











## ICON OVERVIEW



	Africa
	Americas
	Asia
	Australia
	Europe



	Bird
	Herbivore
	Predator
	Primate
	Reptile
	Bear
	Petting Zoo Animal




	<i>Small animal:</i> Standard enclosure requirement <b>size 1–2</b> or <b>Petting Zoo</b> .
	<i>Big animal:</i> Standard enclosure requirement <b>size 4–5</b> .

	action strength / card slot value / Sponsor card level / association work value
	Appeal
	Conservation points
	Reputation
	Money
	Research
	X-token
	Multiplier (see animal ability <i>Multiplier</i> )
	New association worker (Animal ability <i>Full-throated</i> )
	Partner zoo (from the Association board)
	University (from the Association board)
	Support of a conservation project
	Your hand card limit is now 5.
	You may ignore 1 condition (left edge) on a card.

	Standard enclosure of a specific size
	You may once and immediately build a 2-space / 3-space standard enclosure for free.
	
	A specific special enclosure (if as an immediate effect build for free): Petting Zoo Large Bird Aviary Reptile House A number shows the spaces needed by the animal.
	Rock
	Water
	Enclosure / Unique building requires adjacency to the depicted 1–2 rock and/or water spaces. Icons count as in your zoo.
	Kiosk
	Pavilion

	Take 1 card within reputation range or draw 1 card from the deck.
	<i>Snapping:</i> Take any 1 card from the display.

	Icon on the upper right corner: counts as in your zoo.
	Icon on the left side on red flag: condition – needed in your zoo (here: <i>research</i> )
	Condition: have a partner zoo of the same continent (Sponsor cards: any continent)
	Condition: have the shown Action card (here: <i>Animals</i> ) upgraded to <b>side II</b> .
	Your zoo's appeal cannot exceed 25.
	Condition: have at least 3 reputation.

	<b>After finishing</b> you may place any Action card on card slot 1. ( <i>Clever</i> animal ability)
	<b>After finishing</b> you may perform another action. ( <i>Determination</i> animal ability)
	Upgrade any 1 of your Action cards. Flip it from <b>side I</b> to <b>side II</b> . It stays on the same card slot.

	Each time you play something into <b>your</b> zoo.
	Each time something is played into <b>any</b> zoo.



	From now on you can be affected by interactive effects on animal cards.
	Some zoo cards are only playable up to an appeal of 25. This marking serves as a reminder.

	Immediate effect, e.g. gained as a placement bonus or when covered by a partner zoo or university.
	Effect that you gain immediately when supporting a conservation project and again in each break when gaining income.

	Immediate one-time effect
	Effect during final scoring
	Income in each break.

	<b>Pouch X animal ability</b> You may place up to X cards from your hand below this card. Gain 2 per card placed.
	<b>Perception X animal ability</b> Draw X cards from the deck. Keep half of the cards and discard the others.
	<b>Hunter X animal ability</b> Reveal the topmost X cards of the deck. Add 1 Animal card to your hand. Discard the other cards.
	<b>Sunbathing X animal ability</b> You may sell up to X cards from your hand for 4 each.

	You may play a Sponsor card from your hand by paying X money, where X is the level of the card. The usual rules apply. This means, you need to fulfill the conditions. Your <i>Sponsors</i> Action card stays in the same slot and is not moved by this effect.
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	<b>Venom X animal ability</b> <ul style="list-style-type: none"> <li>Affected: All zoos with a higher appeal value than yours.</li> <li>Place 1 Venom token each on the first X Action cards <b>from the left</b> (lowest X card slots, where X = <i>Venom X</i>). If a card already has a Venom token, discard the “duplicate”.</li> <li>After using an Action card with a Venom token, discard the token.</li> <li>If you did not discard a Venom token during your turn, and there is still a Venom token on at least one of your Action cards, pay 2.</li> <li>In the next break remove all Venom tokens.</li> </ul>
	<b>Hypnosis animal ability</b> <ul style="list-style-type: none"> <li>Affected: Zoo with the highest appeal. If your zoo, no effect.</li> <li>Perform 1 action from card slot 1, 2, or 3 of the affected player.</li> <li>You may use X-tokens.</li> <li>Used Action card is moved to slot 1.</li> </ul>
	<b>Pilfering X animal ability</b> <ul style="list-style-type: none"> <li>Affected: <b>X = 1:</b> Zoo with the highest appeal. <b>X = 2:</b> Zoo with highest appeal <b>and</b> zoo with most conservation points. <b>In both cases:</b> If your zoo, no effect.</li> <li>From the affected player: Take 5 or draw 1 random hand card. They choose.</li> </ul>
	<b>Constriction animal ability</b> <ul style="list-style-type: none"> <li>Affected: All zoos ahead of yours on the Appeal and / or Conservation track.</li> <li>Place 1 Constriction token each on the first X Action cards <b>from the right</b> (highest X card slots, where X = number of tracks on which they're ahead). If a card already has a Constriction token, discard the “duplicate”.</li> <li>Strength of an Action card with Constriction token is decreased by 2.</li> <li>After using an Action card with a Constriction token, discard the token.</li> <li>In the next break remove all Constriction tokens.</li> </ul>

	Any action (either side)		Cards action (either side)		Build action (either side)		Animals action (either side)		Association action (either side)		Sponsors action (either side)
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