

# ZOO VADIS

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*Negotiate your way into the Star Exhibit! Although it's not your final standing that wins you the game, but the deals you made to get there...*

- SETUP:** 1. Place board to match player count and Place a supply of ① Laurel tokens.  
2. Place 1 **Peacock** on each Peacock space for this player count.  
3. Mix all **other Laurels** in the bag, draw & place 1 **face-up** onto each Laurel space on the board.  
4. Place the **Zoo Keeper Token** face-up atop the Laurel token just below the Star Exhibit.

**Each player:**

5. Takes an **Animal Screen**, **2 Ability Tiles** (placed on your screen), **6 Animal Figures**.
6. Takes 2 ① **Laurel tokens** and places them behind their screen,
7. **First player** is whoever most recently visited a zoo.

*Laurels are the currency and VP of the game. Peacocks can be bribed to help you progress, and the Zookeeper opens the gates to let you pass without needing to negotiate support.*

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## GAMEPLAY

During your turn, take **one** of the following actions:

- Add an Animal • Advance one of your Animals • Advance a Peacock • Move the Zoo Keeper
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### ADD AN ANIMAL TO THE ZOO

Place an animal from your supply onto any empty space in one of the bottom exhibits.

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### ADVANCE ONE OF YOUR ANIMALS

**To move your Animal:**

- You must have **Majority Support** of the exhibit you are leaving, or
- The **Zookeeper** token is on the path you wish to move along.

**Then:**

- Advance one of **your** animals **up** a **path** to a **free space** in the **next exhibit**.
  - Collect the **Laurel** on the path you travelled. Then replace it with another drawn from the bag.
    - **Unless** the **Zookeeper** was on the path, in which case you **don't** collect the Laurel (even if you didn't need the to use the Zookeeper.)
    - If it's a **Peacock or Zookeeper Special ② Laurel**, use it at the end of your turn,
    - If it's an **Animal Ability Special ② Laurel**, use it immediately.
  - If you enter the **Star Exhibit**, place your Animal on the lowest numbered empty star.
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### Majority Support

To get Majority Support in a 1/3/5/7 spaces exhibit you must get the support of 1/2/3/4 animals. *i.e. a majority of spaces (not a majority of players, nor animals.)*

*Your own animals always support you.*

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### Bribing Peacocks

To obtain a Peacock's support, pay a Laurel of value ② or higher, discarding it to the box.

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### Grant Laurels

- If you move, each other player who supported you gets a ① **Laurel** from the supply for each animal they supported you with.
  - If you move over a Zookeeper, you didn't need Majority Support, so no-one receives Laurels.
- However, if you were supported by more animals than you needed, only distribute as many laurels as votes needed. You decide how to distribute them amongst your supporters.  
*E.g. In a size 7 exhibit, you have 1 animal and have bribed a Peacock. So you need 2 votes from other players to advance. Another player with 2 animals and a player with 1 animal vote to support you. So you've 3 votes, but needed only 2, so you distribute 2 Laurels.*

## Special Laurels

- When you collect a **Peacock/Zookeeper Special ② Laurel** from the board you may, at the end of your turn, take a Move Peacock/Move Zookeeper action.
  - When you collect an **Animal Ability Special ② Laurel** from the board you may, immediately, recover one of your used Ability Tiles.
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## ADVANCE A PEACOCK

Advance a Peacock to an empty space in the next exhibit, then take a ① Laurel from the supply.

- Peacocks don't require support to move.
  - Peacocks don't collect Laurels on the path.
  - *Peacocks may advance into the Star Exhibit.*
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## MOVE THE ZOO KEEPER

Move the Zoo Keeper to atop any other Laurel on the board.

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## ANIMAL ABILITIES

- Each player has a unique **Animal Ability** that grants a certain benefit.
  - You may use your power during **another player's turn** to affect their action, if they consent.
  - You can only use your Animal Ability on **other** players' animals, never your own.
  - Animal Abilities of different players can be **combined**.
  - Once the ability has been used, **remove its Tile** from your screen and place it behind it.
  - When your ability is used, **receive 0/1/2 ① Laurels** from the supply, according to what it says on your Ability Tile.
  - *You cannot trade away your Ability Tiles, but you can agree to use them as part of a deal.*
  - *May use an ability to affect a Peacock, if it's moved by another player during their turn.*
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## END OF THE GAME

At the end of the turn in which all spaces in the Star Exhibit are filled.

The winner is the player with an animal in the **Star Exhibit** who has the most **Laurels**.

*If tied, tied player who reached the Star Exhibit first wins.*

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## MAKING DEALS

Zoo Vadis is a negotiation game, players can trade:

- Laurels
  - Promises of votes
  - Promises of moving or not moving animals or the Zookeeper
  - Promises to use or not use animal abilities, or save them for later.
  - Or any other promises referring to the current turn or future turns.
  - Promises that can be redeemed within the same turn must be kept.
  - All other promises may be broken or kept at the player's discretion.
  - Negotiations and deals are allowed between any number of players at all times during the game, even if none of those players are currently taking a turn.
  - No player is ever forced to negotiate a deal with other players, much less accept any offer.
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## GENERAL CLARIFICATIONS

- You cannot make change to split a Laurel into smaller value Laurels from the supply.
- When you receive a ① Laurel from the supply for voting, moving a Peacock or using your ability, this is always in addition to any Laurels which were traded as part of a deal.

## SUMMARY:

### Actions:

Add an Animal • Advance one of your Animals • Advance a Peacock • Move the Zoo Keeper

### Receive Laurels:

- When moving a **Peacock** (1, from the supply).
- When moving **one of your animals over a Laurel** (if not covered by Zookeeper).
- When a player uses your **Animal Ability** (0/1/2, if your power allows it, from the supply).
- From **other players**, as part of a deal.

### Special Tokens:

- Immediately take back one of your **Ability Tiles**, to be used again.
- Move **Peacock** action.
- Move **Zookeeper** Action.

### Reminder: Zookeeper:

If the path has a Zookeeper, whether the moving animal has majority support or not, no other players receive Laurels for the move, and the moving animal does not take the path's Laurel.

**End Game** End of turn, when Star Exhibit is full.

Winner is the player with an animal in the Star Exhibit who has the most points.

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## POWER SUMMARY (FOR TEACH)

**Hyena 2:** Allow the active player to move the **Zoo Keeper** before or after taking their action.

**Tiger 1:** Allow the active player to **collect the Laurel** when they **use the Zoo Keeper** to move.

**Marmoset 1:** Allow the active player to collect a **Laurel token** from a **different path** on the board when they move their animal.

**Ibis 2:** Allow the active player to move an animal into a **full exhibit**. *No more than one extra animal per exhibit, if a space becomes free, move the extra animal into that space immediately.*

**Crocodile 1:** Allow the active player to move an animal that has entered a 1-space exhibit to **advance again**. *Incl. if the animal was added to a 1-space exhibit with the 'Add animal' action.*

**Rhino 1:** Allow the active player moving their animal to **move a second animal** with their animal. *It can belong to them, another player, or be a peacock.* The second animal does not collect a Laurel, and cannot refuse to move.

**Armadillo 0:** Allow the active player to move one of their animals **through a tunnel**, without needing to secure majority support.

*All abilities affecting movement require the animal to be making a move following the normal rules, unless noted otherwise.*

### The rules note the following animal ability combinations:

- **Rhino, Ibis, Crocodile,** and **Armadillo** can all be combined in any combination.
- **Ibis & Crocodile** i.e. enter a full 1-space exhibit, then move again.
- **Armadillo & Ibis**, i.e. use a tunnel to enter a full exhibit.
- **Crocodile & Armadillo**, i.e. use a tunnel to enter a 1-space exhibit and then move again. Or move again, out of a 1-space exhibit, through a tunnel.
- **Rhino & Ibis**, i.e. move an animal with yours into an exhibit that your animal would've filled. *Note, Rhino only grants extra space for 1 animal. An extra animal can enter the Star Exhibit this way.*
- **Crocodile & Rhino & Ibis**, i.e. bring a second animal into a 1-space exhibit, then move one of these animals to another exhibit. *A second Crocodile is required to move both animals twice.*
- **Rhino & Armadillo**, i.e. bring a second animal through the tunnel.