

2. You can place any standard Animal on its own into an empty Standard Enclosure.

 All Reptiles and some Birds can be accommodated either in a Standard Enclosure, or in their corresponding Special Enclosure. Petting Zoo Animals must be placed in a Petting Zoo Special Enclosure.

Standard Enclosure: Flip an empty Standard Enclosure to its Occupied  side; this Enclosure is now spent.

Special Enclosure: Place the indicated number of Player Tokens in the Special Enclosure. You must have enough space for the Animal in the Enclosure to place there.

3. Place the Animal Card next to your Zoo Map.

4. Increase your position on the Appeal , Conservation , and Reputation  Tracks (if applicable) according to the info on the bottom-right of the Card.

5. Execute any additional effects triggered by playing the Card (if applicable).

"After Finishing..." effects take place at the very end of your turn.

ANIMALS II

As on **side I**, play 1 or 2 Animal Cards according to the size of your Action Strength. If you're playing a 2nd Card, first complete all the steps for the 1st Card, then repeat.

- You may play Animal Cards with an  icon.

If your Action Strength is **5**, you first may increase your Reputation  by 1. Then you may also choose to play Animal Cards from the Display in the center of the Game Board, up to your Reputation  Range (the Card on the same Folder as your Counter on the Reputation  Track, and any cards below).

If you play a Card from the Display, in addition to the cost of the Animal, you must also pay an amount equal to the number on the Folder from which you take the Animal Card. **Do not refill the display until the end of your turn.**

FLOCK: You can play a Flock Animal without flipping a Standard Enclosure to the occupied side if you already have 1 Other Herbivore in your Zoo that requires at least the same size Enclosure or larger. You may use the same Herbivore for multiple Flock Animals every time, there is no limit to the number of Flock animals in the same Enclosure.

RELEASING AN ANIMAL: If a Card requires you to Release an Animal from your Zoo:



1. Lose the Appeal  depicted in the lower-right of that Animal Card. You do not lose any Conservation  or Reputation  points.

2. If you release an Animal that can also be placed in a Special Enclosure, you must always choose to remove the corresponding number of Player Tokens from the Special Enclosure first. Only if you cannot do this, flip over a Standard Enclosure.

3. You must flip the smallest possible occupied Standard Enclosure that meets all of the enclosure requirements of the Animal (including water and rock spaces). If no such Enclosure exist, flip the smallest occupied Enclosure that meets at least the Animal's enclosure size requirement.

4. Discard the Corresponding Animal Card.

POUCH: The Cards under the Animal no longer have any function. If you release the Animal, put the Cards on the discard pile. You do not lose any Appeal  you already earned from these Cards.

ARK NOVA

with MARINE WORLDS (Highlighted In Blue)

SETUP

1. Place the Break Token on the start space of the Break  Track corresponding to the number of players.

2. Place a random Bonus Tile faceup on each of the 4 Bonus spaces on the Game Board.

 3. Place 1 additional random bonus tile face up next to the Appeal  icon adjacent to the 15 space of the Reputation track.

4. Shuffle the Zoo Cards into a facedown deck and place on the Game Board, then draw 6 Cards and place face down on the Display in the center spaces.

5. Place the 2 Token Organizers next to the Game Board.

6. Place the New Association Board, leaving room for a row of Cards above and below.

7. Place 1 Partner Zoo for each Continent, and 1 University of each kind on the spaces provided on the Association Board.

8. Place the new generic University  in its place on the Association board and the other Universities next to the Association board.

9. Shuffle the Base Conservation Project Cards into a facedown deck, then draw 3 Cards and place faceup below the Association Board. (4 Players: draw 4 Cards.)

(2 Players: Use 6 Player Tokens in an unused color to block: the left level on the left Card, middle level on the middle Card, and right level on the right Card. Then block the 3 spaces in the left column of the Donation Area).

10. Shuffle the Final Scoring Cards into a facedown deck.

11. Randomly determine a start player, play order is clockwise from this player.

12. Each player chooses a color and takes:

• **2 random Zoo Maps:** choose 1 of the advanced sides (1-8) and discard the other.

• **3 Counters:** place on the Appeal  Track according to turn order (1st player on '0', 2nd player on '1', etc...), and on the first spaces of the Conservation  and Reputation  Tracks.

• **25 Player Tokens:** place 7 on the designated spaces on the left of your Zoo Map.

• **4 Association Workers** : place 1 on your Notepad, and 3 lying down below that.

• **2 Final Scoring Cards:** keep hidden from Other players.

• **8 Zoo Cards:** add 4 to your hand and discard the Other 4 faceup.

• **25 Money.**

• **5 Standard Action cards:** to each player (marked 0), then:

- Shuffle the 20 **Alternative Action cards** (marked 1 through 4) and randomly deal 3 to each player.

- Each player keeps 1 card and passes the other 2 to the player on their left.

- Next, each player keeps 1 of the 2 cards they were dealt and passes the other card to the player on their left.

- Each player chooses 2 different Action types and discards the other card.

- Finally, the 2 Alternative Action cards they chose replace 2 Standard Action cards of the same type.

- Your 5 action cards must be different.

- In the rare case that all 3 new action cards have the same name, draw 1 new one at random (with a different name).

- Put the set of the 5 action Cards (**side I** up) under the Zoo Map, 'ANIMALS' in the **1** slot, and the others in a random order.

13. Turn the 6 Zoo Cards on the Game Board Display faceup.

GAME PLAY

Beginning with the Start Player, and proceeding clockwise, players take turns performing 1 Action per turn, until END GAME is triggered. In order to have a positive score, your Appeal  and Conservation  Counters have to cross each other.

PLAYER'S TURN

1. Choose 1 of your 5 Action Cards displayed below your Zoo Map.

NEW ACTION CARDS LAYOUT

-  Draw cards from the deck.
-  Play cards from your hand.
-  Draw cards within your Reputation range.
-  Play cards from the board that are within your Reputation range, plus the cost X printed on the folder.

2. Perform its Action with a Strength equal to its current numbered position . You may use  Tokens to increase the Strength of the Action by 1 per Token (*this must take place before performing the Action*).

3. Move the Card to the  position and shift the Other Cards to the right. If the Card had a  Venom, , and/or  Multiplier Token on it, discard the Token(s).

4. You may now execute any "After Finishing..." effects you triggered this turn, if applicable.

5. Refill the Display in the center of the Game Board by moving Cards from the higher numbered Folders down to fill any empty spaces, then refill from the draw deck.

If you cannot, or do not want to take any of your Actions, you may instead move any Action Card to the  position, then gain 1  Token.

- You may never have more than 5  Tokens at any one time.
- You must always do something that changes the game state on your turn.
- The icons to which Card effects refer to are located in the upper-right corners of the Cards you've played, and on your Partner Zoos and Universities.
- If the effect on a Card refers to an icon and this icon appears on the Card itself, this icon already counts for the effect.
- If you advance your Reputation  or Appeal Counters to, or past a Bonus space  receive the Bonus(es) immediately.
- Any Reputation you gain after reaching space 15 on the Reputation Track is instead gained as Appeal.



The first time a player reaches this space on the Conservation  Track, all players choose and discard 1 of their Final Scoring Cards. Place them face down on the bottom of the deck.

All players perform the following steps in order:

BREAK



If the Break Token reaches the end of the Break Track gain 1  Token, then a Break takes place after the end of this current turn.

All players perform the following steps in order:

1. Discard down to your hand limit (3, or 5 if you've gained the University). 
2. Discard any , , and/or  Tokens on your Action Cards.
3. Return all your Association Workers  from the Association Board back to your Notepad on your Zoo Map. Replenish the display of Partner Zoos, and Universities, so that exactly 1 of each Partner Zoo and University is now available.

3. Advance your Reputation Counter if this is depicted on the University.



This University increases your hand limit to 5.



NEW UNIVERSITY

You can acquire 1 of the new Universities only if you meet these conditions:

- The University  is still on the Association board.
- You do not yet own any of the new Universities. Each player may own a maximum of 1 of the new Universities.

Upon acquiring the generic University

- Set the University  aside. It will become available again at the next pause.
- Choose 1 of the 6 new Universities available.
- Reveal cards from the deck until you find one with that Animal icon (*this can be an Animal card or a Sponsor card*). Keep that card and place the remaining revealed cards back in the deck without changing the order.

EITHER

 Play a conservation project card and support it (section above in the Association board)

(You can only do this only if you can immediately support it).

1. Move any Conservation Project Cards above the Association Board to the right to create an empty space.
2. Play 1 Conservation Project Card from your hand to that space.
3. There can only be up to 2/3/4 Cards above the Association Board according to the player count. Discard the rightmost Card if the total is now more than is allowed. Return any Player Tokens on the discarded Card to their player's supply.

4. You **must** now place Support on the Card you just played, as described in the 3 steps from the **Support a conservation project card** section below.

If you upgrade to **side II**, you may play a Conservation Project Card from the Display in the center of the Game Board, up to your Reputation Range (*the Card on the same Folder as your Counter on the Reputation Track, and any cards below*).

If you do play a Card from the Display, you must pay an amount equal to the number on the Folder from which you take the Conservation Project Card. **Do not refill the display until the end of our turn.**

OR

Support a conservation project card (section below in the Association board)

1. Place 1 Player Token of your choice from the **left-side of your Zoo Map** on unclaimed condition you can fulfil on any Conservation Project Card in play. You may **only** support 1 condition on each Conservation Project.

2. Gain the Bonus revealed by moving the Player Token.

3. Advance on the Conservation  and/or Reputation  Tracks (*if applicable*) according to the Project Card you supported.



ANIMALS I

1. Play 1 or 2 Animal Cards according to the size of your Action Strength. If you're playing a 2nd Card, first complete all the following steps for the first Card, then repeat.

- Pay the cost. If you have a Partner Zoo on the Continent that matches the Animal, reduce the price by 3 Money per Continent Icon on the Animal Card.
- You may not play any Animal Cards with an  icon.
- You must meet the Card Requirements shown in the top-left of the Card.



Blue background at the top: permanent or recurring effect.



Purple background with: Provides Income during the Break.



Brown background with: one-time effect during Final Scoring.



Gain the reward opposite the highest number whose Condition you fulfil.



If a Sponsor Card allows you to Build a Unique Building, you must Build it in order to play the Card. You may rotate it but cannot flip it. Unique Buildings are not Enclosures for gameplay.



Fulfilling the condition on the left (X): gains reward on the right (Y). E.g. 1 for each Asia icon Get 1 Appeal.



ASSOCIATION I

To Carry out an Associate Action, you must first have at least 1 Active Associate worker on your Notepad on your Zoo Map.

1. Choose 1 Task on the Association Board with a value that is equal to, or lower than your Action Strength.



2. Move 1 Worker from our Notepad to that Task.

3. If you already have 1 Worker on this Task, you must instead move 2 to perform it. You may only perform each Task twice before Workers are reset during a Break.



ASSOCIATION II

To Carry out an Associate Action, you must first have at least 1 Active Associate Worker on your Notepad on your Zoo Map.

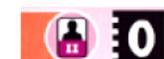
1. Choose 1 or more Tasks on the Association Board with a combined total

value that is equal to, or lower than your Action Strength.



2. For each Task, move 1 Worker from your Notepad to that Task.

3. If you already have 1 of your Workers on this Task, you must instead move 2 to perform it. You may only perform each Task twice before your Workers are reset during a Break.



4. You may also make 1 Donation to an Animal

Welfare Program (in addition to at least 1 of the Tasks), as follows:

1. Pay the smallest visible amount of Money visible in the Donation Area on the left of the Association Board.

2. Cover the space you've bought with 1 of your Player Tokens.

3. If all spaces are covered, instead you may pay 12 Money, 12 1 and you don't have to place a Player Token if you do this.

4. Advance 1 on the Conservation Track.

TASKS



Increase your Reputation by 2.



1. Pick a Partner Zoo that you don't have from the Association Board.

2. Place it on the lowest empty Partner Zoo space on your Zoo Map (if the space shows a

Bonus , gain it immediately).

- You must upgrade to **side II** to be able to gain a 3rd and 4th Partner Zoo.

- You may only ever establish partnerships with a maximum of 4 Partner Zoos.



1. Choose a University that you don't have from the Association Board.

2. Place it on the lowest empty University space on your Zoo Map (if the space shows a

Bonus , gain it immediately).

4. Discard the 2 bottom Cards of the Display (Folders 1 and 2). Move the remaining Cards down and replenish the Display.

5. In turn order beginning with the player who triggered the Break , players gain income:

- According to your position on the Appeal Track (indicated above the Track).

- Gain  for each unique Building, Special Enclosure, **Occupied** (flipped) Standard Enclosure, and Pavilion adjacent to each of your Kiosks .

- Collect all the Income indicated by the Income icon  on Sponsor Cards and Bonuses you've revealed on your Zoo Map.

6. Return the Break Token to the start space of the Break Track corresponding to the number of players.

The Break ends and the game continues with the next player in clockwise order.

END GAME



If any player's Conservation and Appeal Counters are ever in the same Scoring Area (a space on the Conservation Track and the adjacent spaces on the Appeal Track), or if they pass 1 another, END GAME is triggered.

The player who triggered END GAME completes their turn. Each Other player then takes 1 final turn. If END GAME is triggered during a Break, ALL players take 1 final turn.

1. If no player reached 10 Conservation  Points, all players must first discard 1 of their Final Scoring Cards.

2. Gain Conservation  Points and/or Appeal  from your Final Scoring Cards, and your played Cards with an end-game icon .

3. Your "Target Number" is the lowest Appeal value in your Conservation  value (green area). Subtract your Target Number from your Appeal  value, the result is your VP score.

The player with the highest positive VP total is the winner. Ties are broken by most supported Conservation Projects (determine this by counting how many player tokens have been removed from left side of your zoo map) if still tied then share the victory.



BUILD 1

Build 1 Building with a size up to your Action Strength. Pay  per space covered.

You can't build on spaces with an  icon. You may build 1 of the following Buildings:



STANDARD ENCLOSURE (size 1-5): Accommodates Animals. Build empty  side up.



KIOSK: Grants Income every Break . There must be at least 2 spaces between each Kiosk.



PAVILION: Immediately increase your Appeal by 1.



PETTING ZOO: Used to accommodate Petting Zoo

Animals only  (you can build only 1).

SMALL AND LARGE AQUARIUM:



- You do not need to improve the Build action to build them.

- You must build them adjacent to at least 1 Water space (as they have a printed Water icon ).

- The printed Water icon  on each Aquarium counts as 1 Water icon in your Zoo.

- You can only have a **maximum of 1 of each in your Zoo** (like any special enclosure, you cannot repeat).

- When building your first Aquarium, if you already had Animals in your Zoo that you can house there, you may immediately, and only then, move them to that Aquarium.

• If you build your second Aquarium, you **cannot** move any Animals into it.

• If it is an Animal that can inhabit the Reptile House or an Aquarium, you may move the corresponding number of cubes from the Reptile House to the Aquarium (and vice versa).



• If the Standard Enclosure size is **RED** and the number is in **dark red**: **This Animal can only live in one Aquarium.**

• **It cannot** live in a Standard Enclosure.

• The **dark red number** only indicates the Animal's size (*large or small*).

• Although the icon is shaped like a Large Aquarium, you can house this Animal in either Large or Small Aquarium.



• You can **distribute** this Animal's cubes **between the 2 Aquariums** (for example: 1 cube in the Large Aquarium and 1 cube in the Small Aquarium).



• You **cannot** distribute cubes between Aquariums or Reptile Houses (*you choose one or the other*).

• If you reintroduce 1 of these Animals to the wild, you can choose to remove cubes from either the Reptile House or the Aquariums, but not both.



REEF DWELLERS

• Whenever you play a Reef Dweller, activate the effects of all Reef Dwellers in your Zoo (including the one you just played).

• You can choose the order in which you resolve Reef effects and bonus abilities.



WAVE ICON

• Has no effect when playing the card.

• Ignore Wave icons during setup.

• Each time you refill the layout and add a card with a Wave icon, discard the card from folder 1 and refill the layout.



BUILD II

Build 1 **or more** different Buildings with a total size up to your Action Strength. Pay **2** per space covered. You may build on spaces with an  icon.

In addition to the Buildings available to build on **side I**, you may also build:



LARGE BIRD AVIARY: Accommodates some types of Birds (can build only 1).



REPTILE HOUSE: Accommodates any type of Reptile (can build only 1).

When you build either of these Special Enclosures, you may immediately (*and only at this point*) move Animals from your Standard Enclosures to them. For each Animal you move, find the smallest occupied standard Enclosure that meets the Animal's Enclosure requirements (*including Rock and Water spaces*), and flip it back to its empty side.

Then place the indicated number of Player Tokens on the Special Enclosure Tile.

• Build Buildings 1 at a time, gaining any Bonuses immediately.

• You may only build 1 Petting Zoo, Other Buildings may be built any number of times.

• Your first Building must be built bordering at least 1 edge of your Zoo Map.

• Each subsequent Building must be built with at least 1 edge touching an existing Building.

• Buildings may not extend beyond the edge of your Zoo Map.

• You cannot build on Rock or Water spaces on your Zoo Map.

• A space that has been built on is considered "Covered".

• If you cover a space with a Bonus, **4** receive the Bonus immediately.



• Once you've covered every space on your Zoo Map gain 7 Appeal.



CARDS I

Advance Break Token 2 spaces, then:

EITHER

1. Draw the number of Zoo Cards from the draw deck according to the Action Strength.

2. Discard 1 Card if applicable according to the Action Strength.

OR



SNAPPING: If your Action Strength is **5**, you may gain any 1 Zoo Card from the Display.



CARDS II

Advance Break Token 2 spaces, then:

EITHER

1. Draw the indicated number of Zoo Cards according to the Action Strength, either from the draw deck, or from the Display in the center of the Game Board, up to your Reputation  Range (*the Card on the same Folder as your Counter on the Reputation Track, and any cards below*). Do not refill the Display until the end of your turn.

2. Discard 1 Card if applicable according to the Action Strength.

OR



SNAPPING: If your Action Strength is **3** or more, you may gain any 1 Zoo Card from the Display.



SPONSORS I

EITHER

1. Play 1 Sponsor Card from your hand with a value that is equal to, or lower than your Action Strength. You must meet the requirements shown in the top-left of the Card. You may not play any Sponsor Cards with an  icon.

2. Execute any instant effect (*if applicable*), and/or the recurring effect of the Card (*if* **5**

applicable and triggered by the icon on this Sponsor Card).

3. Place the Card next to your Zoo Map.

OR

1. You may advance the Break Token  a number of steps = to your Action Strength.

2. Gain Money = to your Action Strength .



SPONSORS II

EITHER

1. Play 1 or more Sponsor Cards from your hand with a total value that is = to, or lower than your Action Strength + 1. You must meet the requirements shown in the top-left of the Card. If you're playing multiple Cards, 1st complete all the steps for the first Card, then repeat. You may play Sponsor Cards with an  icon.

You may also choose to play Sponsor Cards from the Display in the center of the Game Board, up to your Reputation  Range (*the Card on the same Folder as your Counter on the Reputation Track, and any cards below*). If you do play a Card from the Display, you must also pay an amount equal to the number on the Folder from which you take the Sponsor Card.

2. Execute any instant effect (*if applicable*), and/or the recurring effect of the Card (*if applicable and triggered by the icon on this Sponsor Card*).

3. Place the Card next to your Zoo Map. Do not refill the Display until the end of your turn.

OR

1. You may advance the Break Token  a number of steps = to your Action Strength .

2. Gain Money = to your Action Strength  x2.



Yellow background with 

immediate one-time effect

when playing this Card.