

A GAME BY
BRUNO MACIEL



ZOO INK



2-4



25-40 MIN



10+



GAME OVERVIEW AND GOALS



In Zoo Ink, you play the role of a Zoo owner. Bring in animals and put them in the right enclosures. Hire staff and build infrastructures. Attract visitors by having the most exciting zoo and fulfilling people's desires. In this game, you can score points in several different ways. The player with the most Victory Points will be declared the winner!

CONTENTS



Player Board Sheets



4x Multicolor Pens



175x Zoo Cards



42x Objective Cards

SETUP

- 1 Give each player:
 - a player board sheet;
 - a pen.

- 2 Shuffle all the Zoo cards and create 3 +/- evenly decks.
Then, each player draws 5 cards from any pile.

- 3 Shuffle the Objective cards and put 4 of them face up in the middle of the table.
Then, deal 2 to each player, who must discard one and keep the other.

EXAMPLE



3 Zoo Cards decks



Face up Objective cards

Discard Pile



Player Board Area



Player Board Area

HOW TO PLAY

Zoo Ink is divided in 2 different phases: the Week Phase and the Weekend Phase.

The game starts with the Week Phase and it will end with the Weekend Phase.

WEEK PHASE

Each player draws 5 Zoo cards. Then, simultaneously, each player picks one card to play, fills their player board sheet and gives the rest of the cards to the player to their left.

Players will repeat this process, until they get the last 2 cards. When this happens, pick one to play and one to discard (instead of passing it to the player to their left). This will mark the end of the week and, thus, move on to the next phase.

WEEK PHASE OVERVIEW

At the beginning of the week, each player receives 5 Zoo cards. Each card represents an action taken each day of the week.

On the eve of the weekend, Zoo owners take a day off, so a card will be discarded.

During the Week Phase, the sequence of play is simple. From the cards in your hand, pick one and give the rest to the opponent to your left, unless you have 2 cards. In this situation, pick one and discard the other.

WEEKEND PHASE

Players will check if they have achieved any of the Objective cards (face up and/or personal objective). More than one objective can be claimed in this phase and an objective can be claimed by multiple players.

Each claimed Objective card is scored in the players' personal board sheet and then discarded.

Then, if a player has completed his/her personal Objective card, scores and discards it.

If the endgame condition has not been triggered, slide the unclaimed face up Objective cards to the left and refill, from the Objective cards deck, until there are 4 on the table. If a player completed his/her personal Objective card, then he/she draws another one from the Objective cards deck. Then, players proceed to the next Week Phase.

But, if a player completes his/her 6th Objective card, the game will end immediately at the end of this phase.

NOTE: Objective cards must be checked in this order:

- 1) Face up cards, from left to right;
- 2) Personal card.

WEEKEND PHASE OVERVIEW

The Weekend Phase begins when players have discarded 1 of the 2 last cards, or when the end of the game has been triggered.

In this phase, players check if they have completed any goals, whether they are face up on the table or their personal goal.

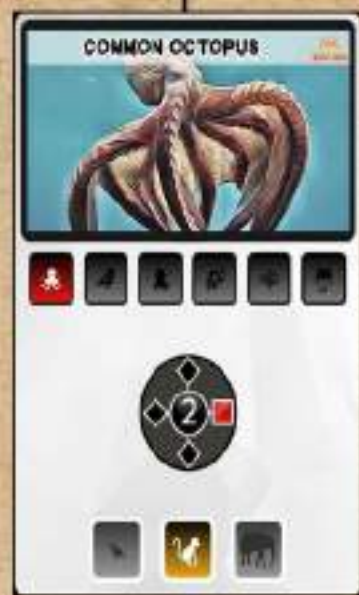
If the end of the game has not been triggered, play proceeds as normal back to the Week Phase.

ZOO CARDS

Zoo cards can only be played during the Week phase and there are 4 different types of Zoo cards in the deck.



Card back



Animals



Facilities



Feedback



Staff

ANIMAL CARDS



ANIMAL CARDS

These cards represent the animals that you'll put in the Zoo's exhibits.

They are classified by their type and size and each one will have a different combination of characteristics (represented by symbols or/and colors).

There are 6 types of animals and 3 different sizes.

Their size will determine in which enclosures they can be placed.


All of them will earn you Victory Points.

PLAYING AN ANIMAL CARD

When you play one of these cards, go to your Player Sheet and fill one of the valid spaces, according to the animal's size and its matching enclosure. Be sure there is an empty and unlocked enclosure.

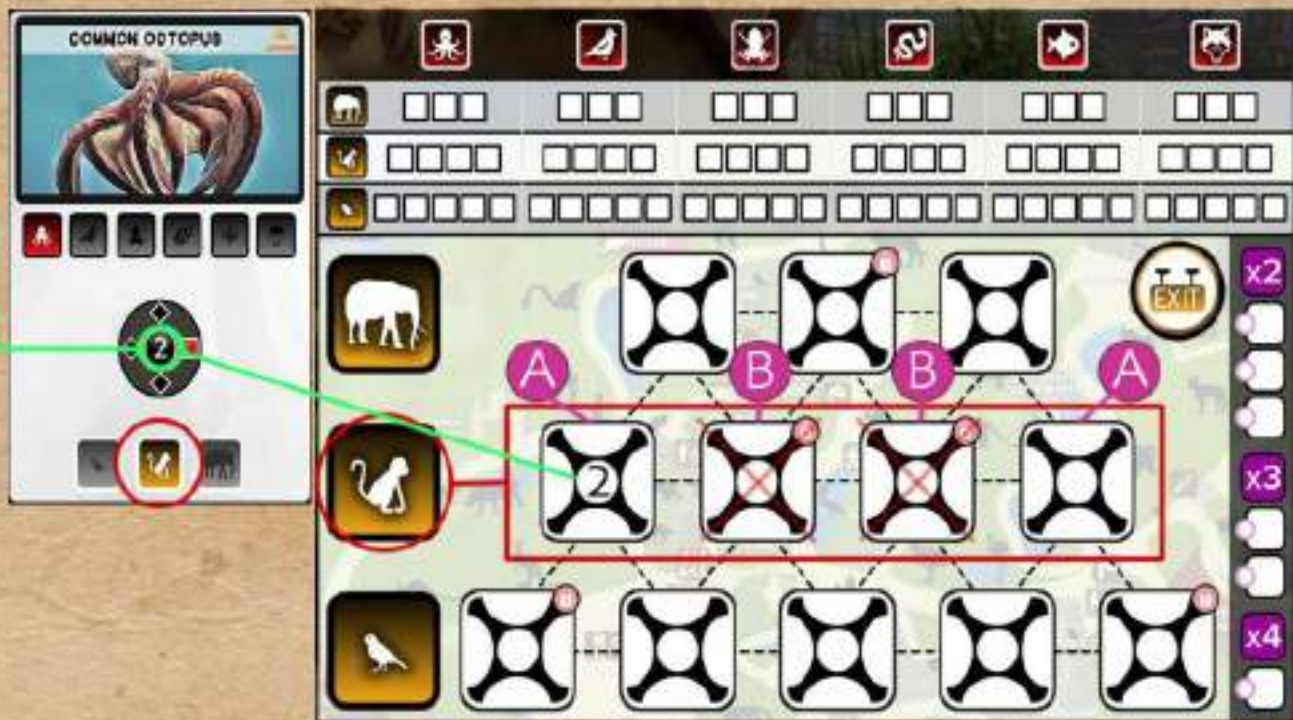
1

Write his value (1 to 5) in a valid space.

A valid space is an empty enclosure that matches its animal size and doesn't have a Lock symbol. 

Enclosures **A** are valid. They are empty, unlocked and are placed in the row of the its matching size.

Enclosures **B** are not valid. They have a Lock symbol. Later in the game, you'll be able to unlock them.



PLAYING AN ANIMAL CARD

2 Fill the animal's characteristics symbols.

3 Fill the data tracker (type of animal and its size).

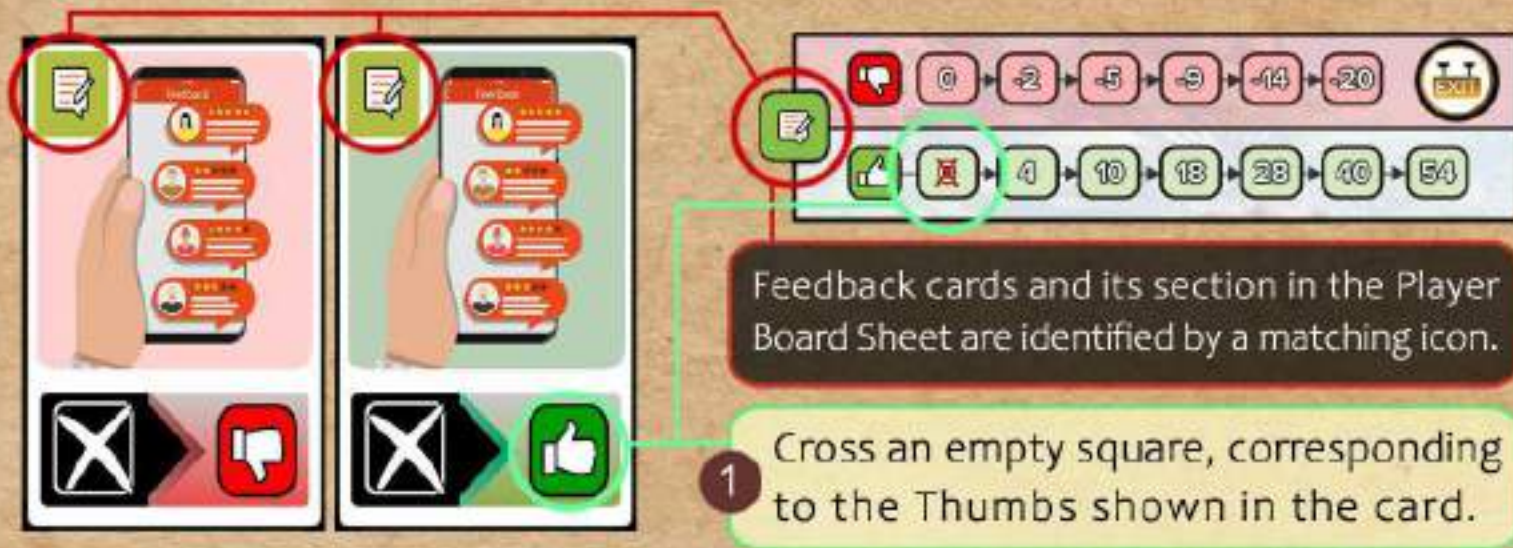
Filling this track is important! In the Weekend Phase, some Objective cards will earn you Victory Points, like "Have, at least, 3 Birds" or "Have, at least, 1 Large Reptile". Keeping track of this information will help you and will speed up this phase.

In this example, you'd cross a Medium Sized Invertebrate.

The image shows a game board with a central data tracker and an animal card. The animal card is titled "COMMON OCTOPUS" and features a picture of an octopus. Below the picture are several icons representing characteristics: a red square with a white animal silhouette, a black square with a white animal silhouette, a black square with a white animal silhouette, a black square with a white animal silhouette, and a black square with a white animal silhouette. A green circle highlights a "2" in a diamond shape on the card. The data tracker is a grid of squares with various animal icons and numbers. A green line connects the "2" on the card to a square in the data tracker. The data tracker has a grid of squares with various animal icons and numbers. A green circle highlights a square in the data tracker. The data tracker has a grid of squares with various animal icons and numbers. A green circle highlights a square in the data tracker.

PLAYING A FEEDBACK CARD

When you play one of these cards, go to you Player Sheet and cross a square in the corresponding section.



In this section, you must cross the leftmost empty space of the corresponding row. In this example, Player has crossed the "0" space. The next one, must be the "4" space. Note: you'll never cross the last space of each row. You can either lose a maximum of 20VPs and win a maximum of 54VPs.

FEEDBACK CARDS

Feedback cards represent how Zoo visitors evaluate the experience of visiting your park.

There are 2 types of Feedback cards: Positive Feedback and Negative Feedback.

Positive Feedback cards will earn you Victory Points at the end of the game.

Negative Feedback cards will make you lose Victory Points at the end of the game.

PLAYING A STAFF CARD

When you play one of these cards, go to your Player Sheet and cross a square in the corresponding section.



Staff cards and its section in the Player Board Sheet are identified by a matching icon.

1 Cross an empty square, corresponding to the color shown in the card.

There are some specific rules related to this section. The top row (highlighted in red) is the only unlocked row at the start of the game. It means the first space to be crossed must be in that row.

STAFF CARDS

Staff cards represent the people you hire as Zoo employees.

There are 5 types of workers that you can find in the Zoo cards deck: Veterinarians, Zookeepers, Janitors, Security Guards and Handymen.

You'll have 15 job slots and you can hire as much 3 of a kind.

Staff is essential to keep your business running!

PLAYING A STAFF CARD

Once you cross a space, all adjacent spaces become unlocked and can be crossed in a later turn.

The top row is always unlocked, so the next space you cross doesn't need to be adjacent to the one you have just crossed.

The rule is: **you can only cross unlocked spaces.**

In this example, Player X chose a Staff card (Janitor/Blue). There's only one unlocked janitor space (top row). So, Player X can only cross the space in the top row. It will unlock one more space (Security Guard/Red).



2

In this section, players will get bonuses whenever 2 or more adjacent spaces are crossed.

In this case, this player got a Facility Section Bonus. It means, he/she can go that section and cross a space of his/her choice.

Note: each earned bonuses must be used in the turn you've got them.

If a player earned multiple bonuses with the same action, he/she decides the order in which he/she uses them.

SEQUENCE OF PLAY

1 WEEK PHASE: Each player draws 5 Zoo cards from the deck.

2 WEEK PHASE: Select one of the cards. Play it.



3 WEEK PHASE: Pass the rest of the cards to the player to your left (face down).

4 WEEK PHASE: Put the card you have just played next to your Player Board Sheet.



SEQUENCE OF PLAY

5 WEEK PHASE: Receive from the player to your right 4 Zoo cards.

6 WEEK PHASE: Select one of the cards. Play it.

7 WEEK PHASE: a bonus was unlocked, so it should be marked in the corresponding section.



8 WEEK PHASE: Pass the rest of the cards to the player to your left (face down).



9 WEEK PHASE: Put the card you have just played next to your Player Board Sheet.

SEQUENCE OF PLAY

10 WEEK PHASE: Receive from the player to your right 3 Zoo cards.

11 WEEK PHASE: Select one of the cards. Play it.



12 WEEK PHASE: Pass the rest of the cards to the player to your left (face down).



13 WEEK PHASE: Put the card you have just played next to your Player Board Sheet.

SEQUENCE OF PLAY

14

WEEK PHASE: Receive from the player to your right 2 Zoo cards.

15

WEEK PHASE: Select one of the cards. Play it.



16

WEEK PHASE: 2 bonuses were unlocked, so they should be marked in the corresponding section.

Note: other bonuses will be activated (see the example).



17

WEEK PHASE: Discard the card to the discard pile. (The Week Phase is over)

18

WEEK PHASE: Put the card you have just played next to your Player Board Sheet.

SEQUENCE OF PLAY

19 WEEKEND PHASE: Check each face up Objective card. From left to right.



- 1 Not achieved - this player does not meet the criteria. ❌
- 2 Achieved - this player does have an animal whose symbols are all the same (4 triangles/blue). ✅
- 3 Not achieved - this player does not meet the criteria. ❌
- 4 Not achieved - this player does not meet the criteria. ❌

OBJECTIVE CARDS DISCARD PILE

- 20 WEEKEND PHASE: Mark the points the Objective card has awarded you in corresponding section.
- 21 WEEKEND PHASE: Activate the bonus the Objective card has given you.

SEQUENCE OF PLAY

22

WEEKEND PHASE: Completed Objective cards go to the Objective cards pile.



23

WEEKEND PHASE: Remaining Objective cards slide to left, if possible.



New Objective cards can only be completed in the next Weekend Phase.

24

WEEKEND PHASE: After sliding cards to the left, refill the row until there are 4 face up Objective cards.

SEQUENCE OF PLAY

25

WEEKEND PHASE: Check your personal Objective card.



Not achieved - this player does not meet the criteria. ❌

If a personal Objective card is completed, proceed as if it was a face up Objective card. Mark the VPs in Objectives section on your Player Board Sheet and activate its card's bonuses (if any).

If a personal Objective card is completed, take another one from the Objective cards deck. Keep it face down near your Player Board Sheet.



26

WEEKEND PHASE: If a player completes their 6th Objective card, the game ends immediately.

If not, game proceeds to the next Week Phase.

Through steps 1-26 a round has been played.

FEEDBACK SECTION



This row will subtract VPs from you, at the end of the game. There's a maximum of 20 negative points in this section.

This row will earn you VPs, at the end of the game. There's a maximum of 54 points in this section.

There are 3 situations, in which players are forced to cross a square in the Negative Feedback row:

- A) By not filling all of your enclosures, at the end of the game;
- B) By selecting a Negative Feedback card (sometimes you don't have a choice);
- C) By being unable to play a card (sometimes the cards that are given to you cannot be played, because you already filled every possible spots).

SPONSORS SECTION



This row represents your Zoo's income due to sponsorship contracts with entities or companies.

This row represents people that wants to sponsor an animal. Those people become this animal's patron.

These 2 rows can only be activated when you gain a bonus elsewhere. At the end of the game, you'll multiply the "X's" from one row with the "X's" of the other one.

FACILITIES SECTION



This section represents the different facilities you can build in your Zoo. You'll be rewarded for having a wide variety of services to offer to your Zoo's visitors.

Each column/row you complete gives you a bonus, that will be activated in other sections. Each column/row is formed by 1 facility of each type.

None of these columns/rows will earn you Victory Points. But, if you fill all the 16 squares within this section, you'll be granted 15VPs, at the end of the game.

OBJECTIVES SECTION



This section represents what visitors desire. Those expectations are translated, here, as Objectives. If you meet them, you'll be rewarded.

You are entitled to complete 6 Objectives during the game. If, for any reason, you find it advantageous, you may choose not to claim an Objective card that you've completed. You can save an Objective spot for a future more valuable card.

Remember that Objective cards are checked in a certain order, so you'll have to wait for the Weekend Phase to claim them and in the order the rules specify.

STAFF SECTION



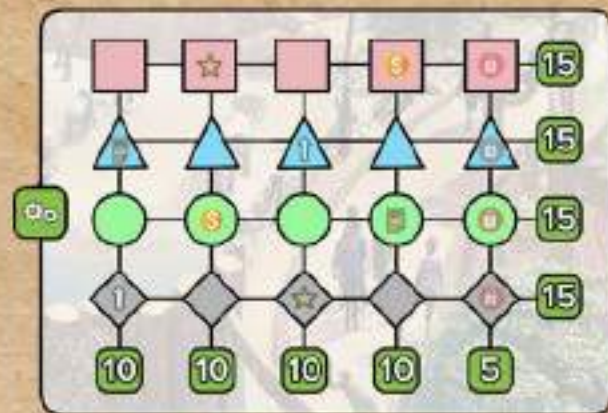
This section represents your Zoo's human resources. You'll hire some personnel to perform some tasks, in order to keep your Zoo working smoothly.

Hiring staff will not earn you Victory Points, but multiple bonuses. Respect the "Lock & Adjacency rules" and bear in mind that you can only activate a bonus once.

Suggestion: cross the bonus immediately. It will help you reminding that it has been already used.

This section will award you with 15VPs if, at the end of the game, you have crossed all the staff spaces (15).

SYNERGIES SECTION



This section represents the fit between animal enclosures, regarding their proximity. Visitors appreciate good planning and a logical itinerary.

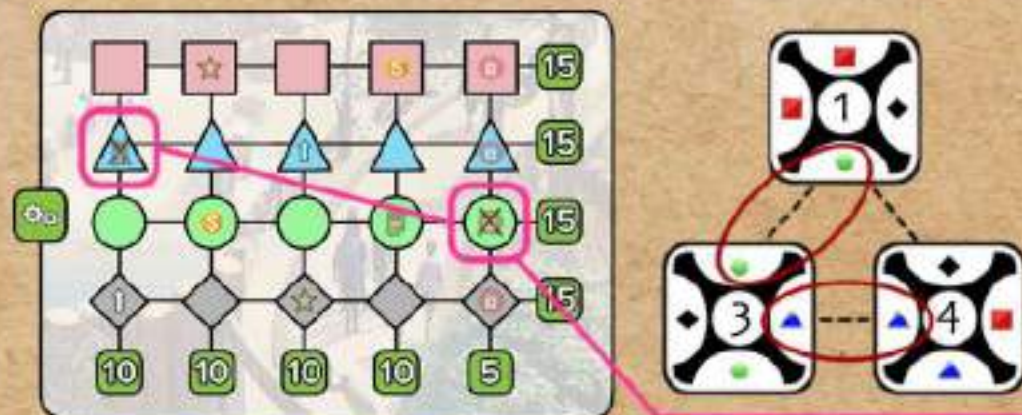
Some sections will give you the opportunity to activate a Synergy bonus. In those situations, you can choose what to cross.

When you cross a space with a symbol, you activate that bonus, as well.

You do not have to respect any specific order, when it comes to cross a space in this section.

Each completed column/row will give you VPs, at the end of the game.

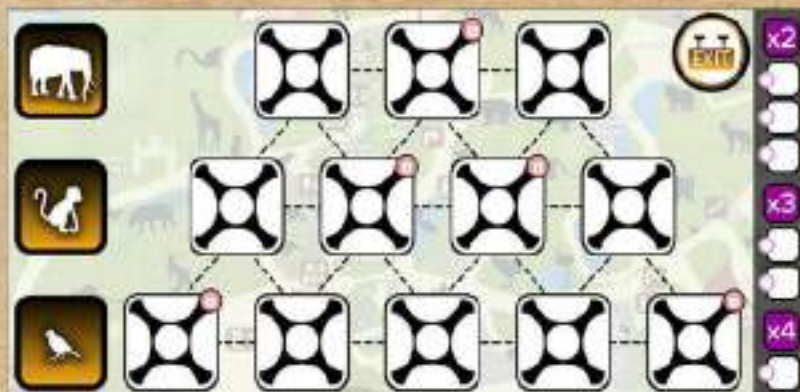
SYNERGIES SECTION



Most of the synergies will be triggered via animal enclosures' placement. Synergies can occur if the same symbol/color matches in 2 linked enclosures by the dotted lines.

You get to choose which space you cross, as long it respects the symbol/color of the synergy created. In this example, the player activates an Unlock Bonus and a Staff Bonus.

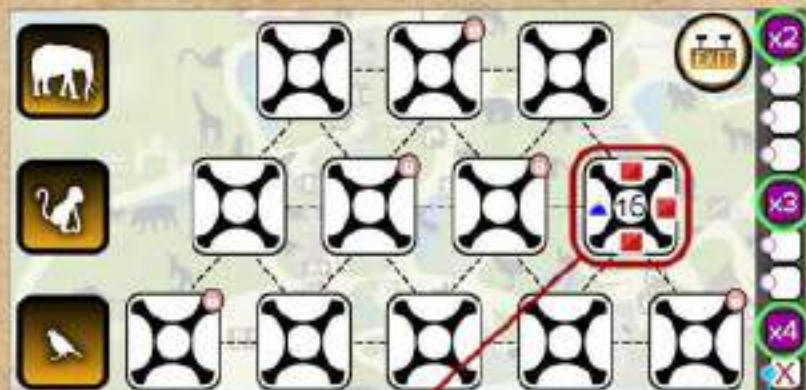
THE ZOO



This is the Zoo! You have 7 unlocked enclosures, at the start of the game. They are distributed by size and you must respect it when you place an animal there.

To unlock enclosures, you must activate a bonus that allows it. Cross an icon **i** to show it has been unlocked. Once it's unlocked, you can place an animal there, like any other enclosure.

THE ZOO



These are called Boost effects. Thematically it's like performing some marketing actions to promote/increase an animal popularity.

First you have to unlock a Boost effect, that you can get in other sections.

Fill the small circle next to the corresponding Boost effect, to mark it as available to be used.




You can only spend Boost effects when you play an animal card.

Note: this is a definitive decision. Once you spent a Boost effect on an animal, it will remain until the end of the game.

Each animal can only be "boosted" once, so Boost effects are not cumulative.

In this example, this Red Kangaroo will get a 4x Boost effect. It means its popularity will rise, and so its value. Instead of 4, it became worth 16VPs. Then, cross the 4x Boost effect space, just to mark it as been used.

ENDGAME CONDITIONS

There are 3 ways to trigger the end of the game. All of them are depicted in 3 sections of the Player Board Sheet, marked with this icon .

1



A player can trigger the end of the game in this section by crossing the 5th square in the red row (Negative Feedback section).

If a player triggers the end of the game by this criteria, players don't pass cards to their opponents. Instead, discard them and move on to the next Weekend Phase.

2

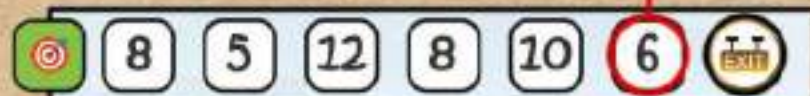


A player can trigger the end of the game in this section by filling all enclosures in his/her zoo.

If a player triggers the end of the game by this criteria, players don't pass cards to their opponents. Instead, discard them and move on to the next Weekend Phase.

ENDGAME CONDITIONS

3



A player can trigger the end of the game in this section by completing the 6th Objective card.

If a player triggers the end of the game by this criteria, finish the current Weekend Phase and then the game ends. Proceed to Final Scoring!



Before Final Scoring, each player checks how many enclosures were left empty.



Each vacant enclosure will get you negative Victory Points. For each empty exhibit, cross a square in the Negative Feedback row.

FINAL SCORING

- 1 You'll only score if you have crossed all squares in the Facilities section.



Since this player failed to meet the criteria, he/she won't get any points for this section.



When the game ends, you'll go through each section and mark the VPs you've earn during the game in this section.

The player with the most VPs is declared the winner. In the rare case of a tie, the winner is the player with the most valuable animal in his/her zoo. If, there's still a tie, the winner is the one who got more VPs from the Positive Feedback section. If, there's still a tie, players share the victory.

Here's an example of how a final scoring would be like.

- 2 You'll only score if you have crossed all squares in the Facilities section.

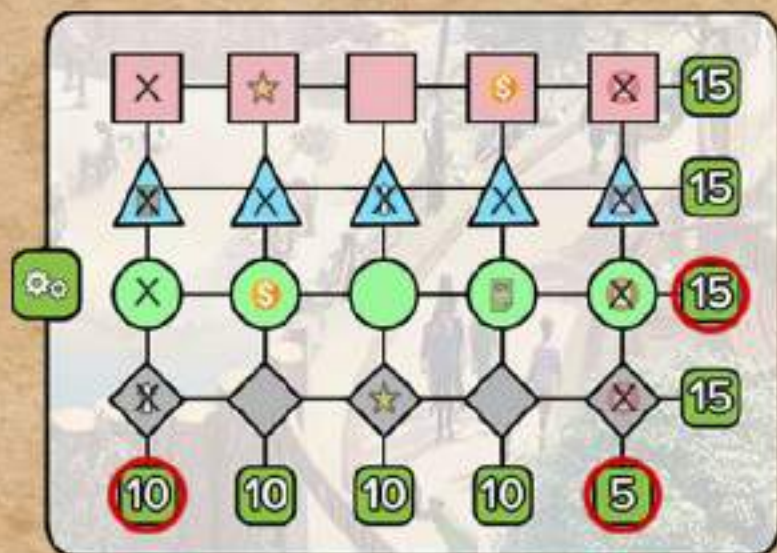
Since this player failed to meet the criteria, he/she won't get any points for this section.



Bear in mind, that the scoring criteria for both of the past 2 sections can only be met if you cross every square in those sections.

FINAL SCORING

- 3 You'll score for each completed row/column in this section.



The player earns 30VPs from this section. 2 columns worth 15Vps (10+5) and 1 row worth 15pts.

$$\begin{array}{cccccccccccc}
 \text{EXIT} & \uparrow & \text{Book} & \text{Gear} & \text{Like} & (\text{Dollar} \times \text{Star}) & \text{Target} & \text{ZOO} & \text{Dislike} & \text{EXIT} \\
 0 & + & 0 & + & 30 & + & 18 & + & 12 & + & \square & + & \square & - & 5 & = & \square
 \end{array}$$

- 4 You'll score the leftmost empty space of each row in this section.



The Negative Feedback row will subtract points from you, while the Positive Feedback row will give you VPs.

- 5 In this section, you'll multiply spaces crossed from one row with the spaces crossed in the other row. That's how you score in this section.

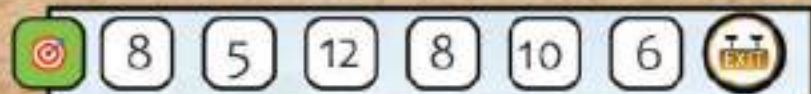


12 VPs will be granted to the player. (3 x 4 = 12)

FINAL SCORING

6

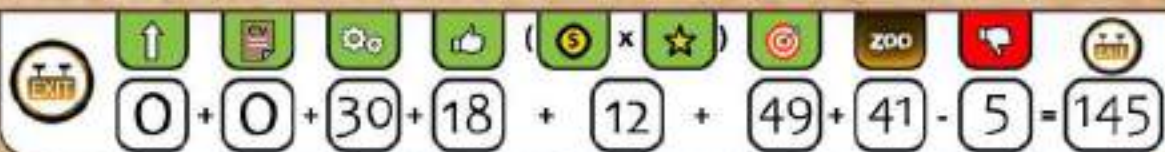
You'll sum up the VPs granted by each completed goal during the game and the total will be your score in this section.



The sum of all of these values is 49, so the player marks it in the Final Scoring section.

$$8 + 5 + 12 + 8 + 10 + 6 = 49$$

NOTE: there is no penalty for not completing personal Objective cards.



7

You'll sum up the VPs granted by each enclosed animal in your Zoo. The total will be your score in this section.



Following the same criteria in Step 6, you will sum up the VPs of all of your animals. It totals 41 VPs.

8

Once you sum up all your VPs from each section and subtract VPs from the Negative Feedback section, you'll get your final score.



This player got a final score of 145 VPs!!!

ICONS & SYMBOLS

 Facilities	 Large Sized Animal	 Restaurants
 Staff	 Medium Sized Animal	 Cable Cars
 Objectives	 Small Sized Animal	 Photo Booths
 Synergies	 Endgame	 Information Kiosks
 Positive Feedback	 Invertebrates	 Veterinarian
 Negative Feedback	 Birds	 Janitor
 Patron	 Amphibians	 Handyman
 Income	 Reptiles	 Zookeeper
 Boost Effect	 Fishes	 Security Guard
 Lock	 Mammals	 Enclosure

OVERALL RATING

	"This is the best Zoo in the world!"	200+
	"Wow! I'm so impressed!!!"	176-199
	"Can't wait to go there again!"	151-175
	"Had a good time!"	131-150
	"It's ok, but..."	116-130
	"Not worth visiting..."	91-115
	"Maybe, it should be closed!"	< 91

