



Zooloretto



For 2 to 5 players aged 8 and up

This box contains material for the Zooloretto expansion Zooloretto XXL, for an Aquaretto variant, and two delivery trucks for games for two players.

OVERVIEW

The zoo grows and prospers: new animals are added regularly and the animals provide offspring from time to time. But what if space becomes limited in the zoo? Those who know other zoo managers find it useful to send some of their animals to other zoos. Of course, the new zoos like the additions and reward those who sent them.

CONTENTS

Before the first game, carefully remove the die-cut items from the frames.

In addition to the material from Zooloretto, the following are needed for using this expansion:

- 8 round offspring tiles with blue backs (1 of each animal type)**
- 54 square tiles with blue backs:**
 - 48 animal tiles (6 each of 8 animal types)**
 - 3 vending stalls**
 - 3 coin tiles**
- 12 coins**
- 10 point tokens for "other zoos"**

Follow the normal Zooloretto rules except as follows:

PREPARATION

- Sort the "other zoo" tokens by value and place in the middle of the table with the value 6 on top, then the value 5, and the value 4 tokens.
- Add the offspring tiles, the square tiles, and the coins from this expansion to those from the basic game.
- From now on, follow the usual preparation for Zooloretto (shuffle the animal and coin tiles, separate 15 tiles for game end, etc.).

PLAYING THE GAME

On a player's turn, he takes one of the original three actions, or he may take a fourth action described below:



D. DONATE ANIMALS

The player can send animals to another zoo (not in the game). He must choose a full enclosure and send all animals from this enclosure. The sent animals are out of the game and the player takes the top-most "other zoo" token from the stack. At game end, the player adds the points from these tokens to his score.

This enclosure is now empty and available to be filled as the player chooses.

Note: each player may only choose this action twice in the game.

SCORING

- The new vending stall counts as a new type and is scored accordingly.
- Each player adds the points from his point tokens to his score.

COMBINING EXPANSIONS AND VARIANTS

For recommendations for combining of several expansions with the basic games, please visit www.zooloretto.com

Author: Michael Schacht, www.michaelschacht.net

Illustration: Design/Main

Translation: Jay Tummelson

© 2008 ABACUSSPIELE Verlags GmbH & Co. KG, Dreieich
All Rights Reserved. Made in Germany.



Aquaretto



For 2 to 5 players aged 10 and up

OVERVIEW

More animals have been added to the water zoo. In this case, all should be well supplied! If a player does not do so, he will lose points at the end of the game.

CONTENTS

In addition to the material from Aquaretto, the following are needed for using this expansion:

22 tiles with brown backs:

8 animal tiles (1 each of 8 animal types),

12 supply tiles, and 2 coin tiles

1 extra-large expansion board

12 coins

Follow the normal Aquaretto rules except as follows:

PREPARATION

- Place the extra-large expansion board in the middle of the table.
- Add the tiles and the coins from this expansion to those from the basic game.
- From now on, follow the usual preparation for Aquaretto (shuffle the animal and coin tiles, separate 15 tiles for game end, etc.).
- With games of fewer than 5 players, remove the normal number of supply tiles from the game (as with the animal types in the basic game):
 - with 4 players:** 1 supply tile,
 - with 3 players:** 2 supply tiles, and
 - with 2 players:** 3 supply tiles.

PLAYING THE GAME

B. TAKE A DELIVERY TRUCK AND PASS FOR THE REST OF THE ROUND



If the player takes a delivery truck with 1 or more supply tiles, he puts these with his coins. During the scoring, each supply tile supplies one basin.

C. CARRY OUT ONE MONEY ACTION

III. Expand the water zoo

The extra-large expansion board costs 2 coins to the bank. Using this, the player expands his water zoo by 5 spaces. It does not allow an additional basin. The player places the extra large board using the normal rules for adding spaces.

SCORING

The scoring takes place as usual with the following addition:

Each supply tile, which the player has, supplies exactly one basin.

If the player supplies all his basins, he receives 2 bonus points.

Note: even if a player has more supply tiles than he has basins, he scores only 2 bonus points.

For each unsupplied basin he scores 1 minus point.

Note: The depot does not have to be supplied.

AQUARETTO XXL WITH ZOOLORETTO XXL

If Aquaretto and Zooloretto are played together, the supply tiles are used by both. During the scoring, each supply tile supplies exactly one basin **and** one enclosure.

- If the player supplies all his basins, he receives 2 bonus points.
- If the player supplies all his enclosures (with animals), he receives 2 bonus points.
- For each unsupplied basin, the player scores minus 1 point.
- For each unsupplied enclosure (with animals), the player scores minus 1 point.

Example: the player has animals in 3 enclosures at his zoo, and he has 4 basins in his water zoo. During the scoring he has 3 supply tiles. This allows him to supply all three enclosures and 3 of the basins and he scores 2 bonus points. He scores 2 points for supplying all his enclosures and loses 1 point for supplying 1 basin less than he has. He gets no points for supplying only some basins.

ZOOLORETTO OR AQUARETTO FOR TWO PLAYERS

For two-player games, two special delivery trucks are included: a delivery truck for 1 tile and a delivery truck for 2 tiles. They replace the two normal delivery trucks that were covered by 1 and 2 tiles in the basic game rules. Otherwise, the two-player game is played as described in the basic game rules.