ICON OVERVIEW







requirement

size 4-5.



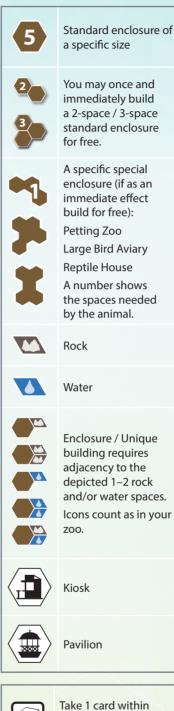
Your hand card

You may ignore

1 condition (left

edge) on a card.

limit is now 5.





Take any 1 card from

the display.





Flip it from side I to



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.



Pouch X animal ability
You may place up to X cards
from your hand below this card.
Gain 2 per card placed.



Perception X animal ability
Draw X cards from the deck.
Keep half of the cards and
discard the others.



Hunter X animal ability
Reveal the topmost X cards
of the deck. Add 1 Animal
card to your hand.
Discard the other cards.



Sunbathing X animal ability 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 *Sponsors* Action card stays in the same slot and is not moved by this effect.



Venom X animal ability

- Affected: All zoos with a higher appeal value than yours.
- Place 1 Venom token each on the first X Action cards **from the left** (lowest X card slots, where X = Venom X). If a card already has a Venom token, discard the "duplicate".
- After using an Action card with a Venom token, discard the token.
- 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.
- In the next break remove all Venom tokens.





Hypnosis animal ability

- Affected: Zoo with the highest appeal. If your zoo, no effect.
- Perform 1 action from card slot 1, 2, or 3 of the affected player.
- · You may use X-tokens.
- Used Action card is moved to slot 1.



Pilfering X animal ability

- Affected: X = 1: Zoo with the highest appeal. X = 2: Zoo with highest appeal and zoo with most conservation points. In both cases: If your zoo, no effect.
- From the affected player: Take 5 or draw 1 random hand card. They choose.



Constriction animal ability

- Affected: All zoos ahead of yours on the Appeal and / or Conservation track.
- Place 1 Constriction token each on the first X Action cards from the right (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".
- Strength of an Action card with Constriction token is decreased by 2.
- After using an Action card with a Constriction token, discard the token.
- In the next break remove all Constriction tokens.





Any action (either side)



Cards action (either side)



Build action (either side)



Animals action (either side)



Association action (either side)



Sponsors action (either side)