

Zooloretto

THREE ADDITIONAL BUILDINGS

Expansion for 2 to 5 players

Not a complete game -
must be played
with Zooloretto!

ASSEMBLY INSTRUCTIONS: Print the image and paste on the front and back side of a piece of cardboard, cut to size.

CONTENTS



1 Restaurant



1 Souvenir shop



2 Pavilions

The tiles of this expansion are marked by a small stone symbol on the lower left corner.



PREPARATION: Place the 4 tiles face up in the middle of the table.

PLAYING THE GAME: Follow the basic rules for Zooloretto with the following additions:

THE RESTAURANT

The restaurant is a new type of vending stall.

A player can buy the restaurant from the middle of the table for **3 coins** using a money action.

The player may only place the restaurant on two adjacent vending stall spaces.

In the basic game, there is one such space – next to the 4-space enclosure.

Note: once placed, the restaurant may not be moved. It is a permanent structure.

SCORING: At game end, the scoring of vending stalls is different for the player who has placed the restaurant: **Each** vending stall on a vending stall space, regardless of which type, scores 2 points. The restaurant also scores 2 points.

Notes:

For vending stalls in the barn, the player loses 2 points for each type of vending stall. The restaurant also allows a player to score 1 point for each animal in the adjacent enclosure, if there are 2 or more vacant spaces in the enclosure. In a 2-person game, it is possible for a player to score 10 points for vending stalls using the restaurant. In a 5-player game, the restaurant may be a risky investment as money and vending stalls will be more difficult to get.

THE SOUVENIR SHOP

The souvenir shop is a new type of vending stall.

The **first** player who takes an offspring tile, **must** take the souvenir shop from the middle of the table.

Note: if the player has no empty vending stall spaces, he must place the souvenir shop in his barn.

SCORING: If a player has the souvenir shop on a vending stall location, he scores 1 point for every offspring tile in his entire zoo.

If the souvenir shop is in the player's barn, he scores no additional points for offspring tiles.

Note: as with any other vending stall, the souvenir shop scores 2 points (as a different vending stall type) if it is not in the barn and enables a player to score 1 point for each animal in the adjacent enclosure that has 2 or more vacant spaces.

THE PAVILIONS

The Souvenir shop is a new type of special tiles.

A player can buy a pavilion from the middle of the table for **3 coins** using a money action.

The player may place a pavilion on any empty space in any of his enclosures.

Note: a player may place 2 pavilions in the same enclosure.

Each pavilion reduces the number of animal tiles needed to fill an enclosure by 1, making it easier to fill the enclosure.

Note: a pavilion may not be moved once placed. It is a permanent structure.

Note: a player may exchange animals to or from an enclosure with a pavilion, but the pavilion remains.

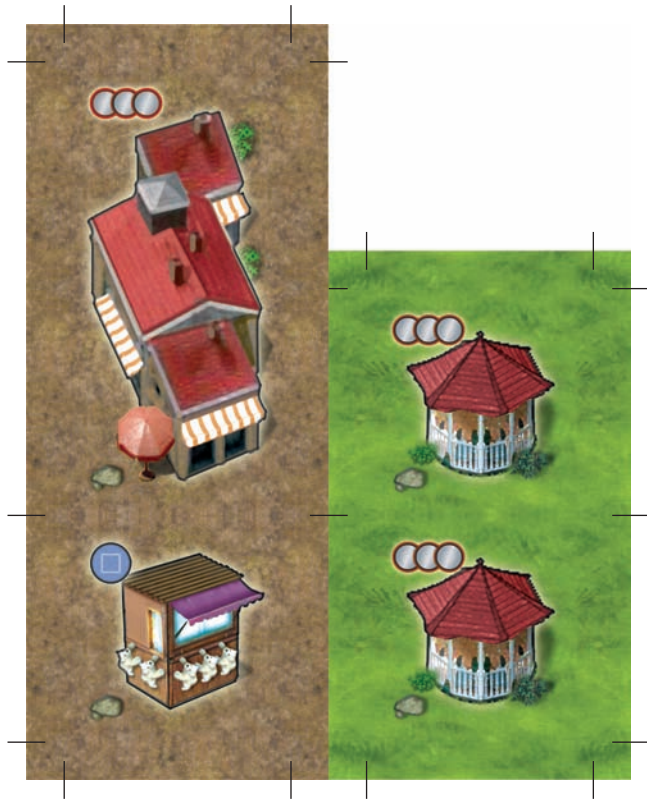
The pavilion is not a vending stall.

COMBINING EXPANSIONS AND VARIANTS

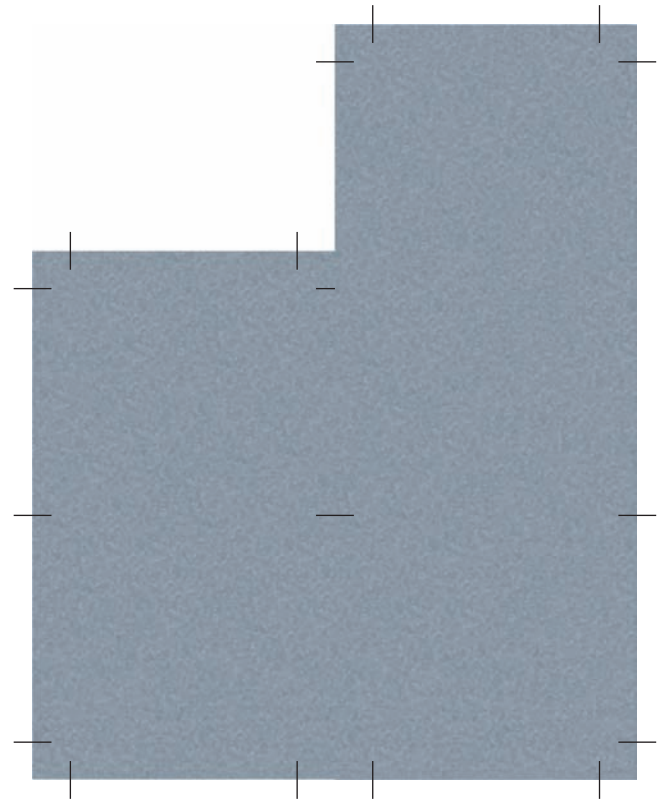
This expansion can be played with the basic game.

Note: this expansion should not be combined with other expansions or variants.

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