

Zoo Builder Rules

Overview: Let's build a zoo! In this tactical 20 minute family game, players will draft animals, visitors, and exhibits in order to build the best zoo and score the most points. Adults can have fun playing with their children and both will learn about animals from around the world!

Components:

36 dice in 6 colors; 30 meeples in 6 colors; 24 exhibit tiles; 4 reference tile; 2 cloth bags

Set-up:

- 1) **Separate and mix:** Shuffle the pile of animal exhibit (tiles); thoroughly mix the bag of visitors (meeples); thoroughly mix the bag of animal dice too. Also, give each player a reference tile.
- 2) **Snake Draft:** Deal out 2 animal exhibits per player. Play starts with the youngest player. Beginning with that player, they will select one exhibit to put in front of them. Continue clockwise around the table, then the last player will select 2 exhibits and then draft reverses to counterclockwise until all players have two exhibits. In this way, the draft will end with the first player.
- 3) **Prepare:** Into the middle of the table, deal out 2 exhibit tiles, pull 3 visitor meeples, and pull then roll 4 animal dice.
- 4) **Begin:** Youngest player starts.



Sample game set-up after players have drafted starting tiles

Play:

On your turn, you may choose to pick any **animal**, **visitor**, or **exhibit** to add to your zoo:



Animals: Each dice has six sides. One side will depict an endangered animal, two sides represent a vulnerable animal, and three sides represent a common animal. When pulling dice out of the bag, roll them onto the table. The face up animal is what's available for players to put in their zoo.

Visitors: visitors will crowd around your exhibits in order to see their favorite animals (ones who match their color). When two long sides of exhibits come together, they make a space for two visitors; the short sides make room for one visitor. Each visitor must be placed between two exhibits.

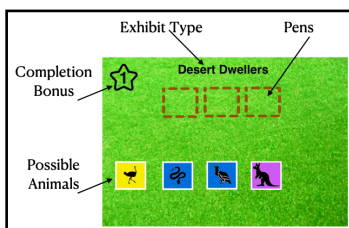


Exhibit: here is where you will be placing animals into pens. Each exhibit has a label for the types of animals that can be held there (example: herbivores, birds, or desert dwellers) as well as pictures of all of the possible animals that can go in that exhibit. Each exhibit must be built horizontally or vertically adjacent to another. Note: exhibit can hold multiple of the same animal.

Bonus Action: Whenever you complete an exhibit by filling in all the animal pens, you immediately take another turn.

Refreshing Components:

When any player takes the last of a component (exhibit tiles, visitors, or animal dice) you will refresh to 2 exhibit tiles, 3 visitors, and 4 animal dice (rolled). With the leftover components:

- **2 player game:** discard the leftover components permanently from the game.
- **3-4 player game:** discard the components to the side. When any component is depleted, add back the discarded components, shuffle, and continue playing.

Game End:

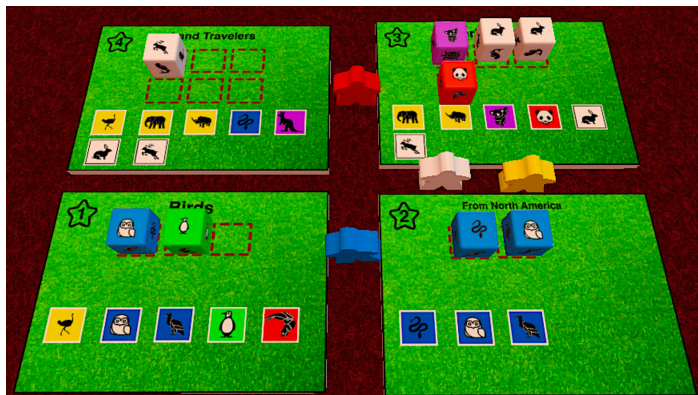
The game ends when you are unable to re-draw the full amount of any component (animal dice, visitors, or exhibit tiles.) The player with the highest score is the winner. If there's a tie, the player with the most diversity (unique animals) is the winner.

Scoring:

Visitors: Each visitor scores points for the number of like colored animals that are in exhibits on either side of them.

Completed Exhibits: Exhibits have a star value in the upper left. Players earn this bonus if all of the animal pens are filled. Incomplete exhibits are not scored.

Diversity: Each unique animal in your entire zoo is worth one point.



Sample scoring:

Visitors: Red is worth 1, white 2, yellow 0, and blue 3 (for animals to the left and right of them.) Subtotal: 1+2+0+3 = 6

Completed Exhibits: Land Travelers (0), Herbivore (3), Birds (0) North America (2). Subtotal: 0+3+0+2 = 5.

Diversity: Reindeer, Koala, Hare, Panda, Owl, Penguin, and Snake (1 for each unique). Subtotal: 6

Total

6 (visitors) + 5 (exhibits) 6 (diversity) = 17 points

Strategic Tips:

Zoo Builder is a lightweight game that can be enjoyed by both children and adults. Competitive players can dig in deeper utilizing several drafting strategies:



















- Animal frequency: each animal dice has 6 sides. 3 are common, 2 vulnerable, 1 endangered. You may want to draft endangered species when possible to boost your diversity score.
- “Denial drafting:” Watch what your opponent(s) need. Sometimes it’s useful to take something not because it helps you but because it hurts them!
- Pick first: picking first after components have been refreshed gives you many more options. Sometimes it’s worthwhile to take something you don’t need just so you don’t set up your opponent to be able to pick from a wider selection.
- Timing matters: maybe it’s worthwhile to wait to fill your last pen in an exhibit to unlock the bonus when more options are available?

	Common	Vulnerable	Endangered
S. America			
N. America			
Asia			
Africa			
Australia			
Europe			

Reference tile with animal status















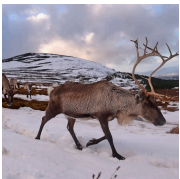



Animal Education Index Page 1

Designer: Myles Wallace

Picture	Icon	Name	Continent	Status	Type	Diet	Size	Habitat	Found On
		Common Ostrich	Africa	Least Concern	Bird	Omnivore	Large	Desert	Land
		African Bush Elephant	Africa	Vulnerable	Mammal	Herbivore	Large	Grasslands	Land
		Northern White Rhinoceros	Africa	Endangered	Mammal	Herbivore	Large	Grasslands	Land
		Rattlesnake	N America	Least Concern	Reptile	Carnivore	Small	Desert	Land
		Snowy Owl	N America	Vulnerable	Bird	Carnivore	Small	Arctic	Air
		California Condor	N America	Endangered	Bird	Carnivore	Medium	Desert	Air
		King Penguin	S America	Least Concern	Bird	Carnivore	Small	Arctic	Water
		Black Tamarin Monkey	S America	Vulnerable	Mammal	Omnivore	Small	Jungle	Trees
		Blunt Eared Bat	S America	Endangered	Mammal	Carnivore	Small	Jungle	Air

Animal Education Index Page 2

Designer: Myles Wallace

Picture	Icon	Name	Continent	Status	Type	Diet	Size	Habitat	Found On
		Red Kangaroo	Australia	Least Concern	Mammal	Omnivore	Medium	Desert	Land
		Koala	Australia	Vulnerable	Mammal	Herbivore	Small	Jungle	Trees
		Green Sea Turtle	Australia	Endangered	Reptile	Omnivore	Medium	Ocean	Water
		Saltwater Crocodile	Asia	Least Concern	Reptile	Carnivore	Large	Ocean	Water
		Panda	Asia	Vulnerable	Mammal	Herbivore	Medium	Jungle	Trees
		Sulu Hornbill	Asia	Endangered	Bird	Omnivore	Small	Jungle	Air
		European Hare	Europe	Least Concern	Mammal	Herbivore	Small	Grasslands	Land
		Mountain Reindeer	Europe	Vulnerable	Mammal	Herbivore	Medium	Arctic	Land
		Mediterranean Monk Seal	Europe	Endangered	Mammal	Carnivore	Medium	Ocean	Water