

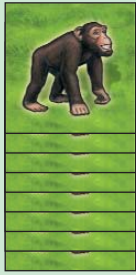
Zooloretto

For 2 to 5 players ages 8 and up

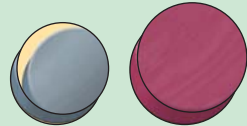
GAME IDEA

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 very many animals for his zoo, then he will find it worthwhile to expand. Because once the enclosures are full, the animals need to go into the barn and the player loses points again. Small vending stalls near the enclosures guarantee a minimum number of visitors. 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

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 as well as a barn for all extra tiles.



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

GAME SETUP

- **With 3 players**, all animal and offspring tiles of **two types** are removed from the game.
With 4 players, all animal and offspring tiles of **one type** are removed from the game.
With 5 players, all tiles are used.

Note: The 2 player variant can be found at the end of these rules.

- All square tiles are turned face-down and well mixed.
15 tiles are counted out and set aside as a face-down pile for the end of the game.
The round **wooden disc** is placed as a marker **on top of the pile**.
The remaining tiles are combined in multiple piles of any desired height and placed in the middle of the table.
- The round offspring tiles are placed near the face-down piles of animal tiles in preparation for play.
- As many delivery trucks are placed next to each other in the middle of the table as there are players taking part. Leftover trucks are not used and are returned to the box.
- Each player receives a zoo board that he places in front of himself as well as an expansion board that he places face-down to the left of his zoo. Leftover boards are not used and are returned to the box.
- Each player receives two coins. The remaining coins are placed in the middle of the table in preparation for play.
- The players agree on a start player.

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



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 direction.

Once each player has taken a delivery truck, the current 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 pile and places it in an open space on a 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 pile covered up by the wooden disc can only be drawn once all other piles have been exhausted!

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

The player chooses a delivery truck of his choice and places it, along with any tiles on it, in front of himself.

He must then 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.

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

● Coin Tiles

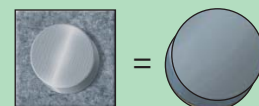
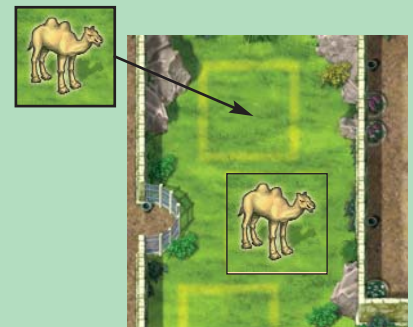
A coin tile is added to any other coins the player has.

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)	
II. Purchase or Discard a tile	
III. Expand the zoo	

The placement rules described above must also 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 a money action" on multiple turns.

I. Remodel

Remodeling costs **1 coin**, paid to the bank.

There are two remodeling options: Move **or** Exchange.

→ Move

The player moves a **single** animal or vending stall tile in his own zoo from one space to another.

→ 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 animal type in another of his zoo's locations. An exchange must always involve exactly two areas.

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

Exchanging vending stalls is not permitted.

II. Purchase or Discard a tile

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

→ Purchase

The player takes the animal 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 tile of his choice from his barn. The tile is removed from the game.

⇒ Both coins go to the bank.

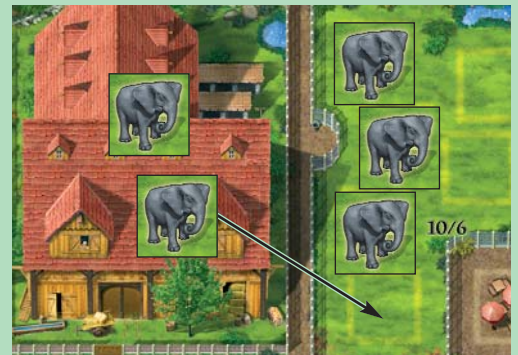
III. Expand the zoo

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.



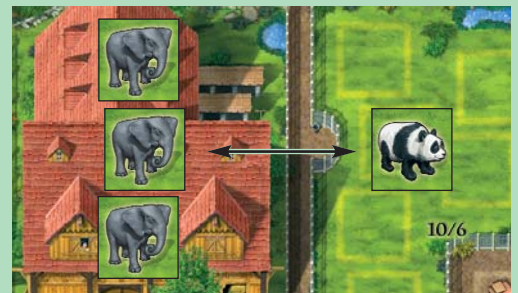
Two examples of movement:



Example (Fig.): Anna has 2 elephants in the 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: Bert has a vending stall on one space and moves it to another empty stall space.

Two examples of exchanges:



Example (Fig.): 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.

END OF A ROUND

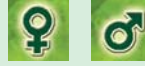
Once each player has taken a delivery truck, the current round is over.

The empty trucks are returned 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.

TWO SPECIAL SITUATIONS:

● Offspring

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



When the appropriate partner for a fertile male or female is **added to the same enclosure**, 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, then 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.

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.



Exception: **No** bonus is awarded when all enclosure spaces are filled as a result of an Exchange action.

GAME END

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

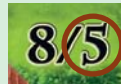
SCORING

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

- Two point values are shown in each enclosure. For an enclosure with no empty spaces, the player receives the larger of the two values.



- For an enclosure with one empty space, the player receives the smaller of the two values.



- For an enclosure with two or more empty spaces, the player **only receives points** if he has a vending stall on the stall space associated with the enclosure. In this case, the player receives 1 point for each animal in the enclosure.

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

Note: Vending stalls have no effect on full or nearly full enclosures.

- 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, then the game ends in a tie.



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2-PLAYER VARIANT

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

- Each player receives 2 expansion boards which he places face-down next to his zoo board.
- All animal and offspring tiles of three types are removed from the game.
- 3 delivery trucks are placed in the middle of the table.
Three of the tiles removed from the game are drawn at random and used to block certain delivery truck spaces for the entire game:
1 face-down tile is placed onto one of the trucks. 2 face-down tiles are placed onto another truck.

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 receives and places the face-up tiles on the truck.

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

TACTICAL HINTS

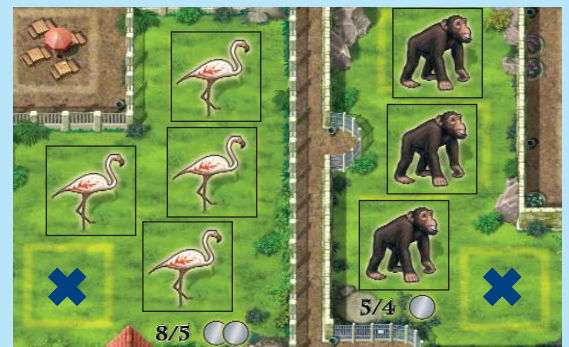
It can be rewarding to take the occasional risk. For example, choosing not to take a partially-filled truck that is only attractive for yourself and revealing another tile instead in the hopes that another useful tile will come of it.

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 are 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 of 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 on 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 flies, 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.