Zooloretto exotic

For 2 to 5 players, aged 8 and up

OVERVIEW

Now the zoo becomes more exotic with the building of a new jungle experience path with strange animals from all over the world. These new exotic animals attract a large number of curious visitors. And the stands pay double because of the increased business. Of course, the other zoos also have their exotic animals to lure customers to them. The player who creates exhibits that keep visitors in his zoo earns bonus points at the end of the game.

CONTENTS

Before the first game, carefully remove the parts from the frame.
The 9 blank tiles are not used for the game. They offer players the option to create their own tiles.

40 visitors (8 each in 5 colors)
16 square jungle animal tiles (2 each of 8 types)
 5 jungle boards (each with 3 parts)
 5 visitor bonus tiles (1 each in each visitor color)
 5 summary cards

Players need the components of the basic game in addition to this expansion material.

Follow the normal Zooloretto rules except as follows:

PREPARATION

- Place the visitor figures and the bonus tiles as general supply in the center of the playing area. As the yellow visitors and the yellow bonus tile are needed only when playing with the "Zooloretto XXL" expansion, return them to the box when not using this expansion.
- Each player takes the three parts of a jungle board and fits them together.
The players place their zoo boards to the left of the jungle boards. Return unused jungle boards back to the box.

- Each player takes a visitor in each color and places it on space 2 on the middle path of his zoo board (see figure).


- Each player takes a summary card.
- Mix the jungle tiles together with the tiles from the basic Zooloretto game.
- Continue with the normal Zooloretto preparation (15 tiles stacked for game end, etc.).
- In games with fewer than 5 players, remove some jungle animal tiles from the game as with the other animal types:

 with 4 players, the tiles of one jungle animal type
 with 3 players, the tiles of two jungle animal types
 with 2 players, the tiles of three jungle animal types
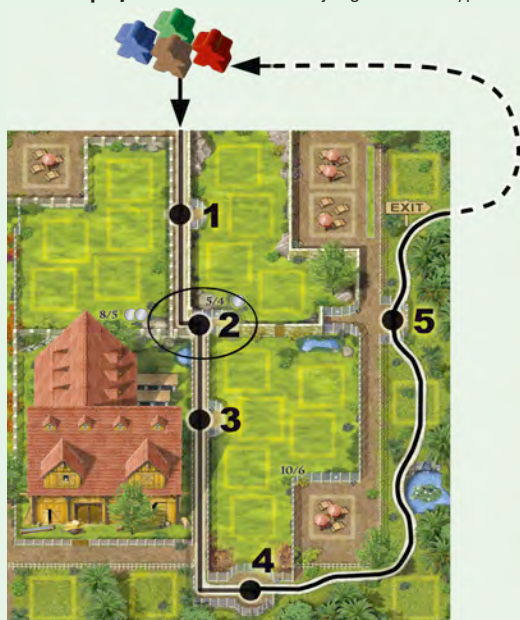
The path of the visitors: With the jungle board, the zoo is expanded. The visitors enter the zoo board at the top in the center and move downward along the main path past the three lookout points. Then, they move along the jungle path past two more lookout points. Finally, the path leads out of the zoo.

B. TAKE A DELIVERY TRUCK AND PASS FOR THE REST OF THE ROUND

● Jungle animal tiles

The background shown on the jungle animal tiles differs from those of the animals in the basic game. When a player puts a jungle animal into his zoo, he must consider the following rules:
A player may only place a jungle animal tile on an empty space on the jungle board.

> Important: on a player's jungle board, he may place **at most 3 jungle animal types.**

If the player cannot or does not want to place a jungle animal tile on the jungle board, he must place it in his barn.

● Move visitors

Each time a player places a vending stall or a jungle animal in his zoo, one or more visitors is moved as follows:

- When the player places a **vending stall** on a stall space, he **must** move **one visitor** in the **color** of the vending stall **2 spaces forward** along the path. The color allocation of vending stalls and visitors is specified on the summary cards.
  The player may choose whether to move a visitor that already is in his zoo or to take a visitor of the appropriate color from the general supply (if still available) and move it 2 spaces into his zoo.
  Important: if the player places the stand into his barn, or moves a vending stall from one stall space onto another one with a money action, he may **not** move a visitor!

- When a player places a **jungle animal** in his zoo, he may choose the color of visitor to move. He may only choose a color of a visitor already in his zoo or which there is at least one visitor in the general supply. He follows the same rules for moving the visitor as for the stand above. Subsequently, **each other player** who has **a visitor of the same color** in his zoo must move this visitor **backward 1 space**.
  If a player has several visitors of a color, he may choose which one of this color he moves.
  If the move places the visitor outside the

entrance, the player places it back in the general supply.

When a player moves a visitor forward beyond the last space on the jungle board, he takes the bonus tile in the color of the visitor. He places it face up in his play area. If the bonus tile of this color has already been taken, the player takes nothing.

When a visitor is moved outside the zoo, the player returns it to the general supply.

When a player moves a visitor from the zoo with the first of two moves, the second move is lost.

Example: Anna places a red vending stall into her zoo. She moves her red visitor forward 2 spaces (1). Since her red visitor left the zoo with this move, she returns it to the general supply. Anna's reward is the red bonus tile, which she takes and places in her play area.
Afterwards, she places a jungle animal into her zoo. She decides to take for it a red visitor from the general supply and to move it two spaces into her zoo (2). Additionally, Scott and James must each move one red visitor back 1 space in their zoos.

C. CARRY OUT ONE MONEY ACTION

Exchange – cannot be executed with jungle animals. All other money actions that involve tiles (move, buy, and discard a tile) can be done with jungle tiles as with other animal tiles.

GAME END

SCORING

● For the jungle animals, the player scores points as follows:
  - For the jungle animals on the jungle board, the player scores 0 points.
  - For each jungle animal **type** in the barn the player scores minus 2 points.

● For the visitors, the player scores as follows:
  - The player scores 2 points for each **color** of visitor in his zoo; the number of visitors of a color gives no extra points.
  - If a player has a visitor bonus tile, he scores 2 points for each visitor in his zoo of that color.

OTHER IMPORTANT RULES

- A player may only place jungle animals on the jungle board.
- Jungle animals may not be exchanged.
- Visitor movement may not be divided between two visitors.
- If a visitor leaves the zoo when it is moved backwards, the player takes no bonus tile.

- If a player places a vending stall of a color and has no visitor of that color in his zoo and there is no visitor of that color in the general supply, he does not move a visitor.
- The other players must move a same color visitor backward only when a player places a jungle animal, not when he places a vending stall.
- Even if the player moves the visitor only one space after he places a jungle animal, the other players must move a same colored visitor backwards.
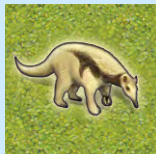
COMBINING ZOOLORETTO EXOTIC WITH OTHER EXPANSIONS AND VARIANTS

For recommendations for combining several expansions with the basic games, please visit **www.zooloretto.com**
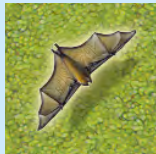
ANIMAL ENCYCLOPEDIA

The Pygmy Anteater
These toothless animals typically have long tongues. The pygmy anteater lives in the trees of Central and South America.

The Scarlet Macaw
These social animals take their name from the sound they make. Inhabitants of Central and South America, they prefer to eat seeds and fruits.
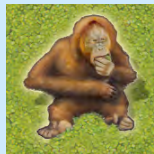
The Bat
These flying mammals are found on all continents of the world except Antarctica. There are over 900 species – 40 in Europe alone. Europe.
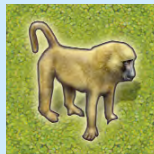
The Koala
These marsupials live in the eucalyptus forests of Australia. They sleep for extremely long periods of time, but possess very good hearing and an extraordinarily sensitive nose.
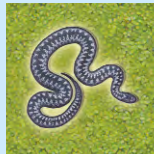
The Orangutan
These great apes live in the rainforests of the islands of Borneo and Sumatra. The name of this plant-eating primate comes from the Malay word for "Forest Person".

The Baboon
These African monkeys spend most of their time on the ground but can also climb very well and prefer to return to the trees to sleep.

The Smooth Snake
These harmless snakes, found in Europe and West Asia, are often confused with the European adder and grow to lengths of up to 80 cm.

The Emerald Tree Monitor
Although one of the smallest monitor species, the emerald tree monitor still grows to lengths of up to 1 meter. They live in the rainforests of Australia and New Guinea.