



for 2 to 5 players, aged 10 and up

## **OVERVIEW**

Valued coworkers and charitable donations make life easier for the zoo directors. By using these resources skillfully, they can get additional animals and vending stalls. These things make the zoos even more attractive to visitors allowing the players to score more points and earn additional income. Only at the end will the players know which management style is best and who will become 'zoo boss'.

## CONTENTS

Before the first game, carefully remove the die-cut parts from their frames. The 10 blank tiles are not needed for the game. The players can use them to add their own ideas to the game.

- 12 coworkers , white
- 30 donation tiles
- 20 point tiles
- 20 square market tiles
  - (front and back: X-symbol):

- 8 animals for Zooloretto (front green)4 vending stalls for Zooloretto (front brown)
- 8 animals for Aquaretto (front blue)
- 1 market board
- **5 office boards**
- 5 development boards with sponsor enclosure





The office board has **4** office spaces. On these office spaces players can place the coworkers during the game.

*The sponsor enclosure on the development board has 3 spaces for animal tiles.* 

As this is an expansion, players will need the basic game material in addition to what is supplied here.

# Follow the basic Zooloretto rules with the following additions:

# PREPARATION

- Each player takes ...
  - ... one office board and places it next to and above right of his zoo board from the basic game.

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Note: if Zooloretto Boss is played with Zooloretto exotic, players place the office board and the jungle board next to each other.

... one development board with a sponsor enclosure and places it face-down to the left of the development board from the basic game.

... 2 donation tiles

- Place the remaining donation tiles in the bank.
- Place the point tiles aside as a supply.
- Place the market board face-up in the middle of the table.
- Place the market tiles face-up on the market board. They are differentiated by their grey backs

and the X-symbol on the front. With less than 5 players or in a game without Aquaretto, the market tiles of all animal types which are not in the play are returned to the box.

Place the coworkers on the market board.





## **PLAYING THE GAME**

## C. CARRY OUT ONE MONEY ACTION

#### I. Remodel

#### 🖙 Move

By paying **1 coin** to the bank the player can move one of his coworkers to <u>another</u> office space.

## II. Purchase or discard a tile

#### Purchase

By paying 2 coins **or** 2 donations to the bank, the player can buy a market tile or a coworker from the market board. Note: coins and donations **cannot be mixed** with this purchase!

The player must immediately place a purchased market tile into his zoo. He must place a coworker immediately on an empty window on an office space of his choice. He may not place any more coworker on an office space than are permitted (see also: Bonus for coworkers).

Note: donations can be used for purchases from the market board. Other money actions are not possible with donations.

#### III. Expand the zoo

The player pays **2 coins** to the bank and turns over the development board with the sponsor enclosure.

The sponsor enclosure is considered as normal enclosure.

Note: that is, animal tiles can be moved with a money action into the sponsor enclosure, and in the game with Zooloretto XXL the animals of the full sponsor enclosure can be donated to foreign zoos.

• Last space in the sponsor enclosure filled When the player occupies the last space of his sponsor enclosure he gets a donation from the bank **and** a point tile from the supply.

Exception: **no bonus** is awarded when all enclosure spaces are filled as a result of an Exchange action.

If there are no donations in the bank or no point tiles in the supply, the player can receive none.

#### **Bonus for coworkers**

#### A. Donation manager

If the player has a coworker on the left-most office space, he gets **1 donation tile** <u>each</u> time he receives one or more <u>coins as bonus</u> for placing a tile on the last space of an enclosure.



Example: Anne has a coworker on her donation manager space. She places the fifth animal tile in a five-space enclosure and receives two coins. Additionally, she receives a donation tile from the bank.

The player can have at the most one coworker on the donation manager space.

Note: for coin tiles which a player takes form a delivery truck and for coins, which he receives from another player, he does not receive a donation tile.

#### **B. Sales manager**

If the player has a coworker (A) on the second office space from left, at the end of the game he receives **1 additional point** when scoring each **type** of vending stall. If he has two coworkers (A+B) there, he receives **2 additional points** for each **type** of vending stall.



Example: Bert has three different vending stalls and two sales managers. He receives 12 points for these altogether: 3 (stall types) x 2 = 6 points plus 3 (stall types) x 2 (sales managers) = 6 points.

The player can have at the most two sales managers.

# C. Buyer

If the player has a coworker (A) on the third office space, at the end of the game he receives **1 additional point** with the scoring for each tile with an X-symbol. If he has two coworkers (A+B) there, he receives for the second coworker per tile with X-symbol 3 additional points, altogether, thus, **4 additional points**. For the buyer, the player receives no points for tiles with X-symbol in the barn.



The first buyer must be placed on the left window ('+1').

*Example: Claus has two buyers and two tiles with X-symbol. He receives for the buyers 2 x 4 = 8 points.* 

The player can have at the most two buyers.

#### **D. Press spokesman**

If the player has a coworker (A) on the right office space, he gets **2 additional point tiles** <u>each</u> time he fills the last space of the sponsor enclosure. If he has two coworkers (A+B) there, he gets **4 additional point tiles**.



Example: Dirk has two press spokesmen and fills the sponsor enclosure. He gets 1 donation tile and 1 point tile. For the two press spokesmen he receives additionally 2 x 2 = 4 point tiles.

If no point tiles are in the supply, the player receives none.

The player can have at the most two press spokesmen.

#### **Move coworkers**

If the player wants to move a coworker with a money action, he may move it to an empty window of any other office space. He can, for example, move the press spokesman to the donation manager space (see also: Remodel/Move).

## SCORING

For the animal tiles in the sponsor enclosure the players score <u>no points</u> - also none with a neighboring vending stall. Each point tile counts **1 point.** 

## **TACTICAL HINTS**

The sponsor enclosure seems at first sight to be very valuable, as a player can use it with two press spokesmen effectively. However, the high costs and its lack of scoring value at game end balance this. Additionally, as the point tiles are often used quickly, the enclosure will then have no value. With the donation manager, a player can increase the donations he gets. It is best to start using this early so to get the most from this coworker. Sales managers easily earn extra points for vending stalls. A player who is acquiring vending stalls should consider these coworkers. However, a player who acquires vending stalls from the market board should pay attention to not have too many vending stalls at the end of the game.

Two buyers bring a much larger advantage than only one. But they are valuable only when the player acquires tiles from the market board. Thus, a player must have much money and donations to make use of this tactic.

Also remember that it may be useful to move coworkers during the game to take advantage of new situations.

## **ZOOLORETTO BOSS WITH AQUARETTO**

The coworkers from Aquaretto may be used only in the water park. The coworkers from Zooloretto Boss may be used only on the office board. For the buyers, the player receives no points for tiles with X-symbol in the depot.

## **ZOOLORETTO BOSS WITH ZOOLORETTO XXL**

When the sponsor enclosure is full, the player can donate these animals to a foreign zoo.

## **COMBINING EXPANSIONS AND VARIANTS**

Players can find additional recommendations for combining several expansions with the basic game and other suggestions for play at www.zooloretto.com

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