

# ARK NOVA

## SETUP

- Place the Break Token on the start space of the Break Track corresponding to the number of players.
- Place a random Bonus Tile faceup on each of the 4 Bonus spaces on the Game Board.
- Shuffle the Zoo Cards into a facedown deck and place on the Game Board, then draw 6 Cards and place facedown on the Display in the centre spaces.
- Place the 2 Token Organisers next to the Game Board.
- Place the Association Board, leaving room for a row of Cards above and below.
- Place 1 Partner Zoo for each Continent, and 1 University of each kind on the spaces provided on the Association Board.
- 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 colour 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.)
- Shuffle the Final Scoring Cards into a facedown deck.
- Randomly determine a start player, play order is clockwise from this player.
- Each player chooses a colour and takes:

**2 random Zoo Maps** - choose 1 of the advanced sides (1-8) and discard the other.  
**1 set of 5 Action Cards** - place 5 Cards (side 1 up) under the Zoo Map, 'ANIMALS' in the 1 slot, followed by the others in a random order.  
**3 Counters** - place on the Appeal Track according to turn order (first player on '0', 2nd player on '2', 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**

11. 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

- Choose 1 of your 5 Action Cards displayed below your Zoo Map.
- Perform its Action with a Strength equal to its current numbered position **X**. You may use **Tokens** to increase the Strength of the Action by 1 per Token (this must take place before performing the Action).
- Move the Card to the **1** position and shift the other Cards to the right. If the Card had a **Venom**, **Constriction**, and/or **Multiplier** Token on it, discard the Token(s).
- You may now execute any "After Finishing..." effects you triggered this turn, if applicable.
- Refill the Display in the centre 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 **1** 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 facedown on the bottom of the deck.

### ICONS

Continents:



Research:

## 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:

- Discard down to your hand limit (3, or 5 if you've gained the **University**).
- Discard any Multiplier, Venom, and/or Constriction Tokens on your Action Cards.
- 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.
- Discard the 2 bottom Cards of the Display (**Folders 1 and 2**). Move the remaining Cards down and replenish the Display.
- 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 **1** for each unique Building, Special Enclosure, Occupied 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 uncovered on your Zoo Map.

- 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 one 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.

- If no player reached 10 Conservation Points, all players must first discard 1 of their Final Scoring Cards.
- Gain Conservation Points and/or Appeal from your Final Scoring Cards, and from all of your played Cards with an end-of-game icon **↘**.
- Your "Target Number" is the lowest Appeal value in your Scoring Area. Subtract your Target Number from your Appeal Value and 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.

### BUILD I

Build 1 Building with a size up to your Action Strength. Pay **2** per space covered. You may not build on any spaces with a **↙** icon.

You may build 1 of the following Buildings:

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

### 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 a **↙** icon.

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

- LARGE BIRD AVIARY**: Accommodates some types of Birds.
- REPTILE HOUSE**: Accommodates any type of Reptile.

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 one 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, receive the Bonus immediately.

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

Animal Categories:





## CARDS I

Advance the Break Token 2 spaces, then:

EITHER:

1. Draw the indicated 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 the 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 Centre 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 a icon.
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.

OR

1. You may advance the Break Token a number of steps equal to your Action Strength.
2. Gain Money equal to your Action Strength .



## SPONSORS II

EITHER:

1. Play 1 or more Sponsor Cards from your hand with a total value that is equal 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, first complete all the steps for the first Card, then repeat. You may play Sponsor Cards with a icon.

You may also choose to play Sponsor Cards from the Display in the centre 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 equal to your Action Strength.
2. Gain Money equal to your Action Strength x2.



**Yellow background with**   
= immediate one-time effect when playing this Card.



**Blue background at the top**  
= permanent or recurring effect.



**Purple background with**   
= Provides Income during each Break.



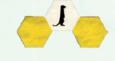
**Brown background with**   
= one-time effect during Final Scoring.



**X : Y**  
If you fulfil the condition on the left side (X) : gain the reward on the right (Y).



**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.



## 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 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.



## 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,   
you do not have to place a Player Token if you do this.
4. Advance 1 on the Conservation Track.

## TASKS

- 2** Increase your Reputation by 2.

- 3** Choose 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 to be able to gain a 3rd and 4th Partner Zoo.
  - You may only ever establish partnerships with a maximum of 4 Partner Zoos.

- 4** 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).
3. Advance your Reputation Counter if this is depicted on the University.
  4. - This University increases your hand limit to 5.

- 5** EITHER:

### PLAY A CONSERVATION PROJECT CARD AND SUPPORT IT

(You can only do this 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 below.

If you upgrade to , you may play a Conservation Project Card from the Display in the centre 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 your turn.**

OR

### SUPPORT A CONSERVATION PROJECT CARD

1. Place 1 Player Token of your choice from the left-side of your Zoo Map on 1 unclaimed condition you can fulfil on any Conservation Project Card in play. You may only support 1 condition on each Conservation Project Card.
2. Gain the Bonus revealed by moving the Player Token.
3. Advance on the Conservation and/or Reputation Tracks (*if applicable*) according to the Card you've placed Support on.



## ANIMALS I

- 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 a icon.
  - You must meet the Card Requirements shown in the top-left of the Card
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 can only be accommodated 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

- II As on side, 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 first Card, then repeat.

- You may play Animal Cards with a 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 centre 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, 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.

**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.

**FULL THROATED:** Gain 1 Association Worker, move the Meeples from the lowest occupied storage space to your Notepad above.

**X2 MULTIPLIER:** A Multiplier Token on an Action Card allows you to execute it twice in a row, each time with the same Action Strength. Each Token you play only counts for 1 of the 2 Actions. Discard the Multiplier Token at the end of your turn.

**X1 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). In the rare case there is no such Enclosure, flip the smallest occupied Enclosure that meets at least the Animal's enclosure size requirement.
4. Move the Corresponding Animal Card to the discard pile.

**Y1** Affects all Zoos with a higher Appeal than yours, that have at least 5 Appeal (The Appeal you gain by playing this Venom Animal does not affect this).

1. Place 1 Venom Token on the player's first X left-most Action Cards, where X = Venom.
2. If a Card already has a Venom Token, discard the duplicate.

After using an Action Card with a Venom Token, discard the Token. If you did not discard a Venom Token during your turn, and there is still a Venom Token on at least 1 of your Action Cards, pay .

**Y1** Affects the Zoo(s) with the highest Appeal; it must have at least 5 Appeal. You choose if tied. (The Appeal you gain by playing this Hypnosis Animal does not affect this. If your Zoo is the target, then nothing happens).

1. Perform 1 Action from Card slot 1, 2, or 3 of the affected player. You may use Tokens.
2. Move the used Action Card to the position.

**Y1** Explained on the Card. Only players whose Zoos have at least 5 Appeal can be affected. (The Appeal you gain by playing this Pilfering Animal does not affect this. If your Zoo is the target(s), then nothing happens).

**Y1** Affects all Zoos with a higher Appeal and/or Conservation than yours; that have at least 5 Appeal (The Appeal you gain by playing this Constriction Animal does not affect this).

1. Place 1 Constriction Token on the player's X rightmost Action Cards, where X = number of Tracks they are ahead of you on.
2. If a Card already has a Constriction Token, discard the duplicate.

The Action Strength of an Action Card with a Constriction Token is decreased by 2.

After using an Action Card with a Venom Token, discard the Token.

## CARD REQUIREMENTS (top-left of Card)



Requires adjacency to the depicted land features.



Rock



Water



Requires 1 Research in your Zoo.



You Zoo's Appeal cannot exceed 25.



Requires at least 3 Reputation.



Requires upgraded Sponsors Action.



Requires upgraded Animals Action.



Requires a matching Partner Zoo.



Requires a matching Continent icon.



Requires a matching Animal Category.



Build next to your Zoo's Borders.



You must have an empty Standard Enclosure of the indicated size.



You must have room for 1 Player Token on a Petting Zoo.



You must have the indicated room on a Reptile House.



You must have the indicated room on a Large Bird Aviary.



**Small Animal:** 1-2 size Standard Enclosure or Petting Zoo.



**Big Animal:** 4-5 size Standard Enclosure.

## MISC. ICONS



Appeal



Immediate Bonus



Immediate one-time effect.



Conservation



Gain this Bonus immediately, then again during Income.



One-time effect during Final Scoring.



Reputation



Action Strength



Provides Income during each Break.



Gain the amount of Money indicated.



Gain 1 Association Worker



Build a Large Bird Aviary for free.



Gain 1 X Token.



Build the indicated sized Standard Enclosure for free.



Build a Reptile House for free.



EACH time you play something in your Zoo.



Support of a Conservation Project.



University (from the Association Board).



EACH time something is played into ANY Zoo.



Gain 1 Card within Reputation Range, or draw 1 Card from the deck.



Partner Zoo (from the Association Board).



You may ignore 1 Condition (top-left edge) on a Card.



**SNAPPING:** Gain any 1 Zoo Card from the Display.



Your hand limit is now 5.



**POUCH:** You may place up to X Cards from your hand below this Card. Gain per Card placed.



**PERCEPTION:** Draw X Cards from the deck. Keep half of the Cards and discard the others.



**HUNTER:** You may reveal X Cards from the deck. Add 1 Animal Card to your hand, discard the rest.



**SUNBATHING:** You may sell up to X Cards from your hand for each.



You may play 1 Sponsor Card from your hand for X Money. Usual requirement rules apply. (Do not move your Sponsor Action Card.)



Move the Break Token forward the indicated number of spaces.



**CLEVER: After Finishing...** you may place any Action Card on Card Slot 1.



**DETERMINATION: After Finishing...** you may perform another Action.



Upgrade any 1 of your Action Cards to . It stays in the same slot.



Any Action.



Build Action.



Sponsors Action.



Cards Action.



Animals Action.



Association Action.



Only once a player reaches this space on the Appeal Track can they be affected by Venom, Hypnosis, Pilfering, and Constriction abilities.