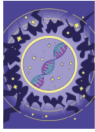


## CARD SETUP 2/3

### 3. FUSION TICKETS

FUSION TICKETS ARE THE CURRENCY OF ZOOSIONS. THERE ARE A TOTAL OF 50. PUT THE STACK OF 50 ON THE TABLE.



### 4. ZOOKEEPER DECK

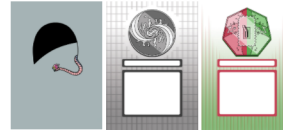
THE ZOOKEEPER HAS THEIR OWN DECK WITH A PURPLE CARD BACKING. THERE ARE 20 UNIQUE CARDS IN THE ZOOKEEPER DECK. THE ZOOKEEPER HAS THEIR OWN PLAYER CARD THAT COLLECTS CARDS WHEN ANYTHING IS REMOVED FROM THE GAME. PLACE THE ENTIRE ZOOKEEPER DECK FACE-DOWN ON THE TABLE.



## CARD SETUP 3/3

### 5. THE STASH

THE STASH IS A SPECIAL DECK THAT THE LABRAT SNEAKILY GAVE THE TOURISTS IN THEIR FUSION PARK JOURNEY. THESE ARE ONE-TIME USE ACTION CARDS IN ZOOSIONS THAT CAN BE USED TO SHAKE UP THE GAME. THERE ARE 5 UNCAGED STASH CARDS, AND 5 REACTANT STASH CARDS, FOR A TOTAL OF 10 STASH CARDS. SHUFFLE AND PLACE FACE-DOWN ON TABLE. DON'T USE THESE IF IT'S YOUR FIRST TIME PLAYING.



### 6. EXPERIMENT BIAS CARDS

EXPERIMENT BIAS CARDS ARE THE MOST IMPORTANT CARDS FOR TOURISTS. TOURISTS CAN'T MOVE IN ZOOSIONS WITHOUT USING THEM. THESE ARE DOUBLE-SIDED CARDS, ONE SIDE BEING GREEN, AND THE OTHER SIDE BEING RED. THERE ARE A TOTAL OF 5 EXPERIMENT BIAS CARDS, ONE FOR EACH TOURIST. PLACE THEM ON TABLE IN A PILE.



## ZOOSIONS INSTRUCTIONS

YOUR  TO WINNING IN FUSION PARK!



**TOURIST OBJECTIVE: COLLECT FUSION TICKETS, SUCCEED YOUR EXPERIMENTS AND REACH THE FUSION REFUGE AS A ZOOSION.**

**ZOOKEEPER OBJECTIVE: ELIMINATE ALL TOURISTS.**

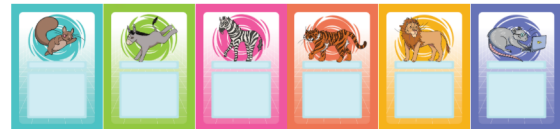


## CARD SETUP 1/3

THE FOLLOWING 3 SECTIONS WILL TEACH YOU HOW TO SETUP YOUR CARDS IN A GAME OF ZOOSIONS.

### 1. BASE AND SPECIAL ANIMALS: THE CONTROL GROUP!

FIND AND SEPARATE THE BELOW CONTROL GROUP ANIMALS INTO 6 PILES OF 2 ALIKE ANIMALS, IN THE FOLLOWING ORDER:

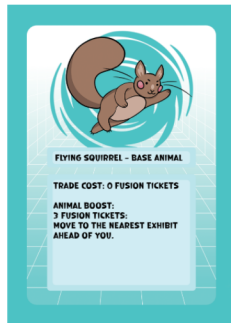


### 2. PET PILE

THE PET PILE IS THE PRIMARY DECK OF ZOOSIONS. COMBINE ALL GREEN AND RED ANIMAL CARDS, ANIMAL PASSES, AND ALL 10 ZOOSIONS TO CREATE THE PET PILE, FOR A TOTAL OF 60 CARDS. THESE CARDS HAVE THE ZOOSIONS LOGO ON THE BACK (SAME BACK AS THE ABOVE CARDS)



## BASE ANIMAL CARD BASICS

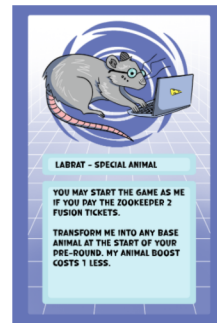


**ALL TOURISTS START WITH AT LEAST 1 BASE ANIMAL IN A GAME OF ZOOSIONS. EACH ONE HAS 2 ACTIONS: TRADE COST, AND ANIMAL BOOST.**

**TRADE COST: TOURISTS PAY THE ZOOKEEPER THIS COST IF THEY WANT THIS BASE ANIMAL FROM YOU. ONCE YOU MAKE A TRADE, YOU CANNOT TRADE OR BE TRADED WITH FOR THE REST OF THE PRE-ROUND. THIS IS CALLED "TRADER'S PROTECTION." IF A CARD "SWAPS" INSTEAD OF "TRADES," THAT CARD WILL BYPASS TRADER'S PROTECTION, NOT COUNTING AS A TRADE.**

**ANIMAL BOOST: A UNIQUE SKILL THAT EACH BASE ANIMAL HAS. THIS ABILITY USES FUSION TICKETS TO ACTIVATE THE EFFECT. YOU CAN ONLY USE ONE ANIMAL BOOST, PER ANIMAL, DURING YOUR PRE-ROUND.**

## SPECIAL ANIMAL CARD BASICS



**SPECIAL ANIMAL: ANIMALS THAT HAVE UNIQUE ABILITIES. TOURISTS CAN START WITH A SPECIAL ANIMAL IF THEY PAY THE COST ON THE CARD. THEY HAVE NO TRADE COST OR ANIMAL BOOST.**

**ZOOKEEPER: "WHAT IS THIS LABRAT DOING OUTSIDE OF ITS CAGE!?"**

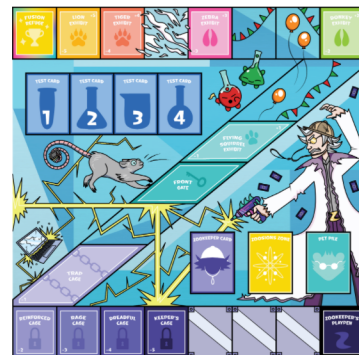
## WHAT IS A ZOOSION?



**A ZOOSION IS A MYTHICAL ANIMAL FUSION THAT EVERY TOURIST HAS HEARD ABOUT, BUT NO TOURIST HAS SUCCESSFULLY RETURNED FROM FUSION PARK TO SHOW THE WORLD WHAT THEY LOOK LIKE. DO YOU RISE TO THE OCCASION? CONTINUE READING IF YES.**

**ZOOKEEPER: "BAHAHAHA!!!! WELCOME TO FUSION PARK, TOURISTS!"**

## FUSION PARK BASICS



**THE BOARD IN ZOOSIONS IS KNOWN AS FUSION PARK. EXHIBITS AND CAGES ARE VERY IMPORTANT FOR ALL PLAYERS TO UNDERSTAND.**

**EXHIBIT: LOCATIONS WHERE TOURISTS STOP TO TAKE A LOOK AT AN ANIMAL. IF A TOURIST MOVES FORWARD INTO THESE AT ANY TIME, THEY GET (+) THE AMOUNT OF FUSION TICKETS STATED ON THE EXHIBIT. IF A TOURIST MOVES BACK INTO THESE AT ANY TIME, THEY LOSE (-) THE AMOUNT OF FUSION TICKETS STATED ON THE EXHIBIT.**

**CAGE: LOCATIONS THAT THE ZOOKEEPER MADE. TOURISTS LOSE THE AMOUNT OF FUSION TICKETS STATED ON A CAGE WHEN MOVING BACKWARDS INTO ONE.**

## PET PILE BASICS 3/3



**ZOOSIONS: THE NAME OF THE GAME! A TOURIST INSTANTLY WINS THE GAME WHEN THEY REACH THE FUSION REFUGE AS A ZOOSION.**

**A ZOOSION IS A COMBINATION OF THE BASE ANIMALS REQUIRED TO PERFORM THE FUSION. PAY THE FUSION COST TO THE ZOOKEEPER TO REMOVE YOUR ANIMAL PAIR FROM THE GAME TO BECOME ONE!**

**THERE ARE 10 TOTAL UNIQUE ZOOSIONS FOUND IN THE PET PILE.**

**ZOOSIONS COUNT AS BOTH OF THE ANIMALS THAT FUSED TOGETHER. THEY ARE NOT CONSIDERED BASE ANIMALS.**

## HOW TO WIN



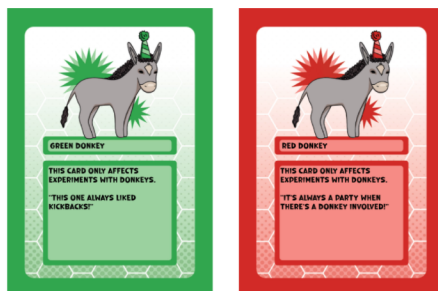
**A TOURIST WINS WHEN THEY ARE THE FIRST TO REACH THE FUSION REFUGE AS A ZOOSION. THE FUSION REFUGE DOES NOT COUNT AS AN EXHIBIT!**

**THE ZOOKEEPER WINS WHEN ALL TOURISTS ARE ELIMINATED. TOURISTS ARE ELIMINATED IN 2 DIFFERENT WAYS:**

- 1. MAKING CONTACT WITH THE ZOOKEEPER**
- 2. OWNING ZERO TOTAL FUSION TICKETS AT THE END OF A TEST ROUND (OWNED FUSION TICKETS ARE FUSION TICKETS ON A TOURIST'S EXPERIMENT, OR IN THEIR HAND).**



## PET PILE BASICS 1/3



**TEST CARDS: TEST CARDS ARE PART OF THE PET PILE. THESE CARDS DETERMINE THE OUTCOME IN A GAME OF ZOOSIONS. THEY CAN BE GREEN OR RED.**

**TEST CARDS MAKE TOURISTS MOVE UP OR DOWN. \*THESE NEED TO BE UNDERSTOOD IN ORDER TO MOVE UP OR DOWN FUSION PARK.\***

**TO MOVE, TOURISTS FIRST NEED TO START AN EXPERIMENT TO UNLOCK MOVEMENT ABILITIES. THEN, IF THEY MATCH EITHER OF THE CONTROL GROUP ANIMALS THEY HAVE TO A SPECIFIC TEST CARD PLAYED, THEY WILL MOVE UP OR DOWN. IF THEIR EXPERIMENT BIAS CARD COLOR MATCHED THE CORRECT TEST CARD COLOR, THEY MOVE UP. COLOR MISMATCHES TO THE MATCHING ANIMAL WILL MOVE YOU DOWN. ANIMAL MISMATCHES WILL NOT AFFECT YOU.**

## PET PILE BASICS 2/3



**ANIMAL PASSES: SPECIAL CARDS THAT DO NOT REQUIRE A TOURIST TO BE IN AN EXPERIMENT TO BENEFIT FROM. THERE IS 1 GREEN AND 1 RED ANIMAL PASS PER BASE ANIMAL IN THE PET PILE. THESE CARDS DO NOT NEGATIVELY AFFECT TOURIST MOVEMENT.**

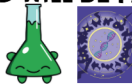
**AS LONG AS A TOURIST HAS THE MATCHING ANIMAL AND EXPERIMENT BIAS COLOR, THEY GET THE FULL BENEFIT FROM THE ANIMAL PASS.**

## START AN EXPERIMENT/WATCH

TOURISTS HAVE A UNIQUE WAY OF MOVING – BY BEING IN EXPERIMENTS! HERE'S HOW TO START AN EXPERIMENT:

1. CHOOSE YOUR EXPERIMENT BIAS COLOR (GREEN OR RED)
2. PLACE AT LEAST 1 FUSION TICKET ON YOUR EXPERIMENT BIAS. \*THIS TELLS YOU HOW MANY SPACES YOU MOVE IN A TEST ROUND.\*
3. THAT'S IT! YOU'RE READY TO TEST YOUR EXPERIMENT! YOUR PRE-ROUND IS PASSED TO THE NEXT PLAYER.

IF YOU DO NOT WANT TO START AN EXPERIMENT, YOU CAN TELL THE ZOOKEEPER YOU WANT TO WATCH. YOUR PRE-ROUND WILL BE PASSED TO THE NEXT PLAYER.



### HOW DO I SUCCEED AN EXPERIMENT?

AS A TOURIST, YOUR PRIMARY OBJECTIVE IS TO PLACE AND SUCCEED EXPERIMENTS. TO SUCCEED, JUST REACH AN EXHIBIT AHEAD OF YOU WHILE IN AN EXPERIMENT! ONCE YOU SUCCEED, YOU STOP YOUR MOVEMENT AT THE EXHIBIT YOU LANDED ON, GAIN THE FUSION TICKETS STATED ON THAT EXHIBIT, AND PUT ALL FUSION TICKETS YOU OWN BACK INTO YOUR HAND. CONGRATULATIONS! YOU ARE NOW AN EXPERIENCED TOURIST!

## WHAT IF I FAIL AN EXPERIMENT?

IT HAPPENS! YOU FAIL AN EXPERIMENT WHEN YOU MOVE BACKWARDS INTO AN EXHIBIT OR CAGE DURING A TEST ROUND AFTER YOU'VE PLACED AN EXPERIMENT. YOU WILL STOP MOVEMENT AT WHICHEVER EXHIBIT OR CAGE YOU REACHED, GIVE THE ZOOKEEPER THE FUSION TICKETS LOST, AND PUT ANY OTHER OWNED FUSION TICKETS BACK INTO YOUR HAND. TRY AGAIN NEXT PRE-ROUND!

## HOW DO TOURISTS MOVE IN EXPERIMENTS?

IN EXPERIMENTS: MATCH YOUR CONTROL GROUP ANIMALS AND EXPERIMENT BIAS COLORS TO A TEST CARD TO MOVE UP, IF YOU MATCH A CONTROL GROUP ANIMAL BUT NOT THE BIAS COLOR, MOVE DOWN!

## USING STASH CARDS



DURING YOUR PRE-ROUND, IF YOU HAVE AN UNCAGED STASH CARD IN YOUR HAND, YOU CAN PLAY IT. ONCE YOU USE YOUR STASH CARD, IT IS DISCARDED.

REACTANT STASH CARDS CAN ONLY BE PLAYED IF THE CONDITION IS MET. EX: REACTANT SWITCH CAN ONLY BE PLAYED ONCE YOU SEE A GREEN OR RED TEST CARD. THE STRENGTH IN REACTANTS IS THAT THEY CAN BE USED OUTSIDE OF YOUR PRE-ROUND.

## GAME START

1. PICK A PLAYER TO BE THE ZOOKEEPER. THE REMAINING PLAYERS ARE TOURISTS. THE ZOOKEEPER GIVES EACH TOURIST 5 FUSION TICKETS AND 1 EXPERIMENT BIAS CARD, AND 1 STASH CARD AT RANDOM.
2. CLOCKWISE FROM THE ZOOKEEPER, EACH TOURIST PICKS 1 ANIMAL FROM THE CONTROL GROUP. ONCE EACH TOURIST HAS 1 ANIMAL, REPEAT THE PROCESS. YOU CANNOT HAVE 2 OF THE SAME CONTROL GROUP ANIMAL AT ANY TIME.



3. PICK A GAME PIECE! TOURISTS START AT THE FRONT GATE, THE ZOOKEEPER STARTS IN THE ZOOKEEPER'S PLAYPEN.

4. SHUFFLE THE PET PILE AND PLACE IT ON THE BOARD WHERE IT SAYS "PET PILE". THE ZOOKEEPER CONTROLS ALL OF THE REMAINING CARDS.

ALL TOURISTS MUST HAVE THEIR CONTROL GROUP ANIMALS AND EXPERIMENT BIASES VISIBLE AND ON THE TABLE AT ALL TIMES.

## GAME PLAY

PLAY BEGINS CLOCKWISE FROM THE ZOOKEEPER. A FULL TURN IN ZOOSIONS IS IN THE FOLLOWING ORDER:

1. TOURIST PRE-ROUND (STARTING EXPERIMENTS)
2. ZOOKEEPER PRE-ROUND (WORK TO DEFEAT THE TOURISTS)
3. TEST ROUND (WHERE TOURISTS' EXPERIMENTS ARE TESTED!)

### TOURIST PRE-ROUND

THE TOURIST PRE-ROUND IS WHERE THE PLANNING HAPPENS FOR A TOURIST. AIM TO START EXPERIMENTS THAT WILL SUCCEED!

EACH TOURIST CAN DO ANY OF THESE, IN ANY ORDER, DURING THEIR PRE-ROUND:

1. START AN EXPERIMENT/WATCH (SEE NEXT PAGE)
2. TRADE (SEE BASE ANIMAL CARD BASICS)
3. ACTIVATE ANIMAL BOOSTS (SEE BASE ANIMAL CARD BASICS)
4. PLAY AN UNCAGED STASH CARD  
\*YOUR PRE-ROUND IS SKIPPED IF YOU ARE CURRENTLY IN AN EXPERIMENT.



## FULL TURN PLAYED OUT (1/2)

THIS WILL BE AN EXAMPLE FIRST TURN WITH 2 TOURISTS: TOURIST 1 AND TOURIST 2, AND A ZOOKEEPER.

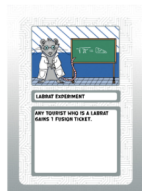
TOURIST 1 EXPERIMENT:



TOURIST 2 EXPERIMENT:



ZOOKEEPER PRE-ROUND:



THERE ARE NO TOURISTS WHO HAVE A LABRAT, SO THERE ARE NO FUSION TICKETS GIVEN OUT FROM THIS ZOOKEEPER CARD. TIME TO START THE TEST ROUND!

## FULL TURN PLAYED OUT (2/2)

ZOOKEEPER PLAYS TEST CARD 1: IT'S A ZOOSION! NO TOURISTS MOVE FROM THIS CARD. IT IS PUT INTO THE ZOOSIONS ZONE AFTER THIS TEST ROUND IS FINISHED. THE ZOOKEEPER NOW PLAYS THE NEXT TEST CARD.



ZOOKEEPER PLAYS TEST CARD 2:

TOURIST 1: MOVES UP 1 SPACE, REACHING THE FLYING SQUIRREL EXHIBIT. SINCE THEY MOVED



FORWARDS INTO AN EXHIBIT, THEY SUCCEED THEIR EXPERIMENT! THE ZOOKEEPER GIVES THE TOURIST 1 FUSION TICKET, AND THE TOURIST PUTS ALL OWNED FUSION TICKETS BACK INTO HAND. TOURIST 2: MOVES DOWN 1 SPACE BECAUSE THEY OWN A FLYING SQUIRREL, ARE IN AN EXPERIMENT WITH 1 FUSION TICKET, AND HAVE A RED BIAS, CREATING A COLOR MISMATCH.

ZOOKEEPER PLAYS TEST CARD 3:

NEITHER TOURIST MOVES. IT DOES NOT AFFECT TOURIST 1 NEGATIVELY BECAUSE ONLY TEST CARDS CAN NEGATIVELY AFFECT MOVEMENT.



ZOOKEEPER PLAYS TEST CARD 4:

NO TOURISTS ARE AFFECTED BECAUSE NO ONE OWNS A LION. THE TEST ROUND IS COMPLETE!



## ZOOKEEPER PRE-ROUND

THE ZOOKEEPER HAS THEIR OWN DECK, AND THEIR GOAL IS TO MESS UP THE OTHER TOURISTS AND BE THE LAST ONE STANDING! THE ZOOKEEPER IS THE LAST TO PLAY IN EVERY PRE-ROUND.



ZOOKEEPER PRE-ROUND ACTIONS:

1. DRAW 3 CARDS WHENEVER YOU HAVE 0 CARDS IN YOUR HAND
2. MOVE UP 1 SPACE
3. PLAY 1 CARD FROM YOUR HAND



PRE-ROUNDS ARE OVER NOW – TEST ROUND BEGINS! PLAY 1 CARD FROM THE TOP OF THE PET PILE ONTO THE "TEST CARD" SPOT. WHENEVER A TEST CARD IS PLAYED, THE ZOOKEEPER GOES IN CLOCKWISE ORDER TO SEE IF ANY TOURIST IS AFFECTED BY THE TEST CARD. AFTER ALL MOVES ARE MADE, THE ZOOKEEPER REPEATS THE PROCESS FOR THE REMAINING 3 TEST CARDS IN THE TEST ROUND. ANY ZOOSIONS THAT ARE SEEN IN A TEST ROUND ARE PUT INTO THE ZOOSIONS ZONE AFTER THE TEST ROUND IS OVER.

A TOURIST IS KNOCKED OUT OF THE GAME WHENEVER THE ZOOKEEPER MAKES CONTACT WITH THEM.

## TEST ROUND



THE TEST ROUND IS WHERE TOURISTS' EXPERIMENTS CAN SUCCEED OR FAIL. THE TEST ROUND STARTS WHEN THE ZOOKEEPER FLIPS OVER THE FIRST TEST CARD.

ONLY TOURISTS WHO ARE IN EXPERIMENTS CAN SUCCEED OR FAIL THEIR EXPERIMENTS. REMEMBER TO GAIN THE FUSION TICKETS STATED ON THE EXHIBIT WHEN YOU SUCCEED. REMEMBER TO LOSE THE FUSION TICKETS STATED ON THE EXHIBIT/CAGE WHEN YOU FAIL.

TOURISTS CAN STILL GAIN OR LOSE THE FUSION TICKETS STATED ON EXHIBITS OR CAGES WHEN NOT IN EXPERIMENTS.

THE FRONT GATE AND THE FUSION REFUGE ARE NOT CONSIDERED EXHIBITS.