

Strap on your safari hat, lace up your boots, and get ready for adventure. It's time to take charge of your very own zoo. Find animals in the wild or buy them in the auction. Choose the perfect animals to complete your exhibits and attract visitors. Race against your friends to build the greatest zoo.

Overview

In Zoodlums one to six players all try to create the best zoo possible. To do so, they must find or buy the right animal cards to match the exhibit goal cards. Completed exhibits attract a number of visitors. At the end of the game the player with the most visitors wins!

Components

This rule booklet

- 122 cards as follows:
- 85 cards in the main deck
- 12 cards in the auction deck
- 12 exhibit goals
- 7 zoo bonus cards
- 6 continental theme cards



Setup

- Separate all of the cards into their respective decks and shuffle each.
- Turn two zoo bonus cards face up and read them aloud. These are the bonuses that can be earned during this game. The rest will not be used, so set them aside.

- Deal one continental theme card to each player. They may look at this card but should keep it hidden from the other players. Animals matching the player’s secret continental theme are worth bonus visitors at the end of the game. If there are extra continental bonus cards, they will not be used this game. Set them aside without anyone seeing them.
- If this is a 5 or 6 player game, remove two cards at random from the auction deck. Set them aside without looking at them. They will not be used this game.
- Place the auction deck in front of the youngest player, who will act as the first auctioneer.
- Deal each player four cards from the main deck. The remaining cards of the main deck are placed in the center of the table to form the draw pile.
- Deal three exhibit goals face up to the center of the table. All players are racing to complete these goals. The remaining goal cards form another pile near the main deck.

Gameplay

The game has a number of turns and then ends with scoring. Each turn consists of six phases; auction, play, trade, add to exhibits, assign zoo bonuses, and the discard and draw phase.

1. AUCTION

Each turn begins with the animal auction. One animal goes up for auction, and all the zookeepers may bid on it. The current auctioneer begins the auction by flipping over the top card of the auction deck. Then they read aloud the name of the card, its animal type, and any special categories it belongs to (endangered, lizards, etc). The auctioneer is the first player with the chance to bid or pass. To bid, a player chooses one animal card that is in their hand, calls out the value, and reveals it to the other players. The value is

the coin number in the upper left-hand side of card (see diagram below.) Bidding proceeds to the player on the auctioneer’s left and continues around the table. Each player either calls out a bid that is *higher than* the current high bid or says, “Pass.” A player who has passed is out of the auction. Bidding ends when everyone has passed. Then, the high bidder discards their bid card and takes the auction card into their hand. If no one bids, the auction card is simply discarded, and no coin cards are spent. Finally, the auctioneer passes the auction deck to the player on their left who will become auctioneer the next turn.



2. PLAY

Each zookeeper chooses 1 card from their hand to add to their zoo. They place it face down in front of them. Once all players have chosen the card they will play, those cards are simultaneously flipped face up. When a card is initially played, it is not in an exhibit.

3. TRADE

During this phase players are free to exchange animals from their zoos with other players. Only animals that have been played but are not yet in exhibits can be traded. To signal the beginning of trading, players set down their hand of cards and proceed to ask each other to make exchanges. Any number of animals can be exchanged, but both parties must agree to the swap. When a player is done making deals, they should pick up their hand again to indicate that they are done. When all players have done so, trading ends, and play continues.

4. ADD TO EXHIBITS

Next, animals can be added to exhibits and new exhibits can be created. The necessary attributes for the exhibits are represented by the 12 exhibit goal cards. Animals are not put into an exhibit until it can be completed. Each animal can only be used in one exhibit. When zookeepers have enough of the appropriate animals to complete an exhibit, they take the exhibit goal card from the center of the table. They place it with the matching animal cards together into a pile to represent the exhibit.

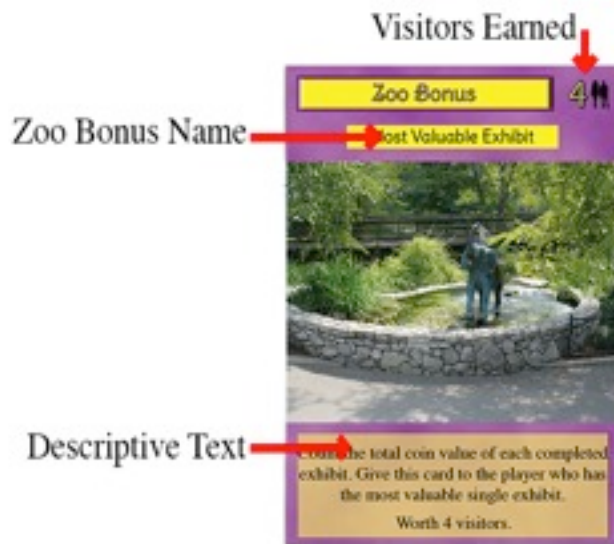


If more than one player completes the same exhibit goal on the same turn, it is only assigned if one player has more animals to put in the exhibit. Otherwise, the exhibit goal stays in the center until one player can complete it and has more animals to use than anyone else. Once animals are placed into an exhibit they cannot be moved or traded, but more cards can be added to the exhibit as long as they meet the goal criteria.

After a goal is claimed, place a new card from the goal deck in its place so that there are always three in play. The newly revealed goals can be completed and claimed immediately if anyone has the appropriate cards to do so.

5. ASSIGN ZOO BONUSES

Next, assign or move zoo bonuses for any newly completed exhibits. For each of the two zoo bonuses in play, the player with the highest total described on the card gets that zoo bonus card. If there is a tie, the player who already had the zoo bonus keeps it. If the card had not yet been assigned, and there is a tie, nobody gets it this turn. Similarly,



if there is a tie for the highest total not involving the current holder of the zoo bonus, the card returns to the center, unclaimed.

6. DISCARD AND DRAW

Players may discard any number of cards from their hand. Then they draw until they have a hand of four cards. If the draw pile is depleted, shuffle the discards and form a new draw pile.

Ending the Game

Repeat the above phases until one of the following end game conditions occurs. One way the game ends is if the last auction takes place so there are no more cards in the auction deck. When this happens, complete that turn, and then the game is over. The other way the game can end is if the final exhibit goal is claimed. When that occurs, players may move any animals that qualify into existing exhibits. Then the zoo bonuses are assigned, and the game ends. When play has ended scoring takes place.

Note

If any disagreements take place regarding bidding, counting, trades, or anything else, the player who acted as auctioneer that turn makes a final judgment. All other players must agree.

Scoring (Number of Visitors):

Players begin scoring by discarding their hands and any animals that are not in a completed exhibit. The remaining cards should all be animals in completed exhibits or zoo bonuses. For each of these cards add the number of visitors listed in the upper righthand corner of the card. Next, players reveal their continental theme card. For each animal in a completed exhibit that has the matching continent icon, score one additional visitor. Animals from the auction are worldwide, occurring on every continent. They count as matching any continental theme. Total each player's visitors to find their total score. The highest scoring player wins the game. In the case of a tie, the player with the highest total coin value in all exhibits wins. If there is still a tie, the player with the most exhibits wins. In the unlikely event that there is still a tie, the youngest player wins. Congratulations, you are the best zookeeper!

Other Versions of Play

Easy Version (recommended for beginners and kids)

This version simplifies play and eliminates much of the math. Only the main deck and goal cards are used, so there are no auctions, continental themes, or zoo bonuses. Auctions, continental themes, and/or zoo bonuses can be added back into play as players are ready for them.

Solo Play

Follow the usual rules except disregard the zoo bonus cards and modify the auction phase as follows. Flip over the top auction card. The player decides what card to bid. Flip over the top card of the main deck onto the discard pile and look at its coin value. If it is more than the player's bid, the bid fails and the auction card is simply discarded. If the player's bid is equal or higher, the player wins the auction card and discards their bid card in exchange for the auction card as normal. Play continues until an end condition is met and then the game is scored as usual. Keep track of your high score and try to do better each time you play.

Team Play (4 or 6 players in pairs)

Teammates sit adjacent to each other and may look at each other's hands and continental themes during gameplay. Teammates may discuss and make decisions together at any time. Teammates may not trade cards with each other. Points are scored in the same way as they are in a normal game and then combined between teammates. The team with the highest combined score wins.

Challenge Play (Elimination)

Normal gameplay rules apply, but each "game" is considered one round. Points carry over and are added up normally for subsequent rounds. After each round the player with the lowest total score is eliminated and the remaining players play another round. The last player to stay in the game wins!

Special "Home" Rules

If your family has a special Zoodlums rule you prefer to play with, you may write that rule down and use it. Plus, send us your favorite new rules, and we may include them in future editions of Zoodlums! (See the contact information at the end of the rule booklet.)

CREDITS

Game design: Gregory Hingle and Dustin Oakley

Special card design credit: Alex and Bill Gurski; Thomas Parry; Paul Schwartz

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Sincere thanks to all of these photographers for sharing their work with the public. Without people like them, projects like this could not exist.

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Thanks to the 149 backers on Kickstarter who made our dream of bringing Zoodlums to the masses a reality. We hope you love the game.

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