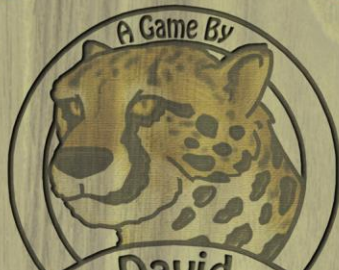


# ZOO CHOOSE

A Game By



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*With tourism down, the locals are leaving for the bigger cities. What's a middle class town to do to remain the destination for the locals and tourists alike? This town needs a zoo! Only problem is, you're not the only town to have this idea. Compete with other towns to create the best new zoo in the country.*

*Players will be drafting cards to add to their zoo, focusing on creating large exhibits with a wide variety of animals. After adding the card, the player gets to take a special action pictured in the middle of the card. They can also discard it in order to claim an end game scoring bonus. After four rounds of drafting cards, the player with the highest score will be the winner.*



**Components:** 96 Zoo Cards, 45 Billboard Cards, 50 Animal Chits, 1 Chit Draw Bag, 24 Special Buildings, 6 Building Cards, 4 Zoologist Meeples, 20 Advertising Chips, 4 Scoring Tokens.

*Before explaining the game as a whole, there are a few core concepts to go over.*

**Zoo Cards:** Each Zoo Card has five sections. The four outer quadrants contain exhibits which may span multiple quadrants. These exhibits come in one of five Biomes: Aquatic, Forest, Desert, Grassland, and Tundra. Within these exhibits, Animals of various rarity (stars) may be shown. The center of each card also shows one of three actions the player can take. See the example below.



**Northwest:** Forest Exhibit with a Bobcat (1 Star Animal).

**Northeast:** Tundra Exhibit with a Walrus (2 Star Animal).

**Center:** Desert Zoologist Scoring Action.

**Southwest to Southeast:** Aquatic Tundra with a Sea Turtle in the Southeast Corner. Since the Southwest Corner is empty, it can house an Animal Transfer.

**Large Exhibits:** One of the core concepts of Zoo Choose is linking multiple cards together to create huge, sprawling exhibits. These are instrumental in scoring Zoologists, Billboards, and even final scoring. Zoo Cards can be rotated however you like but they must be placed edge to edge. You can multiple Large Exhibits of the same type but in the end, you can only score your largest.



**Example:** The green highlighted area is a Large Desert Exhibit spanning 5 Zoo Cards. While there is another Desert Exhibit highlighted red, it's separated from the larger exhibit.

**Scoring Zoologist:** One of the special actions in Zoo Choose is scoring a Zoologist. Each zoologist scores a different Biome Exhibit and they look for the variety, not quantity of animals. Every different animal will gain the number of points equal to the number of stars.



**Example:** The Zoologist Meeple in the Blue Region allows it to score the Desert Biome. The ostrich, camel, armadillo, and fencic fox grants a whopping 10 points but the second armadillo is a repeat so it doesn't count.

**Super Rare Animals:** On the cards, there are some animals labeled 2X. This only counts towards end game and not Zoologist Scoring.

### This Setup specific for the Tabletopia Version



**Set Up:** Each player begins with a Zoologist Meeple, 5 Billboard Tokens, and a Scoring Counter.

Shuffle and reveal 4 Building Cards and move the matching building chit tokens onto the cards. Shuffle each billboard grouping and reveal 1 for each player, plus an extra.

Each player gains one of each Billboard Type and discards one of their choice, to remain secret. Shuffle the Zoo Cards pile and deal 6 to each player.



**Manipulating cards in your hand:** Playing a drafting game in Tabletopia can be difficult initially. Hopefully this can help get you used to things.

Drag objects to the bottom of the screen to add to your hand. Press F when highlighting cards you will pass to flip them face down. Press Shift when clicking to select multiple objects. Flipping the cards you intend to pass while in hand can keep them from being revealed.

**Each Turn:** The game will feature 4 Rounds of card drafting, divided into 6 Turns each, for a total of 24 Turns. Each turn has 3 Phases: Draft, Add, Resolve.



**Draft:** Players will either begin a round with a full hand of cards or pick up cards that have been passed to them the previous round. After selecting a card, flip and pass the remaining cards to the next player. On the first and third round, pass to the right. On the second and fourth round, pass to the left.



**Add:** Players will either add the chosen card to their zoos or discard the card to place one of their advertising tokens on a Billboard.

Cards added to the player's zoo can be rotated to direction. They must be placed directly adjacent to previously placed zoo cards and they cannot cover a previously placed zoo card.

Place your Zoologist Meeple in the action space of your first Zoo Card.

**Resolve:** During this phase, players will either claim a Billboard (they had to discard their card) or resolve the action in the center of the zoo card the player just played.



**Zoologist:** The player must move their Zoologist Meeple from their current exhibit to a directly adjacent exhibit. As a reminder, exhibits can sprawl multiple cards. If the new exhibit's biome matches the Zoologist on the card, they can score this Zoologist. The player gains as many points as the rarity of the different animals.

**Zoo Train:** The player can move their Zoologist to ANY exhibit they want in their zoo. The penalty, however, is the player cannot score the highest tier rarity present. So if that player has two different 4 star animals, they cannot score either of them.

**Animal Transfer:** The player draws 3 animal chits from the bag and chooses 1 to keep, returning the other 2 to the bag. This animal can be placed in any matching (press F to flip) empty exhibit quadrant.

**Claiming a Billboard:** If the player discarded their card instead of adding it to their Zoo, they can claim a Billboard in the center of the table.

They take one of their advertising tokens and places it on one of the Billboards without a token already present. This action can be taken by a player 5 times at the most.

**Note:** In the course that multiple players are claiming the same billboard on the same turn, this is the only time multiple players can claim it. Past this turn, no other players can claim this billboard.



**End of Round:** After the final card in a round has been played, a few steps are followed before prepping the next round.

Each player must now discard another of their hidden billboards, keeping them secret.

Each player adds a building of their choice to a single sized exhibit in their zoo, covering it.

Finally, deal 6 new cards to each player.

**Buildings:** If you are new to Zoo Choose, you can possibly skip this step but, if playing with Buildings, this is a unique step at the end of each Round except the last.

Each player can only have one of a named building. These can also ONLY be placed over single quadrant exhibits. If they cover an animal or animal chit, that animal is no longer considered there.

Buildings are rulebreakers, as in they allow you to break the normal rules with special abilities.



**Aviary:** Any directly adjacent animals increase their Rarity by a single star. This does not allow the same animal type to score twice.

**Food Court:** Zoologist Meeples can now move Two Exhibits before scoring. They cannot score the exhibit they moved from.

**Gift Shop:** When drawing Animal Chits for a Transfer, draw 4 instead of 1.

**Panda Pen:** With any Zoologist, you can move onto the Panda Pen and score a flat 5 points instead.

**Playground:** Acting as an extension, the Playground can connect disconnected Exhibits.

**Theatre:** As a Zoologist Action, you may move them onto the Theatre to perform a Animal Transfer instead.

**Game End:** At the end of the fourth round, the game is over. Players will discard one of their last two hidden Billboards and begin final scoring. Each player should already have the points scored by Zoologists.

Players start by scoring their largest exhibits of each Biome Type. Each animal, regardless of rarity, is worth a point. If you have one of the super rare animals, double this value. Remember, you can only score the largest Exhibit of each type.

Next, score Billboard Cards, one by one, removing the tokens from them as you go.

Finally, players reveal their hidden Billboard card and add their points.

The player with the highest score will win. Ties sharing the victory.

# Thank You for Playing!

# Zoo Choose

This is a Game Design with Art by David Sheppard.

It is currently looking for a home. If you are a publisher or know of one hunting, please send this game on their way. To contact me, please reach out.

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