

Index

Contents	p.1
Game Preparation	p.2
Modular Animal Exchange	p.3
What's new?	p.4
Reptiles	p.6
Water Tiles	p.8
Vivarium	p.10
Solo Mode	p.13
Event Cards	p.14
Glossary	p.14
Credits	p.15
Game Overview	p.16

ZOO TYCOON

THE BOARD GAME

NEW Shores



Especially important rules. Be sure to read them!



Tips and comments from the game designers.



Thematic explanation/contextualization of the rules.

Contents



1 Animal Exchange (AE) &
1 Animal Exchange Sheet

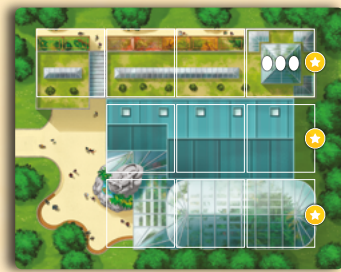


If the supply of a component is used up during the game, then simply use another similar component to replace the missing one, e.g. Jaguar meeples for Puma meeples.



33 Tuck Boxes

same layout as in
the Base Game



4 Vivariums



48 Vivarium-Species
and 1 Cloth Bag



36 Co-Species Tiles

8 large Species,
4 small Species

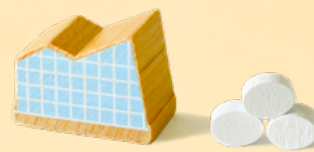


180 Enclosure Tiles

3 different biomes (tundra &
steppe, water and dry forest)



36 Building Tiles



12 Reptile Houses and
24 Reptile Eggs



232 Animal Meeples

24 Species
(females are lighter
colored than males)



96 Animal Cards
24 cards per player



4 Overview Cards
1 card per player



5 Event Cards



3 Donor Cards

Game Preparation


When playing with the expansion «New Shores» (2-4 players), the game is set up and played with the components of the base game, **with the exception** that all **animal-related components**, i.e. the Animal Exchange, the Animal Exchange Sheet («Expansion» side facing up), the Animal Cards, the Animal Meeples and the Co-Species Tiles from the expansion **replace** those from the base game (which stay in the box).

1

In addition, the following components from the expansion are **added** to the game:

2




A The **Enclosure** and **Building Tiles** of the expansion are placed next to those of the base game.

B The **Reptile Eggs**  are placed next to the cloth bag with the Offspring Discs.

C The **Reptile Houses** are positioned next to the Focal Points.

D Each of you takes a **Vivarium**, which you place to the right of your Staff Board.

E The **Vivarium-Species** are placed in their **bag**. Then «Number of Players + 2» Vivarium-Species are drawn at random and placed face-up underneath the Animal Exchange.

 Only use **all 48 Vivarium-Species** if you are playing **with four players**. If you are playing with **fewer than four** players, **exclude** all tiles with a **4**  on the back; if you are playing with **fewer than three** players, **also exclude** all tiles with a **3**  on the back. The excluded tiles are returned to the box.




3

The following card decks from the base game are adjusted with cards from the expansion:

A **Overview Cards:** Each of you also **receives** the Overview Card from the expansion.

B **Donor Cards:** The Rainforest, Savannah and Montane Forest Donors are **replaced** by the 3 new Donors from the expansion (tundra & steppe, water and dry forest) and are returned to the box.

C **Event Cards:** «The Jungle Story», «The King of the Savanna», «Elk Brothers» and «Primate Disease» are not needed and **remain** in the box. The 5 Event Cards of the expansion are **added** to the remaining 13 base game Event Cards (12 for a 2-player game), shuffled, and set in their proper space on the Score Board.

 If you have the 1st edition (1st Kickstarter campaign) of the base game, please discard the «Customs Seizure» Event Card from your base game, as it will be replaced 1:1 by the «Animal Rescue» card (these cards have different illustrations and names but the same effect). «Customs Seizure» is now the name of an Event Card in the expansion with a new effect. If you have the 2nd edition (2nd Kickstarter campaign) of the base game, you now have 2 copies of the «Animal Rescue» card (1 from the base game and 1 from the expansion); please discard 1 of these cards.

Gameplay Adjustments

The expansion gameplay is the same as that of the base game, with the following minor adjustments:

A First round – Just as with the Giant panda/the Asian elephant, the **Polar bear**  **cannot be taken** in the **first round**.

B Every year, the **Building Phase** in fall **is followed by the Vivarium Phase** (as an extra fall phase; see p.10). in which Vivarium-Species can be purchased and new Vivarium Species are revealed.

C **At the end of the game**, the **0-3 Popularity**  points of the Vivarium (p.10) are scored **after deducting** the minus points from the Offspring Discs/Reptile Eggs.

 These adjustments are also listed in the **game overview** on the last page of this rulebook.

Modular Animal Exchange



The double-layered Animal Exchange (AE) in the expansion allows you to combine Species from the expansion and the base game. However, we strongly recommend only playing with the Species from the expansion first in order to get to know them better. If you are playing with the expansion for the first time, all the components below should remain in the box. Please ignore the rest of this page.



18 small AE Cards
Level I/II Species



5 large AE Cards
Level III Species



6 National Park Tiles
1 with a wooden print



All these components are bilingual, i.e. the front is in English and the back in German.

After you have played some games with the expansion, you may want to get even more fun/replayability out of the game. The modular AE from the expansion allows you to do just that. Thanks to its double-layered design and the AE Cards (showing all 23 species from the base game), you can replace the Species from the expansion with those from the base game and therefore create your completely unique AE. **Simply cover** one or more AE illustrations of Species from the expansion **with the AE Cards** of your choice.

As long as you replace Species with **similar Group Sizes** with each other, you can still **play with the «Expansion» side** of the Animal Exchange Sheet, e.g. if you replace the Komodo dragon (loner) with the Snow Leopard (loner). If you replace a lot of Species and the **Group Sizes don't match** anymore, we recommend **using the «Modular» side** of the Animal Exchange Sheet. The demands/supplies of this side aren't species-specific (i.e. no green frames around supplies), but work with loners and group animals equally.

Creating a balanced AE takes a little trial and error. So here are a few tips to help you:

- 1 Don't place **Level I** Species in the **Level II** section and vice versa. It is important for the game that Species with Conservation points can only be taken by Zoos with a Happiness of light green or higher.
- 2 **For each biome** to work, at least **3 Species** from that biome should be present, 1-2 of which should be **Level I**.
Make sure that for every playable biome there are also some **Co-Species** in the game (just place the Co-Species Tiles you want to have in the game above the AE). Since they are the easiest Species to place, they can have a major influence on Additional Requirements, Commercial Buildings, Donors, etc. This is especially true for small Co-Species. Include **a maximum of 4-5 small Co-Species**, and no more than 1-2 per biome.
- 3 For **animal categories** to work at their best, there should be **2-3 Species** belonging to each category in play. One of them should be a Co-Species or Level I (with a short Experience track).
- 4 Make sure that all **Additional Requirements** of Level III Species and e.g. the Giant Panda, can be fulfilled (but are also **not too easy to reach** e.g. with small Co-Species and Vivarium-Species).
- 5 When you want to play with different **National Park Cooperations** you can use the National Park Tiles (by placing them on top of or next to the ones on the AE). With the wooden print tile, you can hide one park that is not active. We recommend playing either with 4-5 National Parks or with no National Parks at all.
- 6 We recommend playing with **a maximum of 8 Donor cards**. Please note that the **4 Animal Welfare Donors** should always be included in the game.
- 7 If you play with **Event Cards**, make sure that they match the AE you created, e.g. «Reptile Disease» does not make any sense if there are no reptiles in the game.
- 8 The **Vivarium** gives the game more variability, but also makes it a little more forgiving. So it's **completely up to you** whether you want to play with the Vivarium or not.
- 9 And most importantly: **no worries!** Just have fun with the possibilities this sandbox gives you. Most of the time, you won't notice if an AE isn't perfectly balanced the first time you play it anyway.



You created a great AE? Please share it with us and our community **on Discord**:
<https://discord.com/invite/rzyDM82PKg> or on the BoardGameGeek page of New Shores.



What's new?

«New Shores» adds 3 new biomes and 6 new animal categories to Zoo Tycoon: The Board Game. Some of the new biomes and animal categories have special rules, such as water (p. 8) and reptiles 🐢 (p. 6). The expansion also includes a Vivarium that can be filled with Vivarium-Species (p. 10).

📣 Where not explicitly mentioned, the new biomes, Main and Co-Species **function in the same way** as those in the base game. This applies equally to all rules of the base game which are not explicitly changed.

New Biomes

The 3 new biomes in the expansion are **tundra & steppe** ❄️, **water** 💧 and **dry forest** 🌳. Each of the new biomes comes with matching Donor and Event Cards as well as Commercial Buildings. Dry forest and tundra & steppe **play exactly the same** as the biomes in the base game. **Water is special** because it incurs Running Costs 💰 and can appear both as an **independent biome** (p. 8) and as **part of another biome**, i.e. semiaquatic Enclosures (p. 9).



📣 In regard to Donor and Event Cards relating to a specific biome or category, Vivarium-Species are now counted alongside Main and Co-Species.

💡 In the expansion, like in the base game, rainforest Species are included. However, in the expansion, the rainforest Species are played **without** the matching Donor and Event Cards. The rainforest Species easily compensate for this slight disadvantage with their excellent values.

Selectable Biomes

Some Main and Co-Species in the expansion are **compatible with more than one biome**. This is indicated on both the Animal Exchange and the Animal Cards/Co-Species Tiles. For Co-Species with a selectable biome, one biome is illustrated on the front of the tile and the other on the back.



The South American tapir may be placed as either a rainforest or a dry forest Species. The same applies to the White-nosed coati, which can therefore serve as a Co-Species for the tapir in either biome.

📣 The biome is determined **when the Species is placed** in an Enclosure. Regarding any effects from Donors, Event Cards, and adjacent Buildings, **only the selected biome counts**. The biome can be changed if the animals are moved to another Enclosure within the Zoo.

💡 There are also a few Species in the expansion that are compatible with savanna (Hippopotamus) and montane forest (Puma and Tundra swan). This is particularly relevant if other Species from these biomes are added to the game using the modular Animal Exchange. If you are only playing with animals from the expansion, we strongly recommend that you do not place them as montane forest or savanna.

New Categories

In the expansion, there are **6 new categories**: **Amphibians** 🐸, **fish** 🐟, **invertebrates** 🐌, **marsupials** 🦘, **reptiles** 🐍 and **xenarthras** 🦛. Amphibians, fish, invertebrates and xenarthras do only exist as Co-Species and Vivarium-Species. Reptiles bring some new mechanics to the game, as they need **Reptile Houses instead of Retreats** (p. 7) and their offspring are **gender-neutral eggs** 🥚 (p. 6).

Water Species (p. 8) and semiaquatic Species (p. 9) also have special features due to their connection to the water biome.

Conservation Projects

The expansion includes **five new Level III Species** for Reintroductions and five new National Park Cooperations. In two of the five new National Park Cooperations, the following should be noted.

- 1 The Punta Tombo National Park needs at least 9 Magellanic penguins, and the Gran Chaco National Park needs at least 6 Capybaras (or any number of South American tapirs) to be fulfilled. In both cases, the Cooperation can only be claimed when **the required number of animals** is present **in the Zoo** (animals in Quarantine or offspring are not counted).
- 2 The Puma is part of both the Punta Tombo National Park and the Gran Chaco National Park. If you have a Puma in your Zoo, it counts **for both** National Park Cooperations.

 Punta Tombo	 Gran Chaco
PUMA 9 MAGELLANIC PENGUINS GUANAKO or NANDU	JAGUAR or PUMA SOUTH AMERICAN TAPIR or 6 CAPYBARAS CHACOAN PECCARY GIANT ANTEATER SIX-BANDED ARMADILLO

Neutral Education Booths

Education Booths work as in the base game. However, as there are now a total of 6 biomes, there would need to be 15 different Education Booths to cover all possible combinations of two biomes. Instead, the new Education Booths have a **neutral design** and can be used to combine any two biomes. For this reason, it is important to note that:

- 1 Each Education Booth in a Zoo must have a **unique combination of two biomes**. It is therefore permitted to have one dry forest-water and one dry forest-rainforest Education Booth in the Zoo, but not two dry forest-water Education Booths.
 - 2 As soon as an Education Booth **scores points** for an adjacent Enclosure, the biome of this Enclosure is **considered one of the biomes** of the Education Booth and **cannot be changed** at will.
 - 3 The only way to **change the biomes** of an Education Booth is to move it with a **Construction Action**.
- The new Education Booths are **more flexible** than the ones in the base game. On the one hand, both biomes do **not have to be set immediately** when placing them. Secondly, they can be moved more easily, as the biomes can be **reselected/reset when the Education Booth is moved**.

Example – Neutral Education Booth

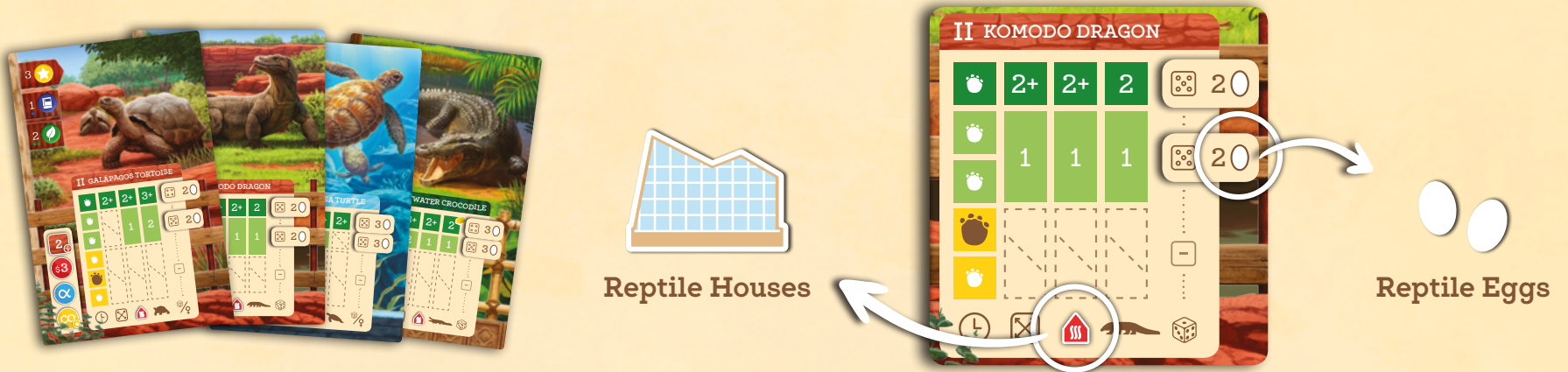
Dan has an Education Booth adjacent to a rainforest Enclosure featuring Madagascar pochards and a rainforest Enclosure featuring a Scarlet ibis. Currently, this Education Booth is only a rainforest Education Booth (worth 4 Education 📖 points), and the second biome can still be freely chosen.

In this round, Dan builds a new dry forest Enclosure with Chacoan peccaries adjacent to the existing Education Booth. He receives 2 more Education 📖 points for this. The Education Booth is now a rainforest-dry forest Education Booth.



Reptiles

Reptiles 🐢 are one of the new categories of the expansion. They are available as **Main and Vivarium-Species** (p. 12). Reptile Main Species **differ** from other Main Species in two ways: Their offspring are represented by **gender-neutral eggs** 🥚 and they need **Reptile Houses** instead of Retreats 🏠.



Gender-Neutral Eggs

With reptiles the **same rules apply** to rolling the dice for offspring as for the other Main Species. However, if there are offspring, no Offspring Discs 🎲 are drawn, but instead you receive the **specified number of Reptile Eggs** 🥚.

Eggs are gender neutral. You can therefore **choose the gender** when converting them into Animal Meeples. If you **give away** the eggs on the AE, each egg can satisfy the demand **for either a male or a female** animal. If another player **takes** these eggs, that player is **free to decide** whether to integrate them into the Enclosure as females or males.

As usual, you will **receive Buzz** 😊 for reptile offspring. Level I and II Species **score points** for the Worldwide Conservation Breeding Program and Level III Species can be **reintroduced** into the wild. At the end of the game, eggs in Enclosures are **deducted** from the Popularity points, just like Offspring Discs 🎲.



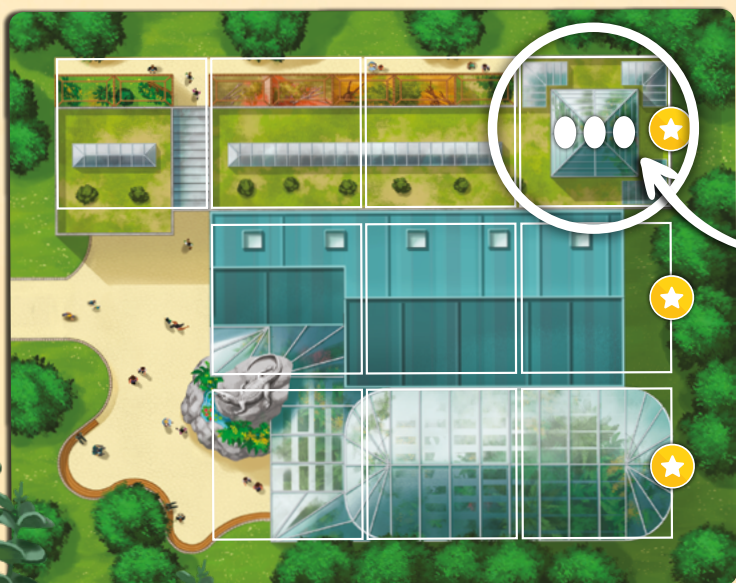
In certain reptile Species, the fertilized eggs do not have sex chromosomes, instead the breeding temperature determines the sex of the offspring (= temperature-dependent sex determination). Whether higher temperatures lead to female or male offspring varies from Species to Species. This exciting biological process is integrated into this game by the gender-neutral eggs.

Reptile Eggs 🥚 and the Vivarium

Besides (1) giving them away on the AE, (2) converting them into Animal Meeples or (3) releasing them into the wild, there is **an additional fourth option available for reptile offspring**:

Reptile Eggs **can be placed** on the Vivarium square with the egg symbol 🥚 in the round in which they were «laid». However, this must be a **complete clutch of eggs**, e.g. 2 eggs in case of a Komodo dragon.

It is **not possible** to place **more than one clutch of eggs** in the Vivarium. Once the eggs have been placed in the Vivarium, they are **locked** there for the rest of the game and **cannot be used** for other purposes. Reptile Eggs in the Vivarium are **not deducted** from the Popularity points at the end of the game.



Example – Reptile Eggs

Kathi has an Enclosure in her zoo with one male and two female Green sea turtles. This spring, each female lays 3 eggs (for a total of 6). Kathi decides to use the eggs for Reintroduction. As five eggs are needed for a Reintroduction and Kathi's sea turtles have laid a total of six eggs, she has one egg left, which is placed in the Enclosure. Kathi is not allowed to place the remaining egg in the Vivarium, as only one complete clutch (i.e. 3 eggs for the Green sea turtle) may be placed there.





Animal Exchange illustration

Reptile Houses

Reptile Houses **replace** Retreats  for reptiles. They cost 3  and are **not placed on Enclosure Tiles**, but directly **adjacent** to them on the Zoo Board (maximum 1 Reptile House per Zoo Board square).


Reptile Houses are **part of an Enclosure** and cannot be used **by other** adjacent reptile Enclosures. As they are part of an Enclosure, they **activate the effect** of Commercial Buildings, Conservation Centers, and Education Booths **but not Parks** (because they are not a Building Tile).

A Reptile House may be placed so that it is the **only connection** between two Enclosure Tiles of an Enclosure; the Enclosure **does not become divided** because of it. Reptile Houses can be moved with the help of Construction Actions; in this case they are treated **like Enclosure Tiles**.

 Animals may not be placed on Reptile Houses and Reptile Houses do not count as Free Space .

Example - Reptile Houses



Florence has an Enclosure with 3 Galápagos tortoises, 2 Free Spaces and one Reptile House. The Galápagos tortoises' current Happiness is light green.


To increase the Happiness to dark green Florence buys one more Reptile House for 3  and places it adjacent to the already existing Enclosure.

Florence does not receive any new Popularity points from her Park, as Reptile Houses are considered part of the Enclosure (rather than a Building).



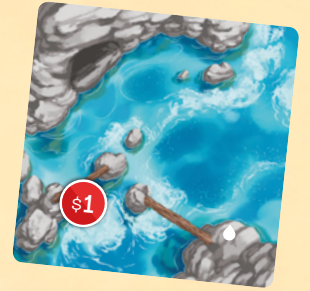
Water Tiles

Water  is one of the 3 new biomes in the expansion. As with the other biomes, Water Tiles can be taken in the fall as part of the 3-5 free Enclosure Tiles or purchased for 7 .


Each Water Tile used as part of an occupied or unoccupied Enclosure in your Zoo **incurs a Running Cost** of  per round.

Water Tiles are used for both **water and semiaquatic Species**.

 Focal Points **can be placed** on Water Tiles, as with any other Enclosure Tile.




Water Species

Water Species can be recognized by the fact that water  is **indicated as their biome**. Accordingly, their entire Enclosure (occupied Enclosure Tiles and Free Spaces) consists of Water Tiles.

For a water Species, the Running Costs  equal **the number of Water Tiles** used, as the Species themselves have **no Running Costs** .



The Experience of water Species **can be increased** not only by Species of the **same category**, but also by **other water Species**. As an example: With the Zebra shark you start on field 1 if the Zebra shark is your first fish and also your first water Species in the Zoo. However, if you already have a Sea otter in the Zoo, you will start on field 2 as you have already gained Experience in the water category. If you had a fish in the Vivarium instead of an otter, you could start on field 3, as you have already gained Experience with both water and fish. Water Species can therefore start on **field 1, 2 or 3** of the Experience track.




 As the African manatee does not belong to any animal category (as there are no comparable animals in the game), the initial Experience can only be increased by other water Species, i.e. you either start on field 1 or 2 as with all other non-water Main Species.

 Water Species do not allow regular Co-Species (because regular Co-Species cannot be placed on Water Tiles). However, certain water Species **allow water Co-Species (p. 10)** from the Vivarium and can thus still gain one additional Popularity  point.



 If you change the biome of an empty water Enclosure (with a Construction Action), the Running Costs  will be adjusted accordingly.

Example – Water Species

Florian took two Zebra sharks in the first round. In accordance with the minimum requirements, he builds an Enclosure for them that is four tiles in size (2 occupied Enclosure Tiles, 2 Free Spaces) and has one Retreat. In terms of Experience, he starts on field 1 (because there are no other Species in his Zoo). The Enclosure has Running Costs  of \$4.



Semiaquatic Species

Semiaquatic Species (Capybara, Hippopotamus, Jaguar, Madagascar pochard, Magellanic penguin, Polar bear, Saltwater crocodile and South American tapir) each belong to one of the 5 «non-aquatic» biomes but **require Water Tiles** in their Enclosure. **The number** of Water Tiles required in a semiaquatic Enclosure **is shown on the Animal Card** below the Popularity.

The Popularity ★ of some semiaquatic Animals **can even be increased** by increasing the number of Water Tiles. This is comparable to the way Tigers/Snow leopards/Black bears/Puma/Southern cassowary work, where the Popularity depends on the Group Size. *For example, if a Hippopotamus Enclosure has 2 Water Tiles, the Popularity is 4; if it had 4 Water Tiles, the Popularity would be 5 (with the corresponding effect on Buzz).* If the number of Water Tiles in the Enclosure is adjusted during the game, the Popularity is adjusted accordingly.

Semiaquatic Species and, if applicable, their Co-Species **can only be placed on Enclosure Tiles of their biome** and may **not be placed on Water Tiles**. Water Tiles **in semiaquatic Enclosures** therefore **always count as Free Space**.

Unlike water Species, semiaquatic Species **have Running Costs** \$. The total Running Costs of a semiaquatic Enclosure therefore result from the **Running Costs of the Species** (per occupied Enclosure Tile) **and the Running Costs of the Water Tiles**.

⚠ In regard to any Donor Cards, Event Cards and adjacent Buildings, the entire Enclosure, including the Water Tiles, **counts as the biome of the Species** and **not as Water**. Only water Species in Enclosures composed entirely of Water Tiles are counted as belonging to the Water biome for the purposes of these effects.

⚠ Certain semiaquatic Species can provide space for both **water Co-Species** (p.10) and **regular Co-Species** (see below) and thus can gain **up to two** additional Popularity points ★.

💡 If the biome of an empty semiaquatic Enclosure gets changed (with a Construction Action), you can change all Enclosure Tiles individually.



💡 **Tolerance for Mixed Enclosures** – Compared to the base game, there are now 4 variations of this symbol:

The Species does not tolerate Co-Species.

The Species tolerates regular Co-Species.

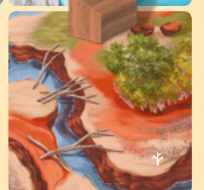
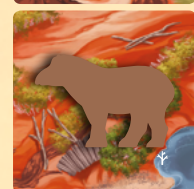
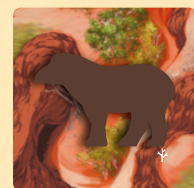
The Species tolerates **water** Co-Species.

The Species tolerates **both** regular and water Co-Species.

Example – Semiaquatic Species


Martina wants to build an Enclosure for her South American Tapirs. She has four Enclosure Tiles at her disposal. As Tapirs occupy one Enclosure Tile each, she does not have enough Enclosure Tiles to build an Enclosure with three Water Tiles and two South American Tapirs, as the tapirs are (as semiaquatic animals) not allowed to stand on Water Tiles.

Martina decides to build an Enclosure with one Water Tile. She receives 2 Popularity ★ for her tapir Enclosure (for 3 Popularity, 3 Water Tiles would be necessary) and 2 Buzz 😊. Her Running Costs \$ increase by \$3 (\$2 for the two occupied tiles and \$1 for the Water Tile).



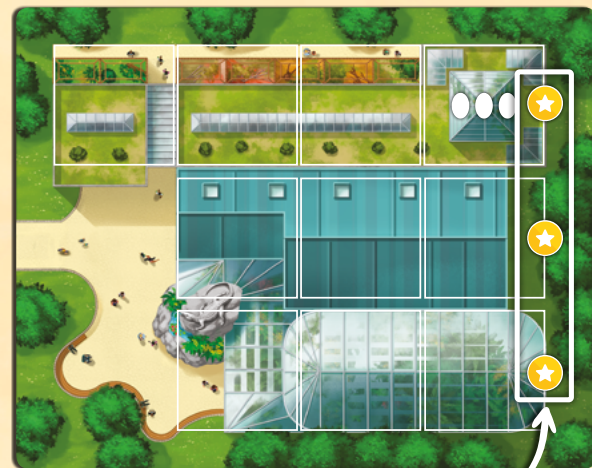
Vivarium



At the start of the game, each player receives a Vivarium, which is divided into **3 sections** and has space for **up to 9 Vivarium-Species** and **one clutch** of Reptile Eggs .


Vivarium-Species are always purchased in the fall **after the Building Phase** for 1-2  and **must then be placed** in the Vivarium immediately (following the placement rules on p. 11).



Each Vivarium-Species has a category, a biome and one of 6 different bonuses, which can be divided into 3 groups: **Instant Bonuses**, **Combination Bonuses** and **Breeding Bonuses** (see below).




At the end of the game, points are awarded **for filled sections** of the Vivarium. Each **fully occupied** section gives **1 Popularity**  point. There are **no minus points for uncompleted sections**. The scoring of these 0-3 Popularity  points takes place at the end of the game after deducting the minus points from the Offspring Discs/Reptile Eggs.

 Animals in the Vivarium are considered **part of the Zoo**, i.e. they **influence** the **Experience** of Main Species, the **Additional Requirements** (of Level III Species), as well as **Donor and Event Cards**.



Vivarium-Species Bonuses

Instant Bonuses get scored immediately after a Vivarium-Species has been bought and placed.




2 Education  points are added to the player's Education Track.




2 Buzz  are added to the player's Popularity Track. This Buzz disappears at the end of winter along with all other Buzz  and therefore only affects one round.

Combination Bonuses are scored, if a player places the second required Species in the Vivarium or in an Enclosure.




Half a Popularity point. If a player collects two Species with this symbol, they get 1 Popularity  point.




Water Co-Species  require a matching water Species or semiaquatic Species in the Zoo to score a Popularity point (p. 9).

As with regular Co-Species, each Main Species allows a maximum of one water Co-Species, and each water Co-Species can only be used for one Main Species. As they are placed in the Vivarium and not in the Enclosure, they **do not affect the Free Space** in the Enclosure (unlike regular Co-Species).



Half a Conservation point. If a player collects two Species with this symbol, they get 1 Conservation  point.

The combination of a water Co-Species and a Main Species gives 1 Popularity  point. You can mark water Co-Species with a cube of your own color to mark that the bonus has been scored.

Breeding Bonuses are rolled during the Offspring Phase in spring.



If the roll is successful (5 or higher), 1 Conservation  point is scored and the Vivarium-Species gets covered with a cube to mark that the bonus has been scored. No further dice rolls are allowed after this.



Vivarium animals with Breeding Bonuses **are affected** by the «High Fertility» Event Card. In addition, the Staff Action «Breeding» can also be applied to them.


Vivarium Phase



Vivarium-Species are **purchased** in the fall **after the Building Phase** using the **Snake Draft** method from the Arrival Phase in summer.

Each player may buy **a maximum of 2** Vivarium-Species per year/round, with the first having a price of **1** and the second a price of **2**. You may only buy Vivarium-Species if you have **enough money**, and if you **can place** the animals directly in the Vivarium.

Each time a player buys a Vivarium-Species, **a new one is immediately drawn/revealed** (so that the players can always choose from «Number of Players + 2» tiles). If a player decides not to buy a Vivarium-Species on their turn, they are eliminated from the Snake Draft and therefore **cannot acquire any more** Vivarium-Species this round.

All Vivarium-Species remaining at the end of this phase **are shuffled back** into the bag. Afterwards, «**Number of Players + 2**» new Vivarium-Species are randomly drawn for next round's Vivarium-Phase. This step **is omitted in the last round**, as no more Vivarium-Species can be bought after the fall of the 7th round.

 Vivarium-Species are **also affected by Event Cards**. For example, if the *Reptile Disease Event Card* is present, **no Vivarium-Species of the reptile category may be purchased**. In the rare case that an event blocks **all Vivarium-Species laid out**, the Vivarium-Species are returned to the bag and **new tiles are drawn**.

 Fall Staff Actions  may be carried out both **before and after** the Vivarium-Phase. The Staff Action «Exchange» may not be used to take more than 2 Vivarium-Species in one round, as this is a Summer Staff Action that can only be applied to Trades of Main Species on the AE.


Placement rules


Each section of the Vivarium must have **at least one continuous theme**, i.e. all Vivarium-Species in a section must have either the **same biome (4 types)** or the **same category (6 types)** or the **same bonus (6 types)**. The exact distribution of biomes, categories and bonuses is shown on p. 12, but it is almost evenly distributed.


The themes of the 3 different sections **can be chosen freely**. It is also allowed to have more than one section with the same theme, e.g. *two sections with rainforest Species and one with Education bonus Species*.

The theme does not have to be determined or **announced in advance**, i.e. *if you have two rainforest reptiles in one section, the third animal can be a reptile or a rainforest Species (or both)*.

It is **not necessary to complete** a section before starting a second section, i.e. several sections can be **filled in parallel**.

To complete the **top section** of the Vivarium, in addition to the 3 Vivarium-Species, **a complete clutch of Reptile Eggs** must be placed on the corresponding space . The eggs may be placed even if there are not yet 3 Vivarium-Species in this section.

 Once a Vivarium-Species/clutch of eggs has been placed, it can **no longer be moved/removed**.

 All water Co-Species have duplicate copies available in the game (2 x Diamondback terrapin, 3 x Malawi cichlid and 3 x Coral reef fish). As with all other Species in the game, it is **not allowed to keep the same** Vivarium-Species more than once in your Zoo.



The top row has two common themes (bonus/biome), the second row also two (bonus, category) and the third only one (water).



Example - Placement Rules

It's Mirek's turn to buy Vivarium-Species. She takes the Red-eyed tree frog (for 1 🟡) and places it in the top section of his Vivarium to complete it (amphibian theme). With this purchase he now immediately scores one Conservation 🟢 point, because he already has half a Conservation point from the Ground pangolin in the middle section.

All other available Vivarium-Species cannot be placed since they do not match the existing themes (top section: amphibians / middle section: xenarthra and savannah / bottom section: water) or would occur twice in the Vivarium (Coral reef fish)

🚫 Mirek could of course also pass and not buy any Vivarium-Species.



Vivarium-Species Overview

2+ Players

3+ Players






4 Players

Panther chameleon	Black-eared mantella	Red-eyed tree frog	Rainbow lorikeet	King cobra	North Island brown kiwi	Chinese pangolin	Emerald tree boa
Linnaeus's two-toed sloth	Southern tamandua	Brazilian three-banded armadillo	Mexican red-knee tarantula	Hercules beetle	Toco toucan	Blue poison dart frog	Western diamondback rattlesnake
Australian walking stick	Laughing kookaburra	Sonoran tiger salamander	Gila monster	Short-beaked echidna	Mexican burrowing caecilian	Lear's macaw	Red-bellied piranha
Coral reef fish	Malawi cichlids	Malawi cichlids	Diamondback terrapin	Coral reef fish	Diamondback terrapin	Coral reef fish	Malawi cichlids
Arapaima	Indo-Pacific horseshoe crab	Emperor scorpion	African spurred tortoise	Leafy sea dragon	Axolotl	Common octopus	Aardvark
West African rubber frog	Ground pangolin	Black-headed weaver	Northern carmine bee-eater	Sacred scarab	Savannah monitor	Karner blue butterfly	African bullfrog

Solo Mode - Gameplay


The Solo Mode is set up as in the base game, but as with a 2-4 player game, the components of the expansion come into play and all animal-related components are replaced by those from the expansion (see p. 2).

The following setup changes should be made when playing with the expansion in Solo Mode:

-  When you prepare the National Park Deck, remove the Animal Card of the **Polar Bear** from a deck of Animal Cards (like you do with the Asian elephant in the base game). In addition, add a second Magellanic penguin card (from another deck) to the chosen deck. Shuffle it and split it into **two face-down piles**, one with **6** cards and one with **18** cards. **Add the Polar Bear to the deck with 18 Animal Cards** and shuffle it. After that, you place the deck of 6 cards on top of the deck of 19 Animal Cards. Place this deck face down below the AE (= National Park Deck).
-  As with 2 players, all **Vivarium-Species** with a 3  and 4  get removed from the bag and 4 tiles get laid out.
-  Place an additional **Vivarium** and the Starting Player Marker next to you, to simulate your opponent.


In addition, the following Solo Mode-specific changes to the seasons apply:

Spring

Event Cards – For the Event Cards «**Finding Jelly**», «**Happy Paws**», and «**Koala Jack**», you must have **at least 3 Species** in your Zoo with the matching biome to receive the 3 Buzz .

Summer


Your opponent may only score points for the Punta Tombo National Park once both Magellanic penguin cards from the National Park Deck have been revealed.

 As the additional Magellanic penguin Animal Card is from another player's deck (and has a different back), you will be able to see in advance when the Magellanic penguin will be drawn by your opponent.


Autumn

Vivarium-Phase - The **Starting Player Marker** shows whether you or your opponent get first choice of Vivarium-Species (**this alternates each round**). The purchasing works **the same as with 2-4 players**, i.e. by means of **Snake Draft** and whenever a tile is bought, **a new tile is revealed**.

When it is your opponent's turn, **roll one die**, if you roll a **1-4**, the opponent **buys** the Vivarium-Species in that position. If you roll a **5-6**, the opponent **passes** and does not buy any Vivarium-Species.

 **In contrast** to a human player, the opponent **can pass** to buy a Vivarium-Species and then **still buy a Vivarium-Species** when it is their turn a second time in the same round. You therefore **always roll the dice twice** per round for your opponent.

When your opponent buys their **first Vivarium-Species**, place it on their Vivarium in the **top section**. If your opponent buys their second (or third, fourth, etc.) Vivarium-Species and it is the **same biome, you also place it in the top section**. If it is a **second biome**, place it in the **second section** (and any tiles bought later with the same biome are also placed in this section). Once **all 3 sections show a biome**, it is determined which tiles from which biome the opponent **cannot buy** in the entire game (**the fourth unplaced biome**). If you **roll a 1-4** and the corresponding tile **shows** a tile with the **fourth biome** (which is not present in the opponent's Vivarium), the opponent **looks at the other tiles** (goes from one tile to another, starting with the one **to the right** of the rolled tile) and **buys the first** tile that matches their Vivarium. If **none** of the revealed tiles are from any of the opponent's 3 biomes, the opponent **passes**.

 The opponent **does not stop buying**, even if they **already** have **3 Vivarium-Species** in a section of their Vivarium (simply place the tiles 4, 5, 6 etc. on top of the tiles already placed in this section). They can also take **the same Vivarium-Species more than once**.

Event Cards



For all Event Cards that reward or punish a player, if two or more players are exactly even, both players are rewarded or punished equally. If you do not want to use Event Cards, they can be left out without adversely affecting the game.



Finding Jelly

An inspiring story about a red jelly and her path to self-discovery. The Zoo with the most water Species (Co- and Vivarium-Species included) increases its Buzz by 3.



Customs Seizures

Some people are stupid and greedy, but fortunately they get caught at customs! In this round, players can acquire Vivarium-Species for free (still no more than 2 Species per player).



Happy Paws

A musical about the polar bear Lars and the Arctic fox Greta and their big performance in the far south. The Zoo with the most tundra & steppe Species (Co-Species included) increases its Buzz by 3.



Reptile Disease 🐾

Place this card next to the AE. For one round, no animals in the «reptiles» category can be added to an Enclosure (including all animals in Quarantine) or to the Vivarium. Only offspring/eggs from your own Species can be added to the Enclosures. However, giving away and reintroducing reptiles is still possible, and reptiles can still be added to Quarantine (they just cannot enter the Zoo). If this card is drawn in round 7, the effect is not activated, and another Event Card is drawn.



Koala Jack

Koala Jack is back and new adventures await him in the vastness of the outback. It's Koala time! The Zoo with the most dry forest Species (Co- and Vivarium-Species included) increases its Buzz by 3.

Glossary

Animal Rescue	p. 2
Biome	p. 4
Capybara	p. 5
Categories	p. 5
Customs Seizures	p. 2/14
Event Cards	p. 2/14
Donor Cards	p. 2
Dry Forest	p. 4
Education Booth	p. 5
Gran Chaco National Park	p. 5
Magellanic penguin	p. 5
Modular Animal Exchange	p. 3
National Park Cooperation	p. 5
Neutral Education Booth	p. 5
Polar Bear	p. 2
Puma	p. 5
Punta Tombo National Park	p. 5
Rainforest	p. 4
Reptiles	p. 6
Reptile Eggs	p. 6
Reptile House	p. 7
Selectable biome	p. 4
Semiaquatic Species	p. 9
Tundra & Steppe	p. 4
Vivarium	p. 10
Vivarium Bonuses	p. 10
Vivarium Phase	p. 11
Vivarium-Species	p. 12
Vivarium-Species (number)	p. 2
Water Co-Species	p. 9/10
Water Species	p. 8
Water Tiles	p. 8



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Game Overview

Round 1

Each player starts with 10  and 6 Enclosure Tiles.



In the first round, spring is skipped completely, i.e., **you start in summer** («Arrival»). In the Arrival Phase of the first round, **you can start with any Species offered** except for the Giant panda, the Asian elephant **and the Polar bear**. If a player starts with a **Level III Species**, they are **not allowed to choose a second Main Species**, but get a **free Conservation Center**, which must be placed in the first Building Phase.

After this first summer, you move directly **to the Building Phase** in fall and finish the year with a regular winter.


Round 2-7


Starting Player – The Starting Player Marker is passed in turn order.

Event Card – One Event Card is revealed.

Offspring  – Dice must be rolled for all Main Species that can have offspring **and for all Vivarium-Species with a Breeding Bonus**. For each player, the base Popularity value of the most popular Main Species with offspring gets scored as Buzz .


Renew the Animal Exchange – The AE gets moved by one position.

Leaving*  – One after another, the players give away as many animals as they wish, given a corresponding demand on the AE.



Arrival*  – By means of Snake Draft, the players take animals (Level I to III) which are offered by the AE, whose requirements they fulfill and for which they have enough space.



} * Players have 2 Trades per round at their disposal.



Clear the Animal Exchange – All components on the AE that are no longer needed are removed.

Enclosure Tiles – Each player receives 3 Enclosure Tiles. The leading players in Conservation  and the evaluation criterion of the Donor Card each receive an additional Enclosure Tile.

Replace Donor – A new Donor Card is drawn and revealed.


Loans – Players can increase their money by 4  several times (until they have a maximum of 10  on their Money Track). For each Loan taken, a Prohibition Tile must be placed on a free square on the Zoo Board.

Building Phase  – Players build Enclosures, Buildings and Focal Points or remodel their Zoo. In addition, they include new animals in their Zoo including Co-Species. For each player, the base Popularity value of the most popular new Main Species in the Zoo gets scored as Buzz .


Vivarium Phase – By means of Snake Draft, the players buy 1-2 Vivarium Species (for 1  or 2 ) and add them to their Vivarium. When all players have finished, «Number of Players + 2 » new Vivarium Species are revealed for the fall of the following year (p.10).

Animal Keeping – The Experience of each Main Species in the Zoo is increased by 1.

Education Scoring – All players in the same segment as the player with the highest Education  receive 1 Conservation .




Taxes – All money above 3  is forfeited.




Revenue – All players receive their Revenue according to their position on the Popularity Track, plus the bonuses for being first or second, minus their Running Costs.

Reset Buzz & Staff – The Buzz Cylinders  are removed from the Popularity Track and all Workers are reset to their starting fields.

New Year – The Round Counting Marker moves one space further.

End of the Game – Only players with 0 or more money on the Money Track  can win the game.

First, the number of **Offspring Discs/Reptile Eggs** are **subtracted** from Popularity  **and for each filled section** of the Vivarium 1 Popularity  **is added**. After this step, **the Conservation Projects**  below the AE are scored **from left to right** and their points are added to the Conservation Track. The points from **the Animal Welfare Project** are added to the lower of the two values (Popularity or Conservation).

Now the players **spend all their money**  on Buildings, Focal Points, and Enclosure Tiles. Effects on the 3 scoring tracks are scored accordingly. After that, the **number of victory points** is determined individually for each player (the **lower value of Popularity**  **and Conservation** ). The player with the most victory points wins the game.