

Zoophoria

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Hello,

My name is Joe. I'm the Director of Zoophoria, one of the best zoos in the world!

After spending my entire career dedicated to building our fine zoo, I have decided to retire. To ensure Zoophoria keeps its place amongst the best zoos in the world, we are conducting a global search for my replacement. Players will have one week to assemble the best habitat in the zoo and attract more visitors to Zoophoria than their competition. The winner will be hired as my successor and appointed the new Director of Zoophoria!

*Sincerely,
Joe*



A game of Zoophoria takes place over seven rounds, representing one week. Players start with four animals, three employees and two secret targets. Each day, a new selection of animals, employees, buildings, food supplies, targets and more will be available. Players will compete for three items from those available as new additions to their habitat. Strategy and planning must be used to create a habitat that can manage the daily food, virus and trash production. If the growing collection of animals is fed and remains healthy, and the habitat is kept clean, visitors will come to enjoy the zoo.

Over 75 unique animals from around the world are available for use in your habitat. Build structures to create themed exhibits containing mammals, reptiles, birds, endangered species and more.

Over 60 unique employees and buildings are available to provide assistance. Upgrade or add a new Keeper to produce more food. Install trash cans and recycling bins to keep the zoo clean. Enlist Veterinarians to ensure animals don't get sick. Add restaurants, photo spots, souvenir stands or other guest services to attract even more visitors.

The player who attracts the most visitors to the zoo will win the challenge and earn the title, Director of Zoophoria.

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COMPONENTS

- 1 game board
- 4 daily events reference summaries
- 1 turn tracker
- 1 first player marker
- 25 virus cubes
- 4 trash cubes



- Cards**
- 89 animal cards (green)
 - 49 employee cards (red)
 - 27 building cards (blue)
 - 23 target cards (purple)
 - 4 trash cards



- 75 \$1 silver coins
- 25 \$5 gold coins
- 1 daily event die (D20)
- 3 production dice (D6)
- 4 day worker dice (D6)
- 12 meeples (3x each colour)
- 4 scoring markers (1x each colour)



GAME SETUP

Choose the difficulty level by using the starting employees, indicated by **Start**, as follows:

- **Basic:** give each player one Keeper, one Veterinarian, and one Groundskeeper; return the rest to the box
- **Advanced:** add one Keeper, one Veterinarian, and one Groundskeeper per player to the employee deck; return the rest to the box
- See page 7 for additional setups and game play variants to increase or decrease difficulty

- Place the dice near the board
- For a two player Game:** place three tokens of a neutral colour beside the board
- Place one silver coin (\$1) on the yellow day worker
- Place the coins beside the board to create the general supply
- Place the virus cubes beside the board to create the general supply
- Place the turn tracker on Monday
- Set aside the five baby animal cards, indicated by:
- Shuffle each of the decks of cards**
- Place the target cards face down to make the draw pile
- Place three building cards in the supply; the rest face down to make the draw pile
- Place four employee cards in the supply; the rest face down to make the draw pile
- Place six animal cards in the supply; the rest face down to make the draw pile

MAIN BOARD

Place the main board ("Notice Board") within easy reach of all players



Players will use the area in front of them to create a "Habitat"; with enough space to grow their collection (a tableau consisting of 10 card spaces).

Each player receives the following:

- Three tokens (workers) of their chosen colour
- One scoring marker of their chosen colour
- One trash card and one red trash cube
- Five silver and one gold coin (\$10)
- Two target cards, face down
- Employee cards: each player starts with three employee cards as follows:
 - **Basic:** Starting Keeper, Veterinarian, Groundskeeper, indicated by **Start**
 - **Advanced:** deal three to each player
- Animal cards: deal six to each player; choose four and discard two
- One daily event / turn summary reference card

FIRST PLAYER

The player with the lowest total visitor value of their starting animals is the first player. In the event of a tie, roll one die, highest is first. The first player takes the first player marker.



ANIMALS OVERVIEW

Players have a total of **five spots** for animal exhibits and structures (see Structures on page 4) in their habitat. Each day, players will receive one new animal, followed by access to a selection of six new animals. The animal exhibits built in the habitat determine feeding costs, virus capacity and visitors.

1 **2** **2** **2** **3** **2** **3** **4**

3 **4** **5** **5**

African Elephant

3

1 **Animal Class (type)**

Mammal **Bird** **Reptile** **Invertebrate**

2 **Daily Maintenance**

Food Cost **Virus Capacity** **Visitor Score**

3 **Native Continent**

Africa **Eurasia** **South America** **North America** **Australia**

4 **Climate**

Warm **Cold** **None**

5 **Status**

Endangered **Mates** **Baby**

FOOD

Use food collected from all production sources to cover animals' food cost. Animals that are not fed are removed from the habitat.

HEALTH

Viruses produced are placed onto the animals. Animals that contain more viruses than their virus capacity become sick and are removed from the habitat.

VISITORS

Attract the most visitors to the zoo. Visitors are used for scoring points!



FAMILIES: Animals with the heart symbol have a mate. Collect both animals in the pair and immediately receive the baby; the group becomes a family.



- ♦ A **family** occupies a **single exhibit space** in the habitat
- ♦ If one animal in the family is not fed or gets sick, the entire family is removed from the habitat.



JOE'S FAVOURS: Joe has his favourite animals, buildings and employees. If Joe's picture is on a card, it provides a favour; a one time benefit that can be used at any time during Habitat Maintenance. After calling in the favour, you must immediately discard the card. **See "Joe's Favours" on page 8.** *Example: Peregrine Falcon can be used to take any animal from the discard pile, then it is discarded*

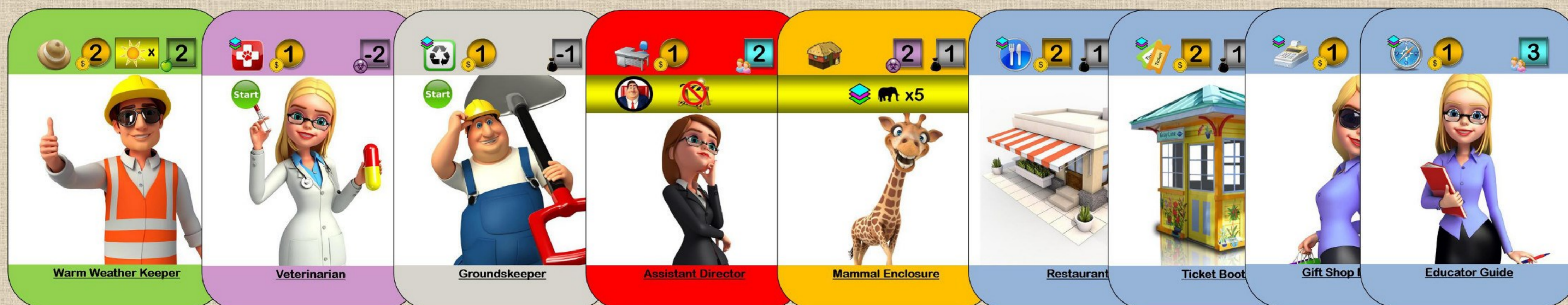


FAQs:

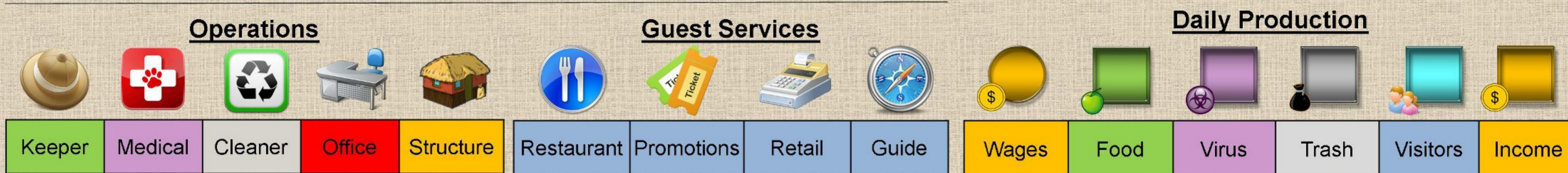
- Unless otherwise instructed, each exhibit space holds one animal. Examples that allow for multiple animals in a single space:
 - ♦ structures can hold multiple animals as indicated on the card (see structures on page 4)
 - ♦ spiders can be stacked in groups of five
 - ♦ animals in a family can be stacked in their group of three
- Existing animals may be discarded when placing new ones. However, any viruses the old animal may contain are transferred to the new one
- Animals may be used as part of multiple sets when scoring end game targets

EMPLOYEES & BUILDINGS OVERVIEW

Players have **five spots**, for employees and buildings in their habitat. Each day, players will have access to a selection of four new employees and three new buildings. Employees and buildings help to feed animals, keep them healthy, clean the habitat and attract more visitors.



CATEGORIES



KEEPERS
produce food

MEDICAL
reduce virus production

CLEANERS
reduce trash production

GUEST SERVICES
attract visitors

OFFICE WORKERS
Provide a one time special action (see Favours page 3 and 8); they are discarded after using their Favour.

STRUCTURES
Allows multiple animals to be stacked to create a themed exhibit; however they increase virus and trash production.
Structures are placed with animals, occupying one of the five spaces.

SPECIALISTS
Some Keepers and Veterinarians are specialists. They receive regular food production or virus removal benefit, plus an additional benefit based on the number of matching cards in the player's habitat.
Specialists are never stackable
Example: Bird Curator produces 2x food for every bird in the player's habitat



STACKING: cards with this symbol may be stacked in a single spot in the habitat. This allows multiple cards to occupy a single space and their production totals to combine. The cards must be from the same category (example cleaners); buildings and employees can be stacked together. *Example: Trash Cans can stack with Groundskeepers*




Cards with this symbol may be stacked with the categories as indicated on the card

Example of 6 cards using only 2 spaces



FAQs:

- Structures are placed with animals and are not considered to be one of the five building/employee spaces
- Existing cards may be discarded at any time to allow for new cards to be placed
-  Employees must be paid their wages every day or they will be lost (discarded)

TARGETS OVERVIEW



The two targets that you start the game with will help give some direction on assembling your habitat. If a player's habitat meets a target goal at the end of a round, score the visitors indicated and discard the target. Each incomplete target at the end of the game will lose three visitors. More targets can be obtained throughout the game.

Example: 5 Animals from Africa, score 7 visitors



GAME PLAY

Players will be selecting animals, employees and buildings with the goal of assembling the habitat that attracts the most visitors to the zoo. A game takes place over seven rounds, representing the days of the week.

Each round will follow these two phases:

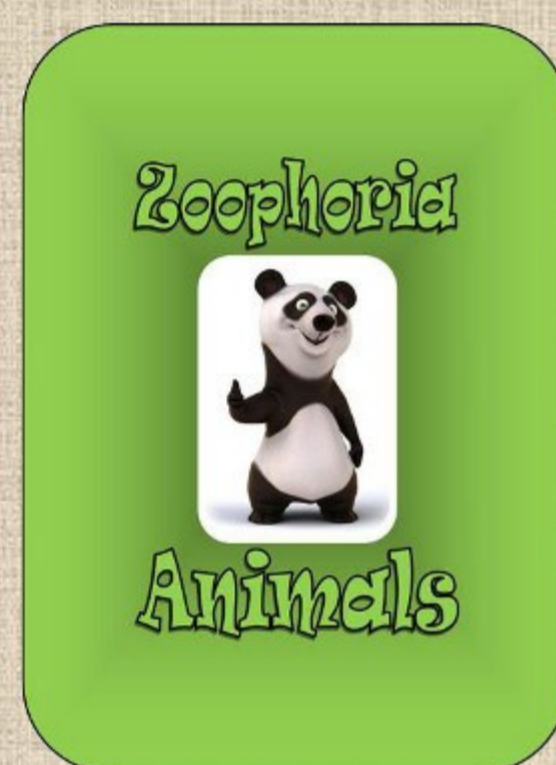
1. **The Morning Meeting** - gather in Joe's office to make the selections for the day
2. **Habitat Maintenance** - complete the activities in player habitats required to score visitors

THE MORNING MEETING

Each day starts with a meeting in Joe's office. All of the resources available to players for the day are posted on the Notice Board.

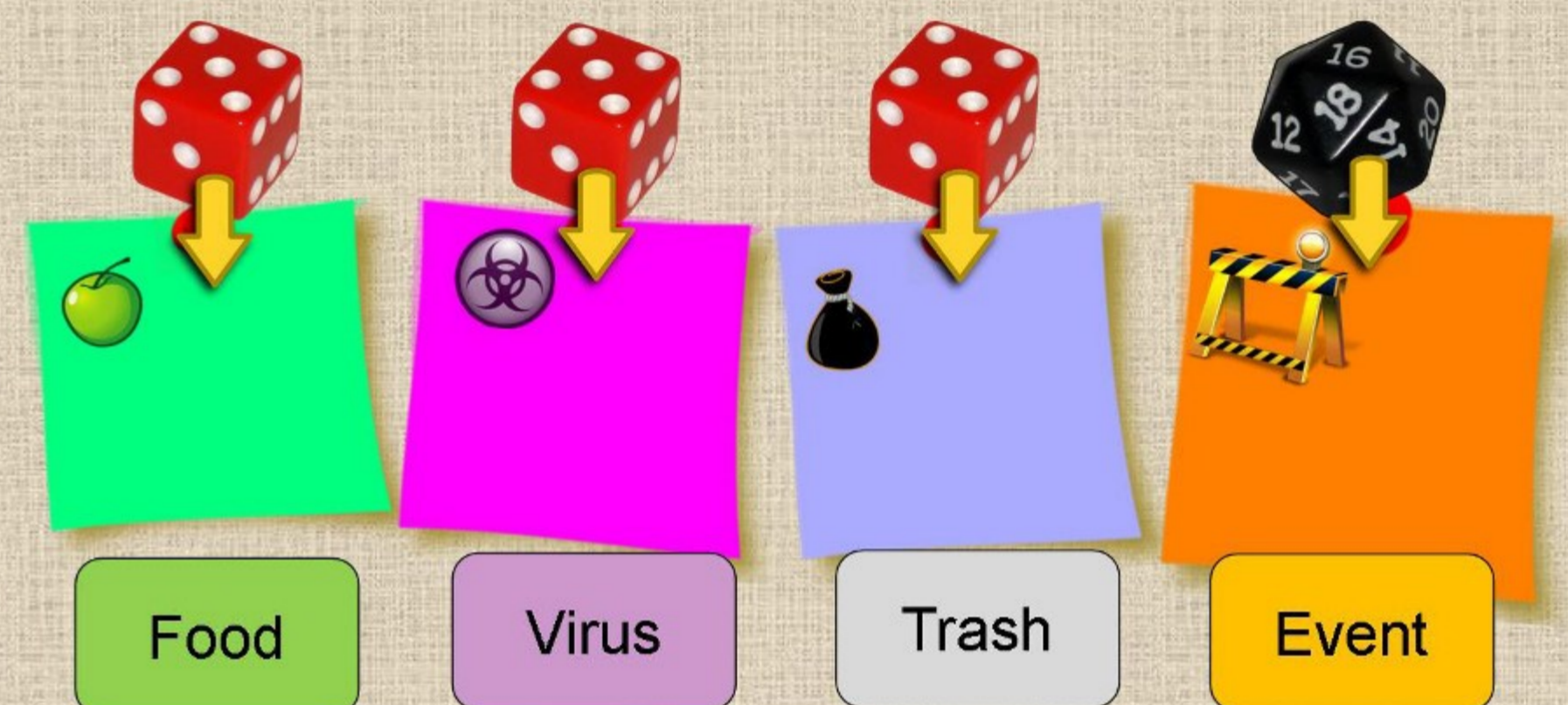
1 New Animal

Players draw one animal from the draw deck; it can be placed in the habitat or discarded.



2 Resource Production

The first player rolls the production and event dice and chooses which red die will be used for food, virus and trash production.



3 Worker Placement

Starting with the first player and proceeding clockwise, players take turns placing one token (worker) on a card or day worker space. Continue until each player has placed three workers. Once a space or card has been chosen, no other player may go to the same spot in the same round. Workers are returned to players at the end of the round.

Day Workers: The first player rolls the four white dice and places them beside the board to create the "day worker pool"

- **The first player to place a token on the green, purple, black or blue day worker will also select a die from the dice pool to place on the worker; this die will be used as it's production value for the round**
- When selecting a day worker, the cost (1 coin) is paid immediately to the yellow day worker space
- Selected day workers provide help for the current round

In a two player game:



1) only the spaces with two meeples are available to be used



2) use a token of a neutral colour to block the indicated cards that match any of the red dice; they will not be available for the round. *Example if there is a red four, block the left-most building*

When selected, this day worker will produce three food. The cost of \$1 is placed on the yellow day worker



HABITAT MAINTENANCE



Place selected cards in the habitat. Complete the actions in order. All players will complete each action before moving to the next. **Example: all players complete action one before moving to action two.**

Reminder: Joe's favours can be called in any time during Habitat Maintenance.

1 PAY WAGES



If a player has placed a token at the yellow day worker, they will collect any coins that have been placed here.

Total all employees' wage costs and pay the amount in coins to the supply. If a player does not have enough to pay wages, remove employees until wage costs can be met

2 DAILY EVENT



After the morning meeting, Joe likes to mix things up with a daily event. The event die determines the daily event for all players. See the "Events table" on page 8 for details of the event result.

If a player has placed a token at the orange day worker, they will be provided immunity from events.



3 NEW TARGETS



If a player has placed a token at the red day worker, they will be provided two new targets. Draw three target cards from the draw pile, then discard one target card. The discarded card can be from those previously in hand.



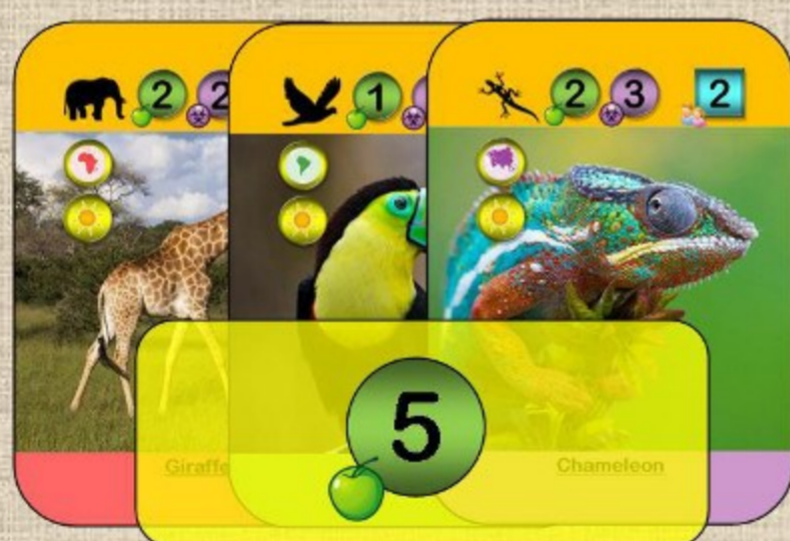
4 FEED



Total all animals' food costs. If food production is lower than the food cost, remove (discard) animals (player's choice) from the habitat until food costs can be met.

FOOD COST
total of all animals' food costs

FOOD PRODUCTION
food production die + green day worker (if selected) + keeper buildings & employees



Surplus food is not carried forward to the following day.

5 TREAT VIRUSES

1) Infect

Place any virus cubes received from virus production on animals of player's choice

2) Treat

Remove virus cubes provided by treatment from animals of player's choice

VIRUS PRODUCTION:
virus production die + buildings

TREATMENT:
purple day worker (if selected) + medical buildings & employees



- Animals can hold a maximum of their virus capacity +1 cube, therefore cubes must be distributed amongst animals
- After treatment, if viruses on an animal exceed its virus capacity, it becomes sick and is removed (discarded) from the habitat, return the virus cubes to the supply
- Example: Chameleon holds a maximum of four virus cubes; becomes sick after treatment if four virus cubes remain
- In the rare event a cube cannot be legally placed (all animals contain their virus capacity +1), return such cubes to the supply, lose three visitors for each cube returned

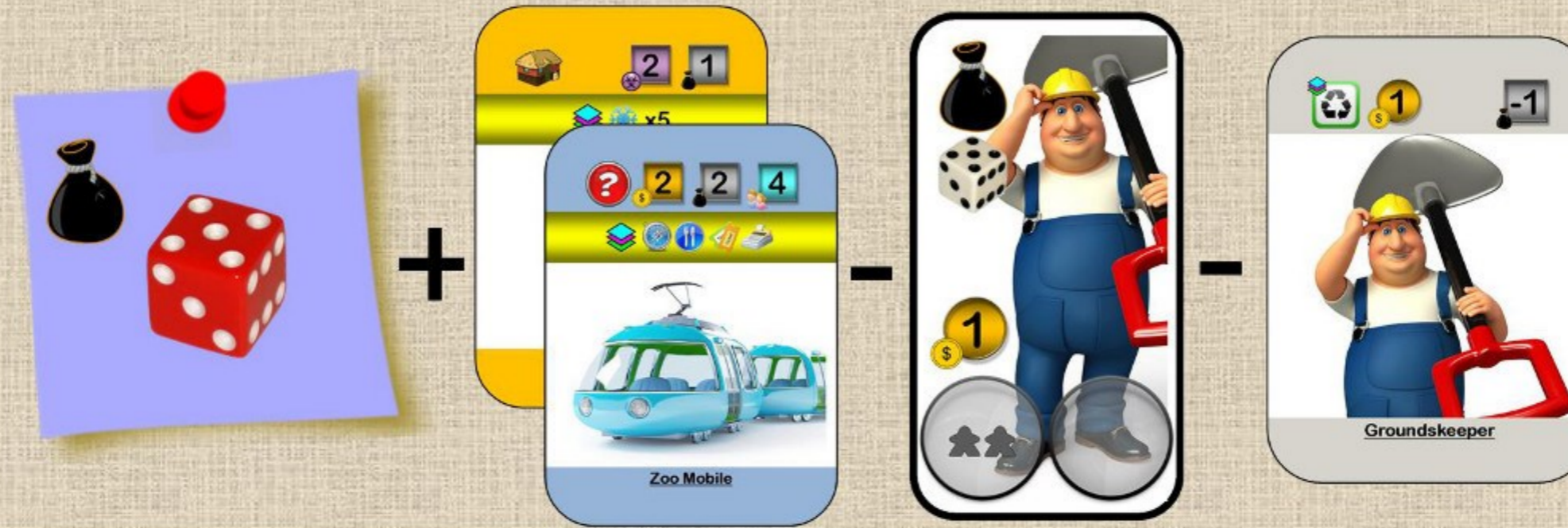
5 TRASH PRODUCTION



If the trash counter reaches 10:

- lose five visitors
- reset the counter to 0
- continue counting

trash production die
+ structures & select guest services
- black day worker (if selected)
- cleaner buildings & employees



Clean

If production is negative:
reduce the trash counter
equal to the result (it is not
possible to go below zero).

Litter

If production is positive:
increase the trash counter
equal to the result.

6 ATTRACT VISITORS

Blue day worker (if selected) + animals
+ guest services buildings & employees
**note: certain employees & buildings from
other categories may also score visitors*



Advance your scoring
marker on the visitor
track equal to the result.



7 INCOME



Receive coins
produced by
buildings in the
habitat



Receive two coins for each income space
passed on the visitor track. *Note: if a player
passes the same income space a second time
(after previously moving backwards from trash),
they do not receive income for this space again*

END OF ROUND

1 Score Targets

Score any complet-
ed targets and dis-
card



2 Restock

Discard any re-
maining building,
employee and
animal cards in
the supplies and
restock



3 Restock

Add one coin
from the supply
to the yellow
day worker



4 Start Player

Move clockwise
from the current
start player and
pass the start
player marker



5 New Day

Advance the turn
tracker



END OF GAME



The final round ends when all players have completed Habitat Maintenance on Sunday. Complete the end of game scoring.

- Score two visitors for each animal in the habitat (receive income for visitors as per usual)
- Score one visitor for each coin remaining in player's supply (do not receive income for visitors)

The winner is the highest on their scoring path. Congratulations, you are the new Director of Zoophoria!

Resolve ties in this order:

- Cleanest and healthiest habitat (fewest combined trash and virus cubes remaining)
- Best animal collection (highest visitor value on their animals)

End Game Scoring



GAME VARIANTS TO DECREASE DIFFICULTY:

- Play without using coins. Remove the Director card. Do not use the yellow day worker space. Skip the wages and income steps during Habitat Maintenance
- Play without using the daily events or set the daily event to any desired value
- Set the production and/or day worker dice to any desired value and use these values for the entire game
- Shorten the game by playing only five turns. Start on Wednesday

GAME VARIANTS TO INCREASE DIFFICULTY:

- During setup, players select (draft) one animal card, put it face up in the habitat and pass the remaining cards clockwise. Continue this process until four animals are selected by each player for their habitat
- During setup, players roll one die. Take virus cubes from the supply (place them on animals of player's choice) and advance the trash tracker equal to the value roll
- When taking a new animal, it cannot replace one in the habitat that contains a virus cube

DAILY EVENTS					
1		+2	11		+1
2		-2	12		-1
3		-1	13		-1
4		-5	14		-1
5		-1	15		-1
6		+1	16		CLOSED
7		+1	17		CLOSED
8			18		CLOSED
9			19		CLOSED
10			20		1

CLOSED

- Close immediately, cards are ignored for the day (production and favours)
- Animals: return virus cubes to the supply (a vet visits while closed)
- Buildings: do not produce trash or income (they have no visitors)
- Tip: flip cards over as a reminder they are closed

1	Food production die +2	11	Food production die +1
2	Virus production die -2	12	Virus production die -1
3	Trash production die -2	13	Trash production die -1
4	Food production die -1	14	Cold weather animals lose 1 visitor
5	Lose 5 visitors	15	Warm weather animals lose 1 visitor
6	Virus production die +1	16	Mammals closed for the day
7	Trash production die +1	17	Reptiles closed for the day
8	All mammals receive 1 virus cube	18	Birds closed for the day
9	All reptiles receive 1 virus cube	19	Guest closed for the day
10	All birds receive 1 virus cube	20	Discard one target card



JOE'S FAVOURS: Joe has his favourite animals, buildings and employees. If you see Joe's picture on a card, it will provide a favour; a one time benefit that may be used at any time during Habitat Maintenance. **A card must be legally placed in the habitat to use it's favour.** After calling in the favour, you must immediately discard the card.

** Some cards have special instructions, such cards do not contain Joe's picture and they have an ongoing effect.

Animals



= FIRST PLACE

African Fish Eagle	Draw 3 animals from the animal draw deck	** Giant Panda	Attract 6 visitors Friday, Saturday, Sunday
Andean Condor	Remove 3 viruses	King Vulture	Produce 4 food
Bald Eagle	Draw 3 animal cards from the animal draw deck	** Komodo Dragon	Attract 6 visitors Friday, Saturday, Sunday
Blue Peafowl	The player in first place on the scoring track loses 5 visitors	Pelican	Produce 3 food or remove 3 viruses or score 5 visitors
Desert Hairy Scorpion	Swap with 2 animals on the notice board	Peregrine Falcon	Take 1 animal from the animal discard pile
** Emperor Penguin	Attract 4 visitors Friday, Saturday, Sunday	Philippine Eagle	Players not in first place, score 5 visitors
Emperor Scorpion	Swap with 2 animals on the notice board	Scarlett Macaw	Draw 3 target cards, discard 2 target card
Emu	Immunity from closed events (16, 17, 18, 19)	** Spiders (all)	Stack up to 5 spiders in a single exhibit space

Buildings / Structures

** Arctic	5 cold weather animals stack on the Arctic Exhibit	** Mammal Enclosure	5 mammals stack on the Mammal Enclosure
** Aviary	5 birds stack on the Aviary	** New Exhibit	3 animals (max. 1 per class) stack on the New Exhibit
** Endangered	5 endangered animals stack on the Endangered Exhibit	** Reptile House	5 reptiles stack on the Reptile House
Food Storage	Produce 5 food	Tractor	Stacks with any keeper or cleaner card
** Global	5 animals (max.1 per continent) stack on the Global Exhibit	** Tropical	5 warm weather animals stack on the Tropical Exhibit
** Guest Services	Stack 4 Guest Services employees (max.1 per category)	** Zoo Jeep	Stacks with any guest services card
Maintenance Building	Immunity from Closed events (16, 17, 18, 19)	** Zoomobile	Stacks with any guest services card

Employees

Assistant Director	Immunity from any daily event	HR Manager	Take 1 employee from the employee discard pile
Director	Take the 1st player marker	Maintenance	Immunity from the closed daily events (16, 17, 18, 19)
Finance Manager	Flip any or all of the production dice	Mascot	Attract 3 visitors on Friday, Saturday, Sunday
General Curator	Take 1 animal from the animal discard pile	Operations Manger	Take 1 building from the building discard pile
** General Manager	Stacks with any guest services card		



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