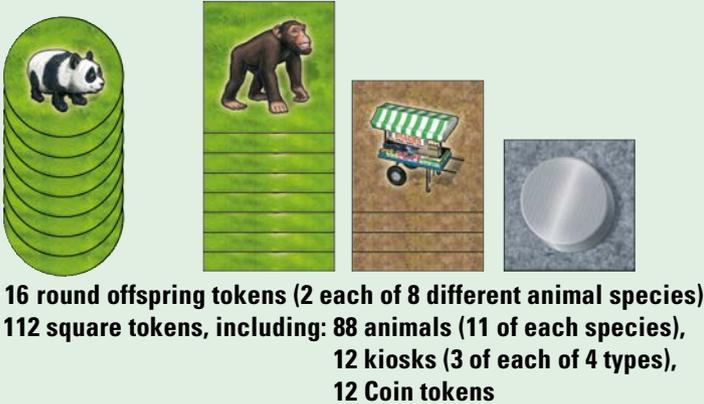# Zooloretto

For 2 to 5 players, ages 8 and up

GAME OVERVIEW

Each of you will be in charge of a zoo, trying to make it as profitable as possible. To succeed, you will need many animals, couples, their offspring; a whole herd! As the number of animals you have increases, you will need to cleverly expand your zoo; whenever your enclosures are full, your animals are sent to the barn – a costly decision that does not please the visitors. Placing kiosks here and there in your zoo will also help you in the long run. At the end of the game, the winner will be the player that has accumulated the most points. Zookeeping has never been more fun!

COMPONENTS

16 round offspring tokens (2 each of 8 different animal species)
112 square tokens, including: 88 animals (11 of each species),
12 kiosks (3 of each of 4 types),
12 Coin tokens

5 zoo boards, 5 zoo expansions, 5 delivery trucks,
30 coins, 1 wooden pawn, 5 player aids

Money Actions
Move 1 token
Exchange 2 animal species
Purchase 1 token
Discard 1 token
Expand your zoo

Each zoo features 3 enclosures, with a capacity for 4, 5, or 6 animals. There are also 4 kiosk spaces, as well as 1 barn to accommodate extra animals.

Each zoo expansion includes 1 enclosure for 5 animals and 1 extra kiosk space.

GAME SETUP

- **With 3 players**, remove from the game all the offspring and animal tokens of **two species**.
  With 4 players, remove from the game all the offspring and animal tokens of **one species**.
  With 5 players, use all the animal and offspring tokens.
  Note: the two-player variant can be found at the end of this rulebook.

- The square tokens are placed face down before being carefully shuffled.
  15 of those are set aside in a face-down pile for the end of the game. Put the **wooden pawn** on top of that pile.
  The remaining tokens are stacked in many piles (their height isn't important), and placed in the middle of the table.

- The offspring tokens are placed face up near the face-down piles of tokens.

- Place, next to one another, as many delivery trucks as there are players.
  The remaining delivery trucks are removed from the game.

- Each player takes one zoo board, which they place in front of themselves, and a zoo expansion, which they place face down next to their zoo board. Each player also receives one player aid. With fewer than 5 players, the remaining zoo boards, zoo expansions, and player aids are returned to the box.

- Each player takes 2 coins. The remaining coins are placed in the middle of the table, and form the bank.

- Determine a first player with the method of your choice (for example, whoever best imitates a lion's roar).

Before your first game, carefully remove the boards and tokens from the frames.

Each player receives 2 coins, a zoo board and a zoo expansion.

PLAYING THE GAME

A game is played over a certain number of rounds.
On their turn, a player must do one of the following three actions:

A. place a token on a delivery truck, **or**

B. take a truck and pass until the end of the round, **or**

C. do a Money Action.

Play then continues with the next player in clockwise order (the one to the current player's left).
The round ends once every player has taken a delivery truck, and thus passed until the end of the round.
Players then move to the next round.

A. PLACE A TOKEN ON A DELIVERY TRUCK

On your turn, draw and reveal a square token off the top of one of the piles and place it on an empty space in the delivery truck of your choice. Your turn is then over.

A total of 3 tokens can be loaded onto each delivery truck. If all the trucks contain 3 tokens, it is not possible to choose this action and you must then choose either action B or C.

Important: players may only draw tokens from the pile covered with a wooden pawn once all the other piles have been exhausted.

B. TAKE A TRUCK AND PASS UNTIL THE END OF THE ROUND

Choose one of the available delivery trucks, and place it and the tokens it transports in front of yourself.
Immediately unload the tokens and place them in your zoo.

Important: when doing this action, a player **must choose** a delivery truck transporting **at least one token**.

Once you have taken a delivery truck, you pass for the remainder of the round, and will only get to play again next round. The delivery truck remains in front of you as a reminder that you have passed until the end of the round.

When unloading tokens in your zoo, your must follow these rules:

● **Animals**
  Each animal must be placed either on an available enclosure space, or in the barn.

  Important: each enclosure only keeps one animal species. However, a player may have more than one enclosure with the same animal species.

  If there are no legal spaces where an animal can be placed, that animal must be placed in the barn.

● **Kiosks**
  A kiosk must be placed on a kiosk space.

  If there are no available kiosk spaces, the kiosk is stored in the barn.
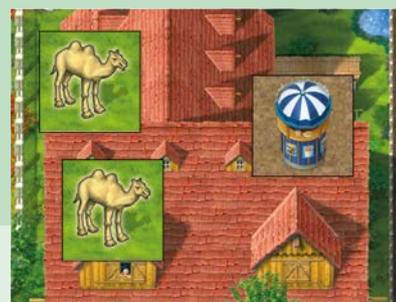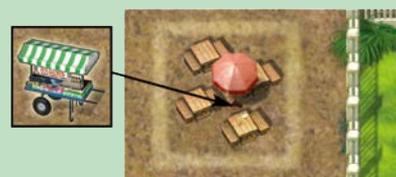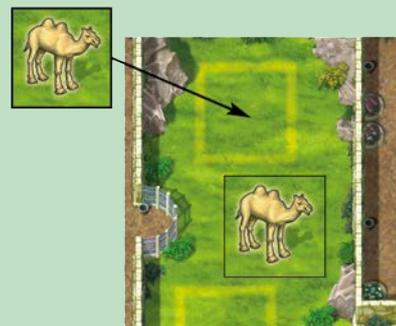
● **Coin**
  The coin is added to the player's supply.

  A Coin token is worth one coin. Coin tokens and pieces are worth the same, and can be used interchangeably.

● **Barn**
  Important: players can keep as many animals and kiosks as they wish in their barns. There are no restrictions.

  Note: a player may choose to place an animal in their barn even if they have room for that animal in one of their enclosures.

C. DO A MONEY ACTION

You can do **one of the actions listed below:** to do so, pay the listed price using coins (tokens and/or pieces).

The available Money Actions are:

I. Rearrange your zoo (Move or Exchange)	⚪
II. Purchase or discard a token	⚪ ⚪
III. Expand your zoo	⚪ ⚪ ⚪

The placement rules described in the previous sections also apply to these actions.

Important: a player may only do one Money Action per turn. Thus, a player wishing to rearrange their zoo completely may end up choosing a "Money Action" during many consecutive turns.

I. Rearrange your zoo

This action costs **one coin**, paid to the bank. You may only rearrange your own zoo. The two rearrange actions are *Move* and *Exchange*.

➡ **Move**
Move **one** animal from your barn to an empty space in an enclosure; or move a kiosk from one space in your zoo to another, or from your barn to a space in your zoo.

➡ **Exchange**
Take **all animals** of a single species from your barn or one of your enclosures, and exchange them with all the animals of **another** species found in another location of your zoo.
An exchange must target two zones of your zoo: either two enclosures, or one enclosure and the barn.

   Important: an exchange is not permitted if one of the enclosures is too small to keep all the animals that would be placed there.

   It is not permitted to exchange kiosks.

II. Purchase or discard a token

For **2 coins**, you may either buy a token from another player's barn, or discard a token from your barn.

➡ **Purchase**
Take a token of your choice from **another player's barn** and place it in your zoo.
The two coins are paid as such:
⇨ 1 coin to the other player, and
⇨ 1 coin to the bank.

   Note: The other player may not refuse to sell you the token.

➡ **Discard**
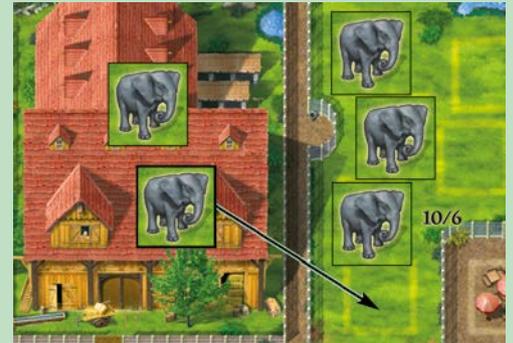Remove from your barn one token of your choice. That token is removed from the game.
⇨ The two coins are paid to the bank.

III. Expand your zoo

Pay **3 coins** to the bank to flip your zoo expansion face up.
You now have an extra enclosure and one more kiosk space.
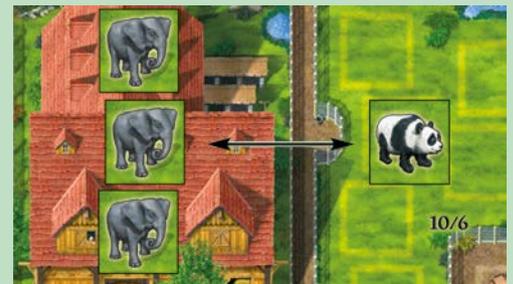
**Two Move Action examples:**

Example: Adele has 2 elephants in her stables and 3 elephants in an enclosure. She moves one elephant from her stables to put it with the others in her enclosure. She now has 4 elephants in her enclosure.

Example: Bruce moves a kiosk in his zoo from one space to another.

Two Exchange action examples:

Example: Clark has 3 elephants in his stables and 1 panda in an enclosure. He decides to exchange them. This means that after the exchange, he will have 1 panda in his stables and 3 elephants in the enclosure.
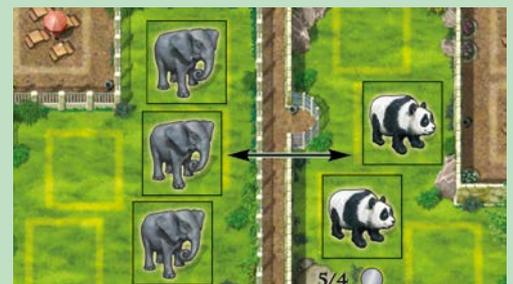
Example: Diana has 3 elephants in an enclosure and 2 pandas in another. She decides to exchange them; each species now occupies the enclosure that the other previously occupied.

END OF THE ROUND

The round ends when all players have taken a delivery truck.

The empty trucks are returned to the middle of the table, and the next round begins with the last player who took a truck in the previous round.

Note: if only one player has yet to take a delivery truck, that player can continue drawing tokens and place them on the truck, or do Money Actions, as usual, before taking the last truck.

TWO SPECIAL CASES:

● Offspring

For each species, there are two fertile males and two fertile females, identified by the symbols depicted to the right.

When a player adds a fertile animal in **an enclosure** where there already is a fertile animal of the opposite sex, that player gains an offspring **immediately**. The player takes an offspring token of the same species, and puts it on an available space in the same enclosure. Once placed, that offspring is considered as another animal of the same species.

If there isn't enough room in the parents' enclosure, the offspring must be placed in the player's barn.

Note: the fertile male and female only need be in the same enclosure. They do not have to be adjacent to one another.

Each male and each female **may only give birth to one offspring**. Consequently, there is no offspring when a third fertile animal is added into an enclosure where a fertile couple is present. A new offspring can be obtained if a fourth fertile animal is placed, since this results in two couples being in the enclosure.

Important: couples only give birth to offspring in enclosures, never in barn or trucks.

● Full enclosure

When a player places an animal in the last available space in one of their enclosures, they receive the sum depicted near that enclosure from the bank.

If there are no more coins, the player may receive Coin tokens, if any were paid to the bank. If the bank is completely out of coins, then the player receives nothing.

Exception: a player **does not receive any payment** when an enclosure is completed with an Exchange Action.

Note: there are no bonuses for the 6-space enclosure.

GAME END

When a player draws the first token from the pile with the wooden pawn on it, players finish the current round, and then the game ends with the final scoring. Once every player has taken a delivery truck, the game is over and players count their score.

SCORE

Each player must add and subtract the various points from their zoo to determine their final score.

● Animals in enclosures are scored according to these rules:

  a) Full enclosure (with an animal in each space): the player scores the highest of the two values printed near the enclosure.

  b) Almost full enclosure (with only one unoccupied space): the player scores the lowest of the two values printed near the enclosure.

  c) Enclosure with two or more unoccupied spaces: the player **only scores points if** there is a kiosk in the space connected to that enclosure. In such cases, the player scores 1 point per animal in the enclosure.

  Note: for the 4-space enclosure, even if both adjacent kiosk spaces are occupied, the player still scores only 1 point per animal in the enclosure.

  Note: kiosks have no impact on full or almost full enclosures.

● For each **type** of kiosk a player has in their zoo, that player *scores* 2 points.

● For each **type** of kiosk a player has in their barn, that player *loses* 2 points.

● For each animal **species** a player has in their barn, that player *loses* 2 points.

  Example: Adele has 3 elephants in her barn; she loses 2 points.

The player with the highest score is the winner.

In case of a tie, the winner is the tied player with the most coins.
If there is still a tie, the tied players share the victory.

Next to each enclosure, there are one or two spaces for kiosks.

Designer: Michael Schacht,
Illustrations: Design/Main
English version: Z-Man Games

TWO-PLAYER VARIANT

When playing with two players, the rules are modified as follows:

● Each player begins the game with two zoo expansions, placed face down near their zoo board.

● The animals and offspring of **three species** are removed from the game.

● 3 delivery trucks are placed in the middle of the table. At the beginning of the game, three of the removed tokens are used to block part of the delivery trucks. Place one face-down token on one of the delivery trucks, and two face-down tokens on another truck.

A player may only take a truck with at least one face-up token.

When a player takes a delivery truck, they only take the face-up tokens. The face-down tokens stay in place for the following rounds.

A round ends once both players have taken a truck. Then the face-up tokens in the remaining truck are removed from the game.

TACTICAL HINTS

Taking risks can often pay off in the long run. For example, waiting before taking a truck that seems interesting only for you, and in which there is still room. This gives you the chance to draw another tile that will hopefully be useful to you, which you'll add to the delivery truck.

Until you've expanded your zoo, do not worry too much about taking animals for which you do not yet have room in enclosures. However, try to have as few animal species as possible in your barn.

Money Actions give you interesting options: you can sometimes take an animal that you deem useless for yourself, but which you know interests another player. If that player buys that animal, not only will this reduce your point loss, but you will also gain a coin in the process.

Do not overlook the possibility afforded by rearranging your zoo. Exchanging animals at the right time could bring in extra coins.

Example: On her previous turn, Adele completed a 4-space enclosure with 4 flamingos. She has 3 chimpanzees in a 5-space enclosure. On her turn, she pays one coin to rearrange her zoo. She switches the 4 flamingos with the 3 chimpanzees. Now, she has a free space in both her 4- and 5-place enclosures, giving her two possibilities to complete an enclosure on her next turn, which will allow her to receive some coins from the bank. Furthermore, since both enclosures only have one empty space, they will both give points at the end of the game.
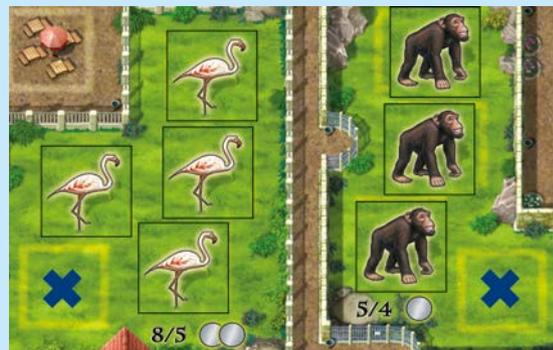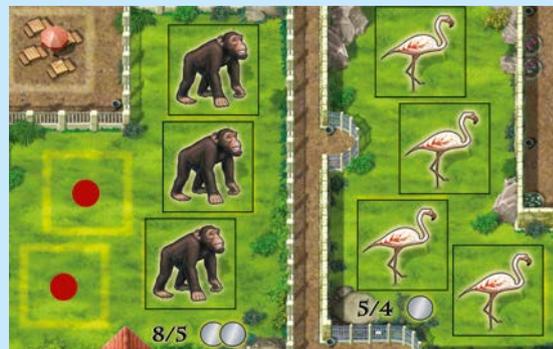
ANIMAL ENCYLOPEDIA

Flamingo
Used to filter food out of fresh water, their crooked beaks are a very memorable feature. They often stand on one limb to minimize their heat loss.

Camel
From the dry regions of Asia and North Africa, this humped animal has developed various means of conserving water. It is said that a camel can drink 200 liters (around 53 gallons) of water in only 15 minutes.

Leopard
This wild cat is not only an amazing climber, but it also has incredible hearing and sight. They can hear high tones that are beyond human hearing, and they can see five or six times better than us at night.

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

Panda
This famous solitary bear from China feeds almost exclusively on bamboo. Unlike other bears, it cannot stand up very well, and as such prefers to sit while eating.

Chimpanzee
The most famous great ape of Africa has astonishing strength that surpasses that of the best-trained athletes.

Zebra
This inhabitant of the savannah is a close cousin to the well-known horse. Its stripes provide camouflage against predators and tsetse flies, whose compound eyes apparently can't distinguish the pattern.

Kangaroo
With its 12-meter long leaps, this Australian marsupial crosses the bush at a speed of 70 km/h (around 43 mph). And yet, it cannot move backwards.

FAQ

QUESTION: All the other players have already taken a truck. Can I keep playing my turns normally?
ANSWER: Of course. You keep choosing among the three different actions, which means that you can continue doing Money Actions and adding tokens to the delivery truck, as long as it isn't full.

QUESTION: What are the restrictions to exchanging animals between two enclosures?
ANSWER: You may only exchange animals between enclosures when they are from two different species.

QUESTION: Can I exchange three elephants from my barn, and, for one coin, put them in an empty enclosure?
ANSWER: No.

QUESTION: At the end of the game, I have a single elephant in a 4-space enclosure. Do I need two kiosks for that elephant to score 1 point?
ANSWER: No, one kiosk is enough.

QUESTION: Do I still score 2 points for a kiosk if that kiosk is already used to score points for animals in an adjacent enclosure?
ANSWER: Yes.

QUESTION: Can I continue doing Money Actions after taking a delivery truck at the end of a round?
ANSWER: No.

QUESTION: Can I move one animal from an enclosure to another, or from an enclosure to the barn?
**ANSWER:** No.

QUESTION: In my barn, there are three elephants, including a fertile couple. An exchange allows me to move these three elephants in the 4-space enclosure, where the couple immediately gives birth to an offspring. Do I receive the bonus coin?
ANSWER: No. An Exchange action never allows you to receive the bonus payment for filling an enclosure.

QUESTION: Can I receive an enclosure's coin bonus more than once?
ANSWER: Yes. You receive that bonus every time you place an animal in the last space of an enclosure. Therefore, when an enclosure is complete, you can, with the Exchange Money Action, exchange the animals found there with animals of another species that are fewer in number, and later, add an animal in the last space.
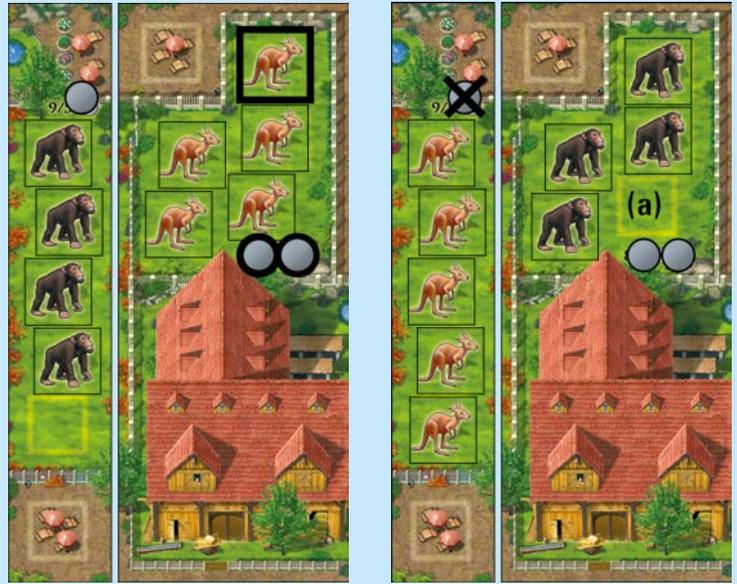
Example: Clark places a kangaroo in the last space of a 5-space enclosure, for which he receives two coins.

Later, he pays one coin to exchange his five kangaroos with the four chimpanzees in his zoo expansion.

He does not receive the bonus for the expansion, since it was filled with an Exchange action.

Later still, Clark places a fifth chimpanzee **(a)** *in the enclosure where there are four, and receives, once again, two bonus coins.*

SCORING EXAMPLE

The expansion enclosure is fully occupied by zebras. The player scores the highest value.	**9 points**
There is one available space in the elephant enclosure **(a)**. The player scores the lowest value.	**5 points**
There are two available spaces in the chimpanzee enclosure **(b)**. Since there is at least one kiosk next to that enclosure **(c)**, the player scores 1 point per animal.	**2 points**
There are also two availables spaces in the panda enclosure **(d)**, but no kiosks are adjacent to that enclosure **(e)**. The player does not score any points for the pandas.	**0 points**
The player has two different types of kiosks, for which they score 2 points per type.	**4 points**
The player loses 2 points per animal species in their barn, regardless of the number of animals of those species.	**-4 points**
Total:	**=16 points**