 money for each of these spaces, even if you build several spaces adjacent to water at the same time with one action. You always gain 1 money per space, even if the space on which you are building is adjacent to more than one water space. Gain 1 conservation point if all water spaces are connected, meaning that no water space is only adjacent to empty spaces.

242: Gain 3 appeal for every 2 rock icons in your zoo. You can find these on this card and otherwise as a requirement in the upper-left corners of cards. *Example: If you have 3 rock icons in your zoo, you gain 3 appeal.* Every time you cover a space adjacent to a rock space, gain 1 money. You gain 1 money for each of these spaces, even if you build several spaces adjacent to rocks at the same time with one action. You always gain 1 money per space, even if the space on which you are building is adjacent to more than one rock space. Gain 1 conservation point if all rock spaces are connected, meaning that no rock space is only adjacent to empty spaces.

243: Place the Meerkat Den unique building on your zoo map (adjacent to at least 1 rock space). Every time you play a herbivore icon into your zoo, gain 2 appeal. Gain 1 conservation point if you have 6 or more herbivore icons in your zoo.

244: Place the Penguin Pool unique building on your zoo map (adjacent to at least 1 water space). Every time you play a bird icon into your zoo, gain 2 appeal. Gain 1 conservation point if you have 6 or more bird icons in your zoo.

245: Place the Aquarium unique building on your zoo map (adjacent to at least 2 water spaces). Every time you play a water icon into your zoo, gain 2 appeal. You can find these on card 241 and otherwise as a requirement on the upper-left corners of cards. Gain 1 conservation point if you have 6 or more water icons in your zoo.

246: Place the Aerial Cableway unique building on your zoo map (adjacent to at least 2 rock spaces). Every time you play a rock icon into your zoo, gain 2 appeal. You can find these on card 242 and otherwise as a requirement on the top left of cards. Gain 1 conservation point if you have 6 or more rock icons in your zoo.

247: Place the Baboon Rock unique building on your zoo map (adjacent to at least 1 rock space). Every time you play a primate icon into your zoo, gain 2 appeal. Gain 1 conservation point if you have 6 or more primate icons in your zoo.

248: Place the Rhesus Monkey Park unique building on your zoo map. Every time you play a primate icon into your zoo, gain 1 X-token. (Remember, you cannot have more than 5 X-tokens at any time).

249: Place the Barred Owl Hut unique building on your zoo map. Every time you play a bird icon into your zoo, draw 2 cards from the deck. Keep 1 of them and discard the other (*Perception* 2).

250: Place the Sea Turtle Tank unique building on your zoo map (adjacent to at least 1 water space). Every time you play a reptile icon into your zoo, you may sell up to 2 cards from your hand for 4 money each (*Sunbathing 2*). Place the sold cards on the discard pile.

251: Place the Polar Bear Exhibit unique building on your zoo map (adjacent to at least 1 water space). Every time a bear icon is played into any zoo, gain 2 appeal. Gain 1 conservation point for 3–5 bear icons in your zoo; gain 2 for 6 or more.

252: Place the Spotted Hyena Compound unique building on your zoo map (adjacent to at least 1 rock space). Every time you play a predator icon into your zoo, reveal the top X cards of the deck (X equals the number of predator icons in your zoo). Add 1 revealed Animal card to your hand. Discard the other cards (*Hunter X*). If there are no Animal cards among the drawn cards, you must discard all cards. If you play 2 predator icons into your zoo at the same time (e. g. the cheetah, Animal card 401), you may use the *Hunter* ability twice in a row. Both icons count both times.

253: Place the Okapi Stable unique building on your zoo map. When playing this card, place 3 player tokens from your supply on this card. Every time you play a herbivore icon into your zoo, you may discard 1 token from this card (return it to your supply) and play a Sponsor card for X money from your hand (X corresponds to the level of the Sponsor card). Otherwise, the usual rules for playing Sponsor cards apply. (May be used 3 times in a game.) *Example: When you play the Okapi Stable, you may immediately discard a token from the card to play another Sponsor card for money. Playing the Foreign Institute (226) card would cost 6 money.*

254: Gain 1 reputation and 1 conservation point when you play this card. Place the Zoo School unique building on your zoo map covering at least 2 border spaces. Take 1 card in reputation range or draw 1 card from the deck.

255: Gain 4 appeal when you play this card. Place the Adventure Playground unique building on your zoo map (adjacent to at least 1 rock space).

256: Gain 4 appeal when you play this card. Place the Water Playground unique building on your zoo map (adjacent to at least 1 water space).

257: Place the Side Entrance unique building on your zoo map on 2 border spaces. It does not have to be adjacent to existing buildings. Otherwise, the usual building rules apply. From now on, you may build buildings adjacent to the Side Entrance as well. Gain 2 money for each building (except empty standard enclosures), that is adjacent to the Side Entrance (similar to a kiosk, except that the Side Entrance itself can be adjacent to a kiosk). Gain 5 appeal if you have completely covered your zoo map (all spaces except the rock and water spaces).

258: Gain 1 appeal for every connected water space. Gain 1 conservation point for every 2 isolated water spaces. *Example: If you have 5 water spaces that are isolated, you gain 2 conservation points.*

259: Gain 1 appeal for every connected rock space. Gain 1 conservation point for every 2 isolated rock spaces. *Example: If you have 3 rock spaces that are isolated, you gain 1 conservation point.*

260: Gain 1 appeal for each border space that is connected, but itself not covered. Gain 1 conservation point for every 6 empty building spaces that form a contiguous group. Building spaces are all spaces on your zoo map except rock and water spaces. Empty spaces with also count, even if you were not normally allowed to build on them because you have not upgraded the *Build* Action card. Each group of 6 contiguous empty spaces counts, whether it is contiguous with to other groups or not. *Example: If you have a total of 24 empty building spaces in contiguous groups of 13, 6, 3, and 2 spaces, you gain 3 conservation points.*

261: Gain 1 conservation point and 1 appeal when you play this card. Gain 1 conservation point if you have 5 or more animal category icons in your zoo (including Bear and Petting Zoo Animal).

262: Gain 2 money for each different continent or animal category icon in your zoo (including Bear and Petting Zoo Animal). *Example: If you have 2 research icons, 2 Africa icons, and 1 predator icon in your zoo, you gain 4 money.* Every time you play a continent or animal category icon into your zoo (including Bear and Petting Zoo Animal) that is not already in your zoo, you gain 1 appeal and 2 money. If you play a card that has 2 of the same applicable icon on it, you still only receive this bonus once.

263: You may place a 5-space enclosure for free (the usual building rules apply). Every time you play a large animal, you may ignore one **condition** of your choice on the Animal card. Large animals are animals that require a standard enclosure of 4 or 5 spaces. You cannot ignore rock or water requirements. *Examples:*
1. To play the Lion, you would only need 2 predator icons (instead of 3) in your zoo.
2. To play the New Zealand Fur Seal, your Animals Action card would not have to be upgraded.

This ability is cumulative with the Research Institute on map 6, so if you have the Research Institute activated, you may ignore a total of 2 conditions on large animals.

264: Gain 1 appeal for every connected space with placement bonus. Gain 1 conservation point for every 2 isolated spaces with placement bonuses.

Example: Free-Range New World Monkeys (264)

You play card 264 and immediately gain 2 appeal, because you have connected 2 spaces with placement bonuses.

If your zoo map looked as shown at the end of the game, you would gain 1 conservation point for the 3 isolated spaces with placement bonuses.





Final Scoring Card Clarifications

004: A space is connected if it is adjacent to a covered space, but is not itself covered. For the conservation points you have to cover only building spaces, meaning not the water and rock spaces.

005: You can always tell how many by the player tokens missing from the left side of your zoo map.

006: Building spaces are all spaces on your zoo map, except rock and water spaces. Empty spaces with also count, even if you were not allowed to build on them because you had not upgraded the *Build* Action card.

009: Applies to icons in your and their zoo. In the solo game, discard this card as soon as you draw it, and draw another card instead. Otherwise, if the player to your right does not have one animal category icon at all, 1 icon is enough for you to gain 1 conservation point for it. You can gain a maximum of 4 conservation points with this card.
Example: You have 4 predator, 2 bird, 2 bear, 1 herbivore, and 1 reptile icon on your Animal and Sponsor cards. The player to your right has 4 reptile, 3 primate, and 2 Petting Zoo Animal icons. You therefore gain 4 conservation points.

Advanced Zoo Map Clarifications

Map 1 (Observation Tower): The enclosure must be adjacent to the space with the tower, not merely to any one of the other 3 rock spaces. The platform has no effect on special enclosures. If you release an animal into the wild (and thus flip an occupied enclosure back to the empty side) and then accommodate a new animal in this enclosure, you gain the 2 appeal again. The Observation Tower itself does not count as a building (e. g. for kiosks).

Map 2 (Outdoor Areas): The enclosure must be adjacent to the space with the Outdoor Area, not merely to any one of the other 4 water spaces. The Outdoor Area has no effect on special enclosures. When accommodating animals, you may treat any standard enclosure adjacent to the Outdoor Area as if it were 2 spaces larger. The Outdoor Area itself is not considered a building (e. g. for kiosks).
Example: If you have built a standard 1-space enclosure adjacent to the Outdoor Area, you may accommodate an animal there that requires an enclosure of 1, 2, or 3 spaces.

Map 4 (Commercial Harbor): The Commercial Harbor is considered to be connected as soon as you have placed a building on the adjacent building space. You may build your first building directly adjacent to the Commercial Harbor, but you do not have to. You may use the ability at any time during your turn, before, after, or during an action. However, you may only discard 1 card with the Commercial Harbor per turn. You may not use the ability during a break or someone else's turn. The Commercial Harbor itself does not count as a building (e. g. for kiosks).

Map 5 (Park Restaurant): During the break, you gain income of 1 money for each space adjacent to the Park Restaurant with a building on it. It does not matter if these are single buildings or if several spaces belong to the same building. It also doesn't matter what kind of buildings you build there and whether enclosures are occupied or not. The Park Restaurant itself does not count as a building (e. g. for kiosks).

Map 6 (Research Institute): The Research Institute is considered connected as soon as you have placed a building on the adjacent building space. You may build your first building directly adjacent to the Research Institute, but you do not have to. Once active, you can play Animal cards even when you are 1 condition short; you must still fulfill all other conditions. You cannot ignore rock or water requirements.

Examples:
1. *To play the Lion, you would only need 2 predator icons (instead of 3) in your zoo.*
2. *To play the New Zealand Fur Seal, your Animals Action card would not have to be upgraded.*

The Research Institute itself does not count as a building (e. g. for kiosks).

Map 7 (Ice Cream Parlors): If you have covered all , you gain 1 additional money for each kiosk on your zoo map as income during the break. It does not matter if these kiosks were built as placement bonuses or by other means. It also does not matter if they generate income without this bonus or not.

Map 8 (Hollywood Hills): Spaces with an may be covered like any other space. This is similar to a placement bonus, but does not count as one (e. g. for card 221). Every time you place a building on an , reveal cards from the deck one by one until you reveal a Sponsor card. Add this card to your hand and put all other revealed cards onto the discard pile. Once you have covered all 3 spaces, the level of each Sponsor card you play is 1 lower. This means you can play them more easily.



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