

NEW YORK ZOO

Rules Refresher

On Your Turn

1. **Move the elephant** clockwise, 1–4 steps for 2 or 4 players, 1–3 steps for 3 or 5 players. Skip animal breeding lines and empty enclosure slots.
2. **Acquire Animals** or **Add an Enclosure**, depending on where you stop the elephant.
3. All players may **Breed Animals** if a breeding line was passed.

Goal

Completely fill your zoo's construction area with tiles (enclosures and attractions). The first player to fill their zoo wins immediately!

Acquire Animals

1. Take the two pictured animals, or *any* one animal.
2. Place each animal in:
 - an empty house on your zoo board, or...
 - an enclosure with free spaces. You may then move one animal to that enclosure from one of your *houses*.
3. **Score the enclosure** if it is now full.

Add an Enclosure

1. Take the location's topmost enclosure tile.
2. Rotate or flip it if desired and place it anywhere in your construction area.
3. Move one or two animals to the new enclosure from your *houses and/or enclosures*. You may not move the last animal out of an existing enclosure.

Breed Animals

1. Each player with an enclosure containing two or more of the breeding species may add one more to it from the supply.
2. This may be done for up to two enclosures of that species.
3. Players may then move one animal to each of the breeding enclosures from their *houses*.
4. 2–3P only: After breeding at least one enclosure, a player may breed in one extra enclosure containing *any* species.
5. **Score any enclosures** that are now full, starting with the active player.

Enclosure Scoring

Score an enclosure as soon as it is full, even during other actions.

1. Remove all animals from the full enclosure.
2. Optionally move one of the animals to an available house.
3. Discard all remaining animals to the supply.
4. Choose one attraction tile and place it anywhere in your construction area.

Important Reminders

- All animals in an enclosure must be of the same species.
- Animals cannot be moved except as described above.
- When test-fitting an enclosure, use the “?” token to remember its origin.
- Animals in the supply are unlimited.
- The smallest attraction tile (1x1 size) is unlimited.

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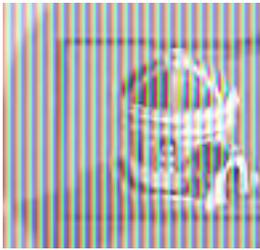
Setup & Terminology

Game Setup

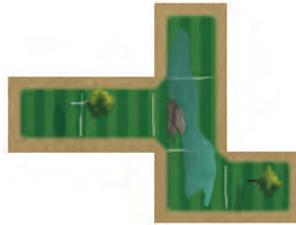
1. Locate the zoo boards corresponding to the number of players, using the markings in the lower-left of each board.
2. Following the numbers in the lower-right of each board, distribute the boards to player number one, two, etc.
3. Each player takes the two starting animals pictured at the top of their board and places them in two houses.
4. Place the elephant on the main board near the red circle.
5. Stack enclosure tiles as depicted in each space of the main board, lightest (smallest) on bottom, to darkest (largest) on top.

Short Game Variant (2P only)

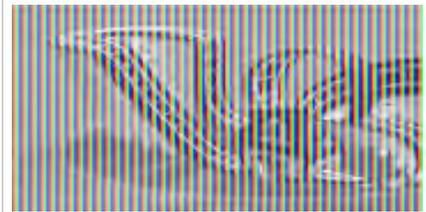
1. During setup, omit the topmost enclosure tile from each board space.
2. Deal 3 random 7-segment enclosure tiles to each player.
3. Deal 3 random 6-segment enclosure tiles to each player.
4. Players place their 6 starting tiles in their zoo.



House



Enclosure



Attraction