Zooloretto

For 2 to 5 players ages 8 and up

OVERVIEW

Each player is a zoo owner. Players score points by attracting as many visitors to their zoos as possible. To accomplish this, they must collect matching sets of animals. If a player manages to obtain many animals for his zoo, he will find it worthwhile to expand his zoo. Once all the enclosures are occupied, newly acquired animals must go into the barn. Vending stalls next to an enclosure guarantee a minimum number of visitors. At the end of the game, a player loses points for animals they have left in the barn. The player with the most points wins the game.

GAME COMPONENTS



16 round offspring tiles (2 of each of 8 animal types),
112 square tiles, including: 88 animal tiles (11 of each of 8 animal types),
12 vending stalls (3 of each of 4 types),
12 coin tiles,



5 zoo boards, 5 expansion boards, 5 delivery trucks,
30 coins, 1 round wooden disc, 5 summary cards

Each zoo board has 3 enclosures on it with room for 4, 5, and 6 animal tiles, respectively. Additionally, there are 4 spaces for vending stalls and a barn for all extra tiles.



Each expansion board has 1 enclosure with room for 5 animal tiles and 1 space for a vending stall.

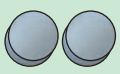
GAME SETUP

Before the first game, carefully remove the game material from the frames.

- **With 3 players,** remove all animal and offspring tiles of **two types** from the game.
  With 4 players, remove all animal and offspring tiles of **one type** from the game.
  With 5 players, use all tiles.
  Note: The 2 player variant is at the end of these rules.
- Shuffle all square tiles face-down.
  Count out **15 tiles** and set them aside as a face-down stack for the end of the game.
  Place the round **wooden disc** as a marker **on top of the stack**.
  Combine the remaining tiles face-down in multiple stacks of any desired height and place them in the middle of the table.
- Place the round offspring tiles face up in a loose pile near the face-down stacks of animal tiles.
- Place as many delivery trucks next to each other in the middle of the table as there are players in the game. Return unused trucks to the box.
- Each player takes a zoo board and places in front of himself (his play area). He then places an expansion board face-down to the left of his zoo board.
  Return unused boards to the box.
- Each player takes two coins. Place the remaining coins in the middle of the table as the bank.
- The players choose a start player using any method they prefer.



Each player takes 2 coins, 1 zoo board, and 1 expansion board.



GAME PLAY

The game lasts several rounds.
On a player's turn, he must perform **one** of the following three actions:

A. add a tile to a delivery truck, **or**

B. take a delivery truck and pass for the rest of the round, **or**

C. carry out one **money** action

The turn then passes to the next player in clockwise order.
Once each player has taken a delivery truck, the round is over and a new round begins.

A. ADD A TILE TO A DELIVERY TRUCK

The player draws and reveals the topmost tile from any stack and places it in an open space on any untaken delivery truck of his choice.
His turn is then over.

Each delivery truck has room for no more than 3 tiles. Should all delivery trucks already have 3 tiles on them, then the player cannot choose this action. He must then choose either action B or C.

Important: tiles from the stack covered by the wooden disc can only be drawn once all other stacks have been exhausted!

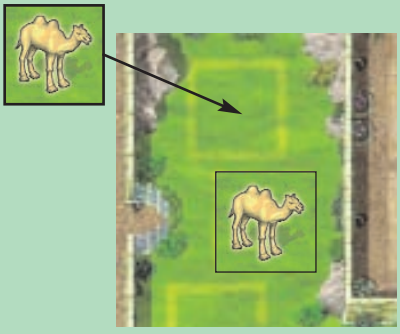
B. TAKE A DELIVERY TRUCK AND PASS FOR THE REST OF THE ROUND

The player chooses any untaken delivery truck and places it, along with any tiles on it, in his play area.
He must immediately add the tiles from the truck to his zoo.

Important: a player may only choose a delivery truck on which there is at least one tile!

Once a player has taken a truck, he passes for the rest of the round and will not get another turn until the next round.
Since all passing players will have delivery trucks in front of them, it is easy to tell who has passed in any given round.

When the player adds the tiles to his zoo, he must follow the following placement rules:



- **Animal Tiles**
  An animal tile may be placed either on an empty enclosure space or in the barn.

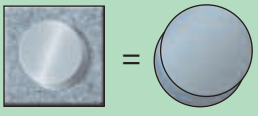
  Important: no enclosure may contain more than one type of animal tile. However, a player may have multiple enclosures containing the same animal type.

  If there aren't any legal spaces for an animal tile left in the enclosures, then the player must place the animal in his barn instead.



- **Vending stalls**
  A vending stall may be placed on an empty stall space or in the barn.

  If there aren't any stall spaces left, then the player must place the tile in his barn instead.



- **Coin Tiles**
  A coin tile is added to any other coins the player has.

  A coin tile is worth one coin. Both are equivalent and may be used interchangeably.

- **The Barn**
  Important: players may have as many tiles and as many types of tiles (including both animals and vending stalls) as they wish in their barns.

  Note: a player may choose to place an animal tile in his barn, even if he has an appropriate empty space in one of his enclosures.



C. CARRY OUT ONE MONEY ACTION

The player may carry out **one of the following actions,** provided that he can pay for it. He may pay with any combination of coins and/or coin tiles.

The following money actions are possible:

I.	Remodel (Move or Exchange)	1
II.	Purchase or Discard a tile	2
III.	Expand the zoo	3

The placement rules described above must be followed when carrying out these actions.

Important: A player may never carry out more than one money action per turn. Therefore, a player wishing to carry out more involved remodeling projects will have to choose the action "carry out one money action" on multiple turns.

I. Remodel

Remodeling costs **1 coin**, paid to the bank. A player may only remodel his own zoo. There are two remodeling options: Move **or** Exchange.

➡ **Move**

The player moves a **single** animal tile from the barn to an empty enclosure space or he moves any one vending stall tile from it's current location to any eligible space in his zoo.

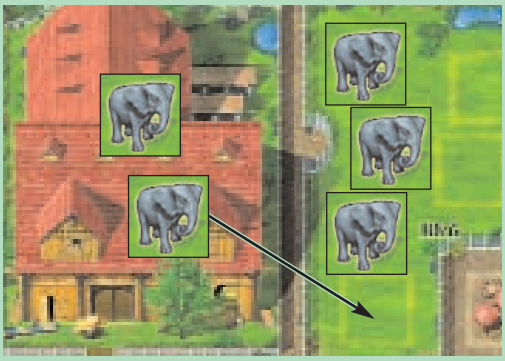
➡ **Exchange**

The player takes **all** tiles of one animal type in either his barn or one of his zoo's enclosures and exchanges them with all tiles of one other animal type in another of his zoo's locations. An exchange must always involve exactly two areas and the animal types must be different. An exchange involving two areas with the same animal type is not allowed.

Important: an exchange is not permitted when one enclosure is too small to accommodate all of the new tiles that would be placed there or when one of the areas is empty.

Exchanging vending stalls is not permitted.

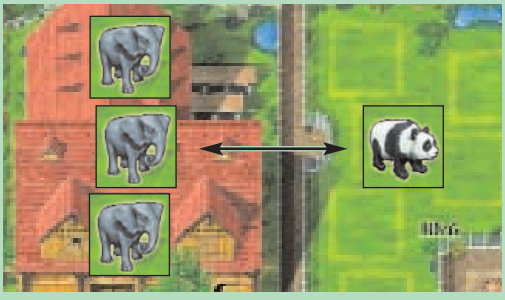
Two examples of movement:



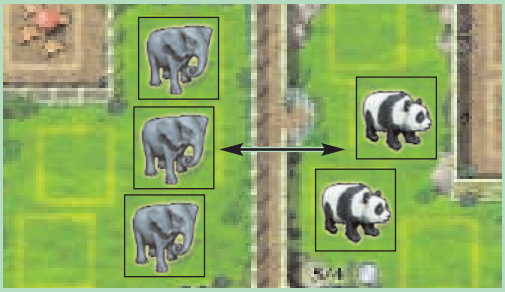
Example: Anna has 2 elephants in her barn and 3 elephants in an enclosure. She moves 1 elephant from the barn to the enclosure. She now has 4 elephants in the enclosure.

Example (no pic.): Bert has a vending stall on one space and moves it to another empty stall space.

Two examples of exchanges:



Example: Claus has 3 elephants in his barn and 1 panda in one of his enclosures. He exchanges the two animal types, after which he has 1 panda in his barn and 3 elephants in the enclosure.



Example: Doris has 3 elephants in one enclosure and 2 pandas in another. Through an exchange, the two animal types end up switching enclosures.

II. Purchase or Discard a tile

For **2 coins**, the player may either purchase an animal or vending stall tile from an opponent's barn **or** discard an animal or vending stall tile from his own barn.

➡ **Purchase**

The player takes the animal or vending stall tile of his choice **from the barn** of another player and adds it to his own zoo.

⇨ 1 coin goes to the other player,

⇨ 1 coin goes to the bank.

Note: The other player may not refuse the purchase.

➡ **Discard**

The player discards the animal or vending stall tile of his choice from his barn. The tile is removed from the game.

⇨ Both coins go to the bank.

III. Expand the zoo

The player pays **3 coins** to the bank and turns his expansion board face up.



This expands his zoo by one enclosure and one stall space.

END OF A ROUND

Once each player has taken a delivery truck, the round is over.

The players return the empty trucks to the middle of the table and the next round begins, starting with the player who took the last delivery truck in the previous round.

Note: if all players but one have passed, this player may continue to take as many turns as he can and chooses before taking the last delivery truck and passing!

TWO SPECIAL SITUATIONS:

● **Offspring**

There are 2 fertile males and females of each animal type, distinguishable by the small symbols on their tiles.



When a player **adds** the appropriate partner for a fertile male or female is **to an enclosure** where the partner waits, the two **immediately** produce an offspring. The player takes one of the appropriate offspring tiles from the supply and places it onto an empty space in the enclosure. Once placed, the offspring tile is treated like any other animal tile.
If there isn't any space left in the enclosure, the player must place the offspring in his barn instead.

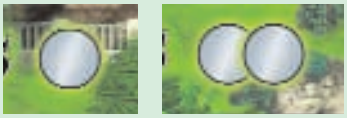
Note: all that is required is for the male and female to be in the same enclosure – they do not need to be next to each other.

Each male and female can produce an offspring **only once**. So, for example, no offspring is produced when a third fertile animal is added to an enclosure that already has a fertile pair. Another offspring would only be produced when another partner, creating a second fertile pair, is added to the enclosure.

Important: pairs only produce offspring in enclosures, not in barns or on delivery trucks.

● **Last enclosure space filled**

Whenever a player places a tile on the last empty space in one of his enclosures, he receives bonus coins from the bank equal to the number shown in the enclosure (if any are shown). The player may also take coin tiles instead, should there be any in the bank. If the bank is empty, then the player receives nothing.



Note: for an enclosure with 6 spaces, there is no coin bonus!

Exception: **no** bonus is awarded when all enclosure spaces are filled as a result of an Exchange action. There is also no bonus awarded if an offspring produced by the exchange fills the last space.

GAME END

The end of the game is triggered when a player draws and reveals the first tile from the stack covered by the wooden disc. The round is played through the end. Once each player has taken a delivery truck, the game is over and scoring takes place.

SCORING

Each player determines the positive and negative points he receives for his zoo and adds them up.

● For the animals in an enclosure, the player scores points as follows:



a) For a full enclosure (all spaces filled with animals), the player earns the higher of the two point values shown in the enclosure.



b) For an enclosure with 1 empty space (all but 1 space filled with animals), the player earns the lower of the two point values shown in the enclosure.

c) For an enclosure with two or more empty spaces, the player **only scores points** if he has a vending stall **on at least one** of the stall spaces associated with the enclosure. In this case, the player scores 1 point for each animal in the enclosure. If a player has an enclosure with two or more empty spaces and no vending stall in the stall spaces that are associated with the enclosure, he scores no points for the enclosure.

Note: when both stall spaces next to a 4-space enclosure are occupied, a player still scores only 1 point per tile.



Each enclosure has one or two space for vending stalls adjacent to it.

● For each vending stall **type** on stall spaces, the player receives 2 points.

● For each vending stall **type** in his barn, the player receives minus 2 points.

● For each animal **type** in his barn, the player receives minus 2 points.
Example: Claus has 3 elephants in his barn and receives 2 minus points for them.

The player with the most points wins.

In the event of a tie, the tied player with the most coins wins.
If there is still a tie, the tied players rejoice in their shared victory!

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2-PLAYER VARIANT

Further information on the author's site:
www.michaelschacht.net

The normal game rules are in effect with the following changes:

- Each player takes 2 expansion boards, which he places face-down next to his zoo board.
- Remove all animal and offspring tiles of three types from the game.
- Place 3 delivery trucks in the middle of the table.
  Draw three of the tiles removed from the game at random and place 1 face-down on one of the trucks. Place the other 2 face-down on a second truck. This blocks these 3 delivery spaces for the entire game.

Players may only choose to take a truck with at least one face-up tile on it.

When a player takes a truck, he only takes and places the face-up tiles on the truck. The face-down tiles remain on the truck.

The round ends once both players have taken a delivery truck. Remove any face-up tiles on the remaining truck from the game.

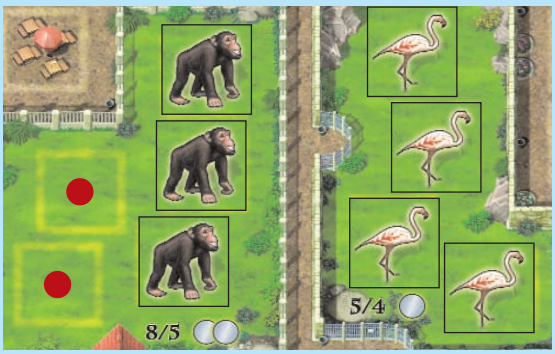
TACTICAL HINTS

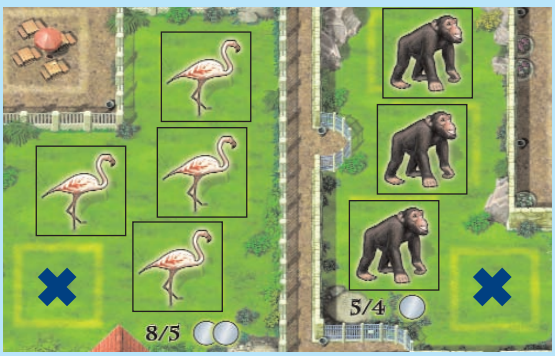
It can be rewarding to take the occasional risk. For example, choosing not to take a partially-filled truck that is only attractive for yourself and revealing another tile instead in the hopes that another useful tile will come of it.

Taking animals that you don't have room for in your enclosures at the moment isn't the end of the world – especially if you still have the option of expanding your zoo. However, you should try to have as few animal types as possible in your barn.

The money actions offer additional possibilities:
You can sometimes choose to take an 'undesirable' tile of an animal type you don't want when you know that another player wants it. If that player buys it from your barn, not only will you have fewer minus points, you'll also have made a coin in the process. Above all, don't underestimate the advantages of 'remodeling'. You can, for example, use timely exchanges to make money multiple times.

Example: Bert filled his 4-space enclosure with flamingo tiles on a previous turn and received a bonus for it. He has 3 chimpanzees in his 5-space enclosure.
On Bert's next turn, he decides to carry out a money action. He pays 1 coin to the bank and performs an exchange: he switches the 4 flamingo tiles in the 4-space enclosure with the 3 chimpanzee tiles in the 5-space enclosure.
Since there is now an empty space in the 4-space enclosure, Bert can use a chimpanzee tile on a subsequent turn to fill the enclosure a second time and receive another bonus. Bert is now also only one tile short of receiving a bonus for his 5-space enclosure.
Since both enclosures now have only one empty space left, they will both score points at the end of the game.





ANIMAL ENCYCLOPEDIA



The Flamingo
Their most memorable feature is their crooked beaks, used to filter food out of fresh water. This pink bird prefers to stand on only one leg to minimize heat loss.



The Camel
This inhabitant of the dry regions of Asia and North Africa has developed several features that make it easier to conserve water. It is said that a camel can drink 200 liters of water in only 15 minutes.



The Leopard
Along with tremendous climbing ability, the leopard boasts excellent hearing and especially good eyesight. They can hear very high tones that are beyond a person's hearing capacity and see five to six times better than us at night.



The Elephant
The state animal of multiple African countries and the largest land animal in the world. They can live up to 70 years and weigh the same as 75 grown men.



The Panda
This beloved loner from China lives primarily off bamboo. Unlike other bears, they cannot stand on their hind legs very well and therefore prefer to sit while eating.



The Chimpanzee
The best-known of the African great apes develops tremendous physical abilities over its life. They can be twice as strong as a trained athlete.



The Zebra
This African steppes inhabitant belongs to the horse family. The stripes apparently provide camouflage against predators and tse tse files, whose compound eyes apparently can't distinguish the pattern.



The Kangaroo
This Australian marsupial crosses bush and grassland with 12 meter long leaps at speeds of up to 70 kilometers per hour. Surprisingly, however, it cannot move backwards.

FREQUENTLY ASKED QUESTIONS

If you have further questions, please email me at post-timbuktu@web.de

QUESTION: All other players have taken delivery trucks and passed. May I continue to take turns as normal?
ANSWER: Yes, of course. You may continue to choose from the three action possibilities. You can take several money actions and add tiles to the remaining delivery truck if it is not full. Eventually, of course, you will have to take the last delivery truck.

QUESTION: May I exchange animals between two enclosures?
ANSWER: Yes, but only if they are different animal types.

QUESTION: May I exchange, for example, 3 elephants from the barn, for 1 coin into an empty enclosure?
ANSWER: No. Exchange means exactly that. There must be animals in both locations to use the exchange action.

QUESTION: I have 1 elephant in the 4-space enclosure at game end. Do I need two vending stalls, to score 1 point for the elephant?
ANSWER: No, you need only 1 vending stall.

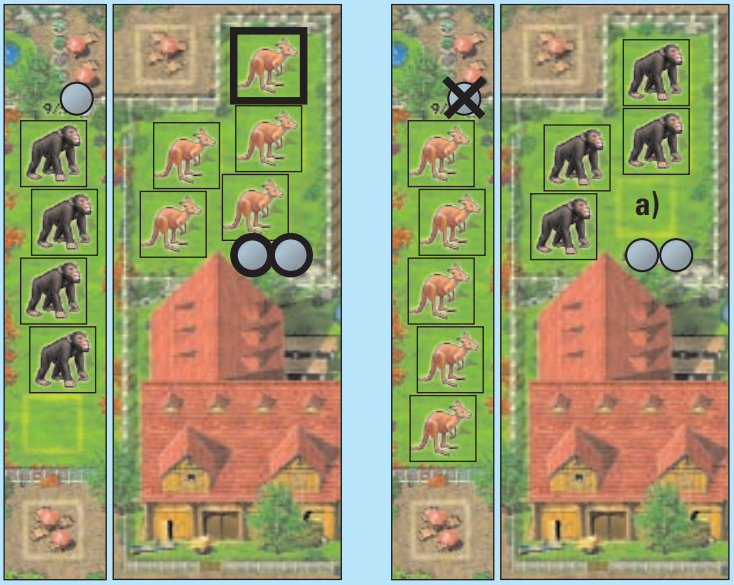
QUESTION: Do I score the 2 points for a vending stall, even if I use it to score points for the adjacent enclosure?
ANSWER: Yes, using a vending stall to score points for an unfilled enclosure does not "use it up". It still is available for the different vending stalls scoring.

QUESTION: May I take still money actions, after I have taken a delivery truck in the last round of the game?
ANSWER: No. Once you take a delivery truck in any round, you are done for that round.

QUESTION: May I move an animal from an enclosure to another enclosure or to the Barn?
ANSWER: No.

QUESTION: In my barn, I have 3 elephants, including a fertile male and a fertile female. I exchange the elephants into the 4-space enclosure, and the couple immediately gets an offspring. Now the enclosure is full. Do I get a coin as bonus?
ANSWER: No, you cannot earn a coin using the exchange action, and the offspring is created as a direct result of the exchange.

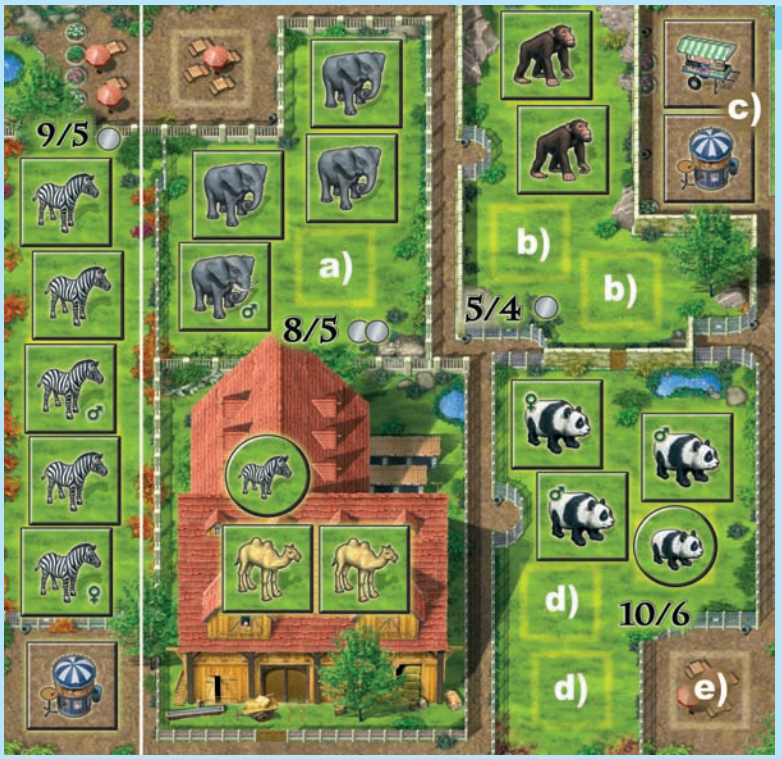
QUESTION: Can I earn the coin bonuses for the same enclosure more than once?
ANSWER: Yes. Each time to place an animal tile on the last space of the enclosure, you get the bonus coin. To do this more than once, you would need to exchange the animals out of the enclosure with animals that do not fill it. Then on a later turn, add an animal to fill the enclosure.



Example: a player places a kangaroo in the last space of a 5-space enclosure and earns 2 coins.

Later, he uses the exchange action to exchange the 5 kangaroos with the 4 chimpanzees in his expansion enclosure.
He does not receive the coin bonus for filling the expansion enclosure as it was done with an exchange!

Later, the player places a 5th chimpanzee (a) in the enclosure that now has 4, filling it and earning another 2 coin bonus.



A SCORING EXAMPLE

In the expansion enclosure, the player has all spaces filled with zebras. The player scores the higher score:	***9 points***
In the elephant enclosure, a tile (a) is missing. The player scores the lower amount:	***5 points***
In the enclosure with the chimpanzees, two tiles (b) are missing. Since there is at least one vending stall next to the enclosure (c), the player scores 1 point for each tile:	***2 points***
In the enclosure with the pandas, 2 tiles (d) are missing. As there is no vending stall next to the enclosure (e), the player gets no points!	***0 points***
The player has 2 different types of vending stalls. For each type he scores 2 points:	***4 points***
For each animal type in the barn, the player scores 2 minus points of, regardless of how many tiles of the animal types are in the barn:	***–4 points***
Total:	***= 16 points***