

**1****1****6**

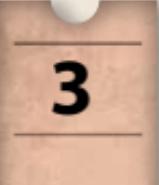
MAGNIFICENT SEA ANEMONE

Heteractis magnifica

529

**Mark**

After finishing this action,
mark 1 Animal card in the
display.

**3**



ORANGE CLOWNFISH

Amphiprion percula

55



3



PALETTE SURGEONFISH

Paracanthurus hepatus



Trade

You may trade exactly
1 -Marker for or vice versa.

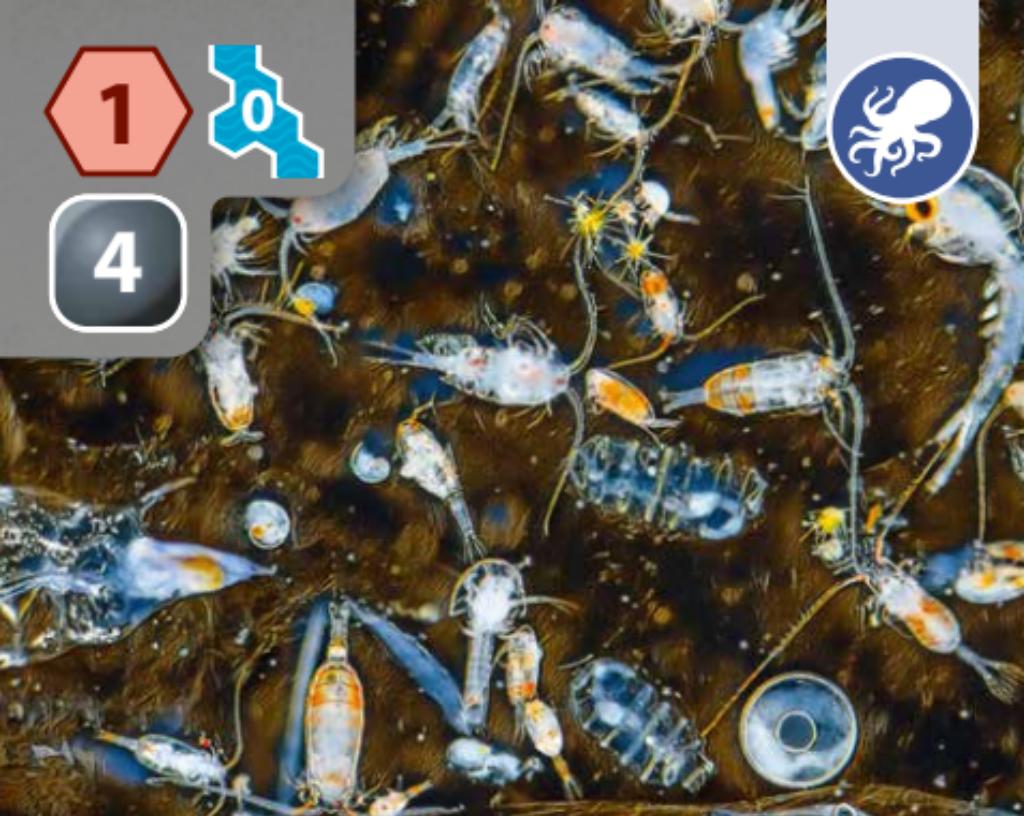


4

1



4



ZOOPLANKTON

532

Sea Animal Magnet

Add all cards with the icon from the display to your hand.



1



BLACKSIDE HAWKFISH

Paracirrhites forsteri

53



Posturing 1

You may place 1 free kiosk or pavilion.



4

2



12



3



SOUTHERN BLUE-RINGED OCTOPUS

Hapalochlaena maculosa

534



Venom 1

Each player ahead of you on the Appeal track gains 1 Venom token.



Inventive Gain 1

4

1



7



SHARKNOSE GOBY

Elacatinus evelynae



Symbiosis

Use 1 ability (not a Reef Dweller effect) of 1 other



Helpful

No Reef Dweller effect of its own.

2



LONGHORN COWFISH

Lactoria cornuta

95



Boost: Sponsors



After finishing this action, you may place your Sponsors Action card @ on **1** or **5**.

4

2



14



BLACKBAR TRIGGERFISH

Rhinecanthus aculeatus

ES



Constriction

Each player ahead of you on a track gains 1 Constriction token for each of those tracks (and).

Clever After this action, you may place any Action card on .

5

2



16



DEVIL FIREFISH

Pterois miles

55



Venom 1

Each player ahead of you on the Appeal track gains 1 Venom token.

Inventive Gain 1

6



AMERICAN WHITESPOTTED FILEFISH



Cantherhines macrocerus



5



GUINEAFOWL PUFFER

Arothron meleagris

54

Venom 1

Each player ahead of you on the Appeal track gains 1 Venom token.



Inventive Gain 1

5

2



16



BLUESPOTTED RIBBONTAIL RAY ⁵⁴

Taeniura lymma – Near Threatened



Digging 1



Choose up to 1x: Discard 1 card from the display and replenish
OR discard 1 card from your hand to draw 1 from the deck.

7



HUMPHEAD WRASSE

Cheilinus undulatus – Endangered

542



Extra Shift

You may return 1 of your association workers to your notepad.



5

4

23



COASTAL MANTA RAY

Mobula alfredi – Vulnerable

54



Glide 3

Discard up to 3 cards from your hand:
For every icon on them, gain 1 of
these 3 effects:

1

/

2

/

1

8

4

3

20



CARIBBEAN REEF SHARK

Carcharhinus perezii – Endangered

\$5



Shark Attack 1



Discard 1 Animal card in reputation range from the display:

Gain half the of
that card (round
down).



4

3

21



LONGCOMB SAWFISH

Pristis zijsron – Critically Endangered

545

Cut Down

You may remove 1 empty standard enclosure from your zoo map and gain back its cost.



1

9

5

4

32



SAND TIGER SHARK

Carcharias taurus – Critically Endangered

54



Shark Attack 2

Discard 2 Animal cards in reputation range from the display: Gain half the of those cards (round down).



1



8



MEDITERRANEAN RAINBOW

Coris julis

547

Symbiosis

Use 1 ability (not a Reef Dweller effect) of 1 other card in your zoo.



3

1



7



LINED SEAHORSE

Hippocampus erectus – Vulnerable

548



Camouflage

If you play 1 other animal during this turn,
you may ignore 1 of its conditions.

Pouch 1

You may place 1 card from your hand
under this card to gain **2**.

2



COMMON OCTOPUS

Octopus vulgaris

549

Camouflage

If you play 1 other animal during this turn, you may ignore 1 of its conditions.



5

3

2

10

3



COMPASS JELLYFISH

Chrysaora hysoscella

55

Glide 2

Discard up to 2 cards from your hand:
For every  icon on them, gain 1 of
these 3 effects:

1

2

3

6

4

3

3

23



LOGGERHEAD SEA TURTLE

Caretta caretta – Vulnerable

55



Scuba Dive X

Reveal the X topmost cards of the deck. Choose 1 Sponsor card and add it to your hand. Discard the other cards. X is the number of + in your zoo.

Marketing

8



17



GREEN SEA TURTLE

Chelonia mydas – Endangered

552

Scuba Dive X



Reveal the X topmost cards of the deck.

Choose 1 Sponsor card and add it to your hand.

Discard the other cards. X is the number

of + in your zoo.

6



TAMBAQUI

Colossoma macropomum

55

Adapt 1

Draw 1 Final Scoring card,
then discard 1 Final Scoring card.



5

3



18



AFRICAN PENGUIN

Spheniscus demersus – Endangered

55

Adapt 2

Draw 2 Final Scoring cards,
then discard 2 Final Scoring cards.



1

6

3

18



GOLDEN SNUB-NOSED MONKEY SS

Rhinopithecus roxellana – Endangered

Pilfering 1

Draw 1 card from the hand of or take 5
from the player with the most 5. They decide.

Sprint 1 Draw 1 card
from the deck.

1

6

3



15



WOLVERINE

Gulo gulo

55

Boost: Association

After finishing this action,
you may place your Association
Action card on
1 or **5**.

1

5

1

7



VIETNAMESE POT-BELLIED PIG L5

Sus scrofa f. domestica



Petting Zoo Animal

Gain **3** for each Petting Zoo Animal icon in your zoo.

0

4



16



NORTHERN MURIQUI

Brachyteles hypoxanthus – Critically Endangered 

Monkey Gang

Reveal cards from the deck. Take the first card with  into your hand.

Tuck the other cards

under the deck.

1

6

3

17



COQUEREL'S SIFAKA

Propithecus coquereli – Endangered

55

Monkey Gang Reveal cards from the deck.

Take the first card with into your hand.

Tuck the other cards under the deck.

Jumping 2

Advance the Break token 2 spaces.

Gain 2.

7

3



1

12



BRAHMINY KITE

Haliastur indus

55

Hunter 2

Reveal the 2 topmost cards of the deck. Choose 1 Animal card and add it to your hand.

Discard the other card.

6

4



: 1



FRANCHISE BUSINESS

265

- **Income:** Gain **1** for each kiosk in **other zoos**.



4



:

3



MARINE BIOLOGIST

266

- Each time a sea animal icon is played into **any zoo**, gain **3**.



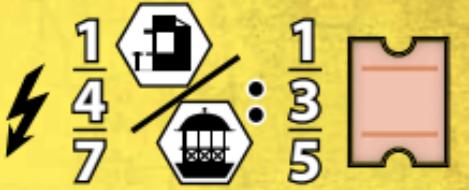
5

max.
25

FARM CAT

267

- Gain **1** for each  with at least 3 empty building spaces next to it (max. **3**).



5



:



CONF & CONGRESS AUSTRIA CENTRE VIENNA



CONFERENCE ON EUROPE

268

- Each time you play a Europe icon into **your zoo**, you may mark 1 Animal card after finishing the current action.
- Gain if you did 3 donations.



5

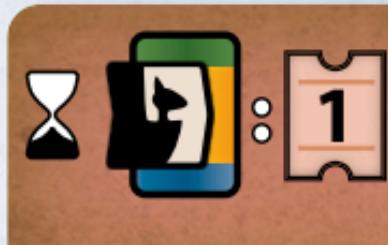


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CONFERENCE ON AUSTRALIA 269

- Each time you play an Australia icon into **your zoo**, you may increase the size of a standard enclosure by 1 for free. If the enclosure is occupied, gain .
- Gain for each card **pouched** (max. 5).



5



MARINE RESEARCH EXPEDITION

270

Expedition | You may send a **person** Sponsor card in your zoo away (discard) to gain

OR

Scuba Dive 3 | Reveal the 3 topmost cards of the deck. Choose 1 Sponsor card and add it to your hand. Discard the other cards.



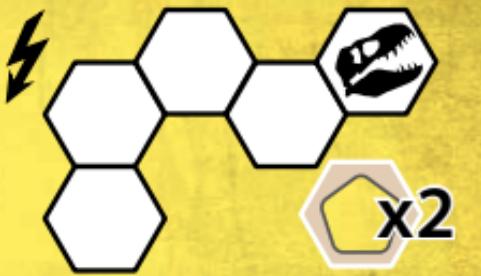
5



EXCAVATION SITE

271

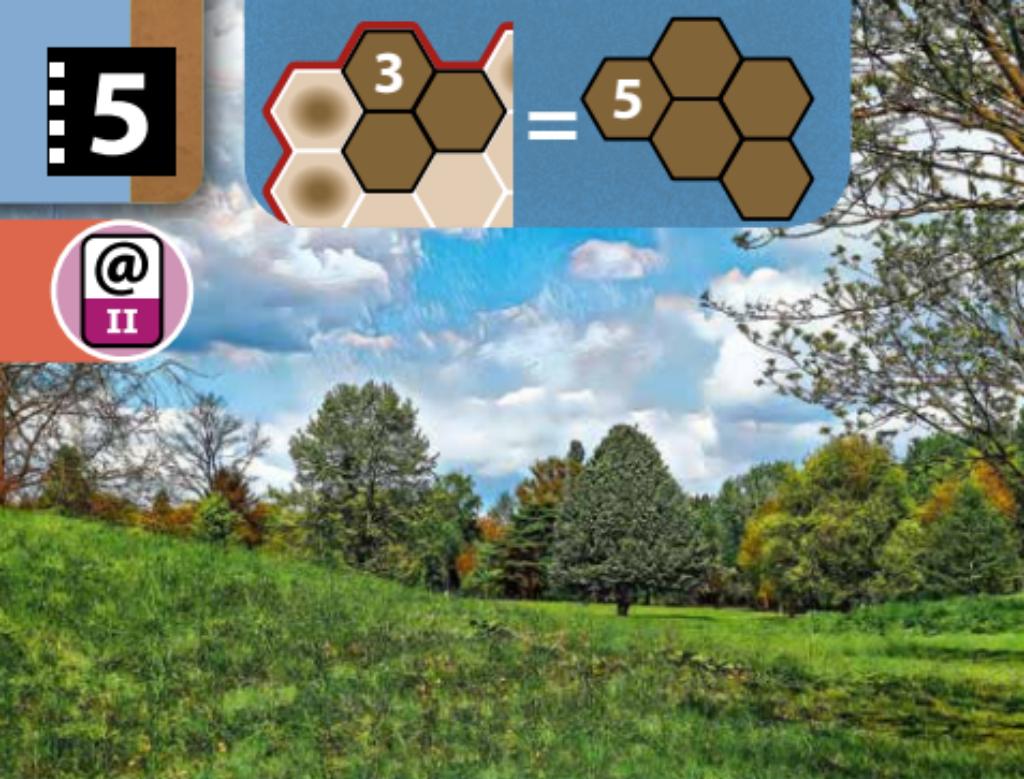
- Gain placement bonuses twice for placing this building.



- Gain **1** if all placement bonuses are covered.



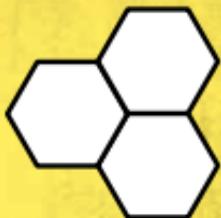
5



EXPANSION AREA

272

- Treat all 3-space enclosures on at least 1 border space as 5-space enclosures.
- Gain if all border spaces are covered.





4



0



-1

-1

-1



PUBLICATIONS

273

- When making a donation, pay 1 less for each
- You may make 1 donation.



1x /

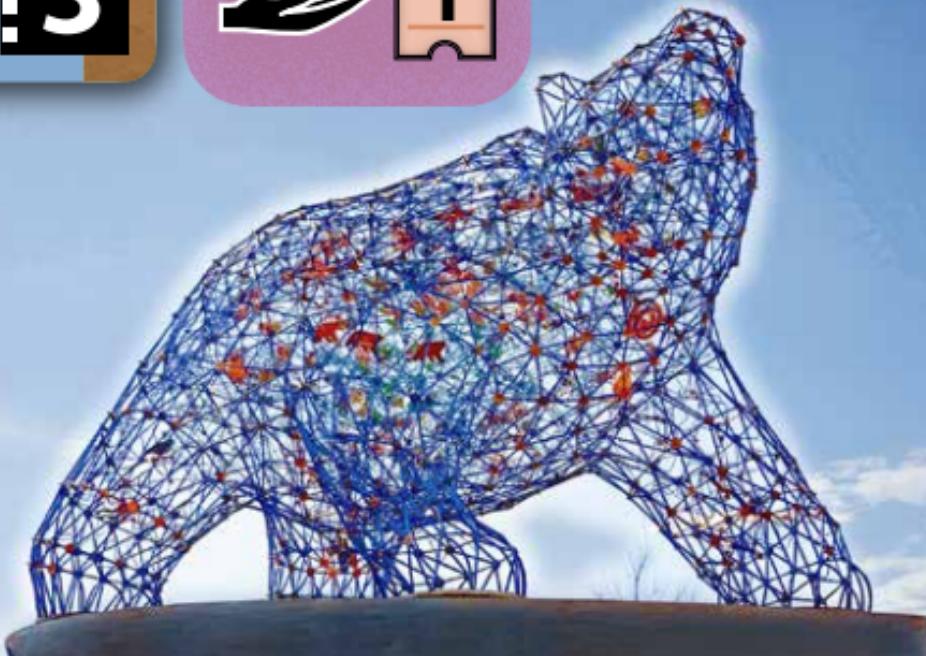


2 1

3



1

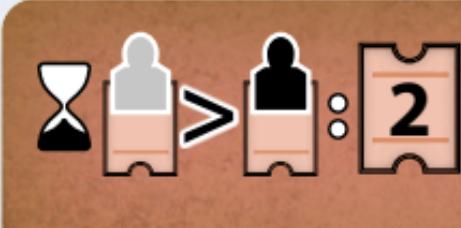


MASCOT STATUE

274

- **Income:**
Gain **1**.

- Gain **2** for each zoo with higher appeal (score last).



3



2



6



HORSE WHISPERER

275

- Each time a Petting Zoo Animal icon is played into **any zoo**, gain **2**.

- Search the **discard pile** for 1 Petting Zoo Animal and take it into hand.



6



:



LANDSCAPE GARDENER

276

- Each time you build a pavilion, gain 1 X-marker (max. 1 per action).



:



3



FIELD RESEARCH TYPE D ORCAS 277



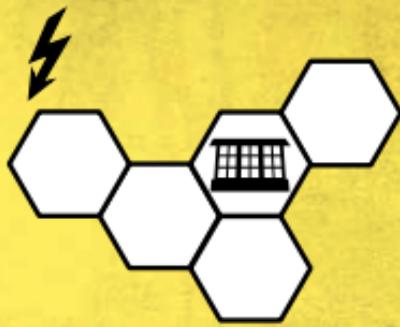
3



AMAZON HOUSE

278

- Place next to at least 1 water space and 1 rock space.



4



UNDERWATER TUNNEL

279

- Can accommodate (max. 2 markers).
- Place **on** 2 water spaces.
- Gain **3** / **5** for 1/2 adjacent aquariums.



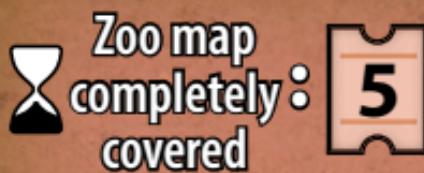
3



RECONSTRUCTION

280

- Do not gain placement bonuses anymore.
- You may reposition up to 3 buildings.
- You may build 1 pavilion and 1 kiosk.





I



ANIMALS

0

Play Animal cards.

1

2

3

4

5

-

1

1

1

2



II



ANIMALS

0

Play Animal cards.

1

2

3

4

5

1

1

2

2

1 2



I



BUILD

0

Build **1 building** with
a maximum size of **X**.
Pay **2** per space.

Available: **Kiosk, pavilion, aquariums, standard enclosures, and petting zoo.**



II



BUILD

0

Build 1 or more different buildings
with a total maximum size of **X**.

Pay **2** per space.

Newly available: **Large Bird Aviary**
and Reptile House.



I



CARDS

0

BREAK 2

	1	2	3	4	5
--	---	---	---	---	---

Draw

1	1	2	2	3
---	---	---	---	---

Discard

1	-	1	-	1
---	---	---	---	---

OR
Snapping

-	-	-	-	
---	---	---	---	--





II



CARDS

0

BREAK 2

	1	2	3	4	5
--	---	---	---	---	---

Draw	1	2	2	3	4
Discard	-	1	-	1	1
OR Snapping	-	-			



I



SPONSORS

0

Play 1 Sponsor card with
a maximum level of .

OR

Break , gain .



II



SPONSORS

0

Play **1 or more** Sponsor cards with
a total maximum level of **X +1**.

OR

Break **X**, gain **2x X**.



I



ASSOCIATION

0

Perform **1 association task**
with a maximum value of **X**.





II



ASSOCIATION

0

Perform **1 or more different association tasks** with a total maximum value of **X**.

In addition, you may make **1 donation**.



I



San Diego



Okinawa



Johannesburg



a



São Paulo



Frankfurt



Sydney



CARDS

1

BREAK **2**

1	2	3	4	5
----------	----------	----------	----------	----------

Draw

1

1

2

2

3

OR
Snapping

-

-

-

-





II



Okinawa

Johannesburg

San Diego



São Paulo

Frankfurt

Sydney



CARDS

1

BREAK 2

1

2

3

4

5

Draw

1

2

2

3

4

OR
Snapping

-

-





I



CARDS

2

BREAK 2D



(Digging 1)

1

2

3

4

5

Draw

1

1

2

2

3

Discard

1

-

1

-

1

OR

Snapping

-

-

-

-





II



CARDS

2

BREAK 2



(Digging 2)

1

2

3

4

5

Draw

1

2

2

3

4

Discard

-

1

-

1

1

OR

Snapping

-

-





I



CARDS

3

BREAK 2

	1	2	3	4	5
--	---	---	---	---	---

Draw

1

1

2

2

3

Discard

1

-

1

-

1

OR

Snapping

-

-





II



CARDS

3

BREAK 2

	1	2	3	4	5
--	---	---	---	---	---

Draw

1

2

2

3

4

Discard

-

1

-

1

1

OR

Snapping

-





I



CARDS

4

BREAK 2

	1	2	3	4	5
--	---	---	---	---	---

Draw

1

1

2

2

3

Discard

1

-

1

-

1

OR

Snapping

-

-

-

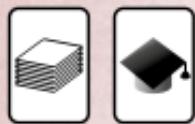
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2 :



II



CARDS

4

BREAK 2

	1	2	3	4	5
--	---	---	---	---	---

Draw	1	2	2	3	4
Discard	-	1	-	1	1
OR	-	-			
Snapping					





I



SPONSORS

1

Play 1 Sponsor card with
a maximum level of **X**.

OR

Break **X**, gain **X**.

Additionally you may **trade**
1 **X**-marker for **5** or vice versa.



II



SPONSORS

1

Play **1 or more** Sponsor cards with
a total maximum level of **X +1**.

OR

Break **X**, gain **2x X**.

Additionally you may **trade**
1 X-marker for **5** or vice versa
or pay either for 1.



I



SPONSORS

2

Play **1** Sponsor card with
a maximum level of **X**.

OR

Break **X**, gain **X**.

If you **gain money** during this action,
gain **3** more.



II



SPONSORS

2

Play **1 or more** Sponsor cards with
a total maximum level of **X +1**.

OR

Break **X**, gain **2x X**.

If you **gain money** during this action,
gain **5** more.



I



SPONSORS

3

Play **1** Sponsor card with
a maximum level of **X**.

OR

Break **X**, gain **X**.

Additionally you may discard
1 Sponsor card to gain **4**.



II



SPONSORS

3

Play **1 or more** Sponsor cards with a total maximum level of **X +1**.

OR

Break **X**, gain **2x X**.

Additionally you may **discard 1 card**:

Gain **4** or
reduce the level of one played card by **2**.



I



SPONSORS

4

Play **1** Sponsor card with
a maximum level of **X**.

OR

Break **X**, gain **X**.

Additionally you may **discard**
1 Sponsor card to take **1 Sponsor card**
from the display into hand.



II



SPONSORS

4

Play **1 or more** Sponsor cards with
a total maximum level of **X +1**.

OR

Break **X**, gain **2x X**.

In addition to the Break,
you may **discard 1 card** to



I



ANIMALS

1

Play Animal cards.

1	2	3	4	5
-	1	1	1	<u>2</u> 1 -1

If you play only 1 animal at **5**,
you may ignore 1 condition.



II



ANIMALS

1

Play Animal cards.

1	2	3	4	5
1	1	<u>2</u>	<u>2</u>	
		<u>1</u> -1	<u>1</u> -1	1 <u>1</u> -1

If you play only 1 animal at **3** or more,
you may ignore 1 condition.



I



ANIMALS

2

Play Animal cards.

1

2

3

4

5

-

1

1

1

2

If you have no Animal card in hand after finishing this action:



(Hunter 4)



II



ANIMALS

2

Play Animal cards.

1	2	3	4	5
1	1	2	2	1.2

If you have no Animal
card in hand after
finishing this action:



(Hunter 6)



I

-2



ANIMALS

3

Play Animal cards.

1	2	3	4	5
-	1	1	1	2

The **first animal** you playcosts **2** less.



II



ANIMALS

3

Play Animal cards.

1	2	3	4	5
1	1	2	2	1.2

Additionally, for each animal you play,
you may pay **2** to gain **1**.



I



ANIMALS

4

Play Animal cards.

1

2

3

4

5

-

1

1

1

2



(Mark)



II



ANIMALS

4

Play Animal cards.

1

2

3

4

5

1

1

2

2

1 · 2

Gain  for any Animal card you play from the display that has **your marker on it**.





I



ASSOCIATION

1

Perform **1 association task**
with a maximum value of **X**.

Take **partner zoos** from the **supply**
(instead of the Association board).

You may take partner zoos
you **already have**.



II



ASSOCIATION

1

Perform **1 or more different association tasks** with a total maximum value of **X**.

In addition, you may make **1 donation**.

Take **partner zoos** and **universities** from the supply.

You may take those you **already have**.



I



ASSOCIATION

2

Perform **1 association task** with a maximum value of **5**.

Instead of supporting a conservation project, you may hire **1 new association worker** at **5** (also place the worker on **5**).



II



ASSOCIATION

2

Perform **1 or more different association tasks** with a total maximum value of **X**.

In addition, you may make **1 donation**.

You may place additional workers to reduce the required strength by **2** each.



I



ASSOCIATION

3

Perform **1 association task**
with a maximum value of **X**.

Gain 1 **X**-marker if **X** is higher
than the value of the task performed.



II



ASSOCIATION

3

Perform **1 or more different association tasks** with a total maximum value of **X**.

In addition, you may make **1 donation**, for which you pay **1** less for each **X**-marker you have.



I



ASSOCIATION

4

Perform **1 association task**
with a maximum value of **X**.

At **5** you may instead place
this Action card on **1** and
perform another action instead.



II



ASSOCIATION

4

Perform **1 or more different association tasks** with a total maximum value of **X**.

In addition, you may make **1 donation**.

Instead of making a donation,

you may .



I



BUILD

1

Build **1 building** with
a maximum size of **X**.

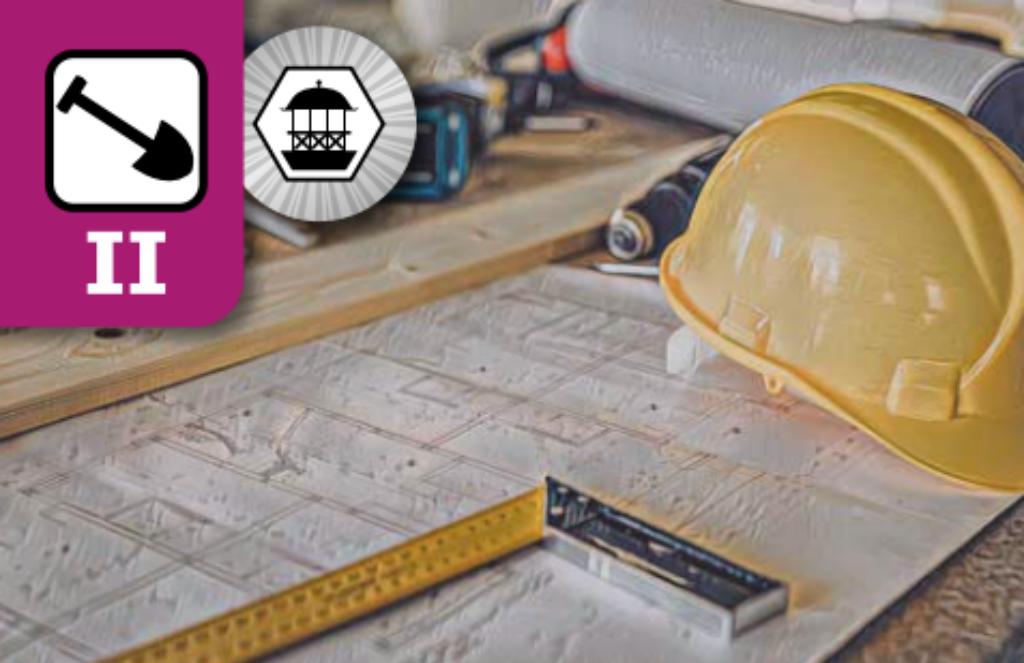
Pay **2** per space.

Available: **Kiosk, pavilion, aquariums, standard enclosures, and petting zoo.**

You may pay **3** to build
1 additional pavilion.



II



BUILD

1

Build 1 or more different buildings
with a total maximum size of **X**.

Pay **2** per space.

Newly available: **Large Bird Aviary**
and Reptile House.

You may pay **2** to build
1 additional pavilion.



I



BUILD

2

Build **1 building** with
a maximum size of **X**.

Pay **2** per space.

Available: **Kiosk, pavilion, aquariums, standard enclosures, and petting zoo.**

You may pay **3** to build
1 additional kiosk.



II



BUILD

2

Build 1 or more different buildings
with a total maximum size of **X**.

Pay **2** per space.

Newly available: **Large Bird Aviary**
and Reptile House.

You may pay **2** to build
1 additional kiosk.



I



BUILD

3

Build **1 building** with
a maximum size of **X +1**.

Pay **2** per space.

Available: **Kiosk, pavilion, aquariums,
standard enclosures,
and petting zoo.**



II

+1



BUILD

3

Build 1 or more different buildings
with a total maximum size of **X +1**.

Pay **2** per space.

Newly available: **Large Bird Aviary**
and Reptile House.

You may build more than 1 of the
same standard enclosure.



I



BUILD

4

Build **1 building** with
a maximum size of **X**.

Pay **2** per space.

Available: **Kiosk, pavilion, aquariums, standard enclosures, and petting zoo.**

You may pay **2** to **cover**
1 rock or water space.



II



BUILD

4

Build 1 or more different buildings
with a total maximum size of **X**.

Pay **2** per space.

Newly available: **Large Bird Aviary**
and Reptile House.

You may **cover 1 rock or water** space.
Gain **2** if you do.

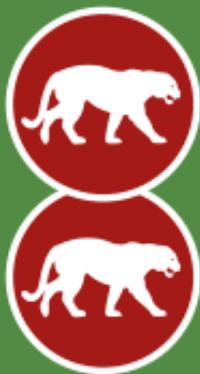


SEA ANIMALS

133

Requires **sea animal** icons
in your zoo.



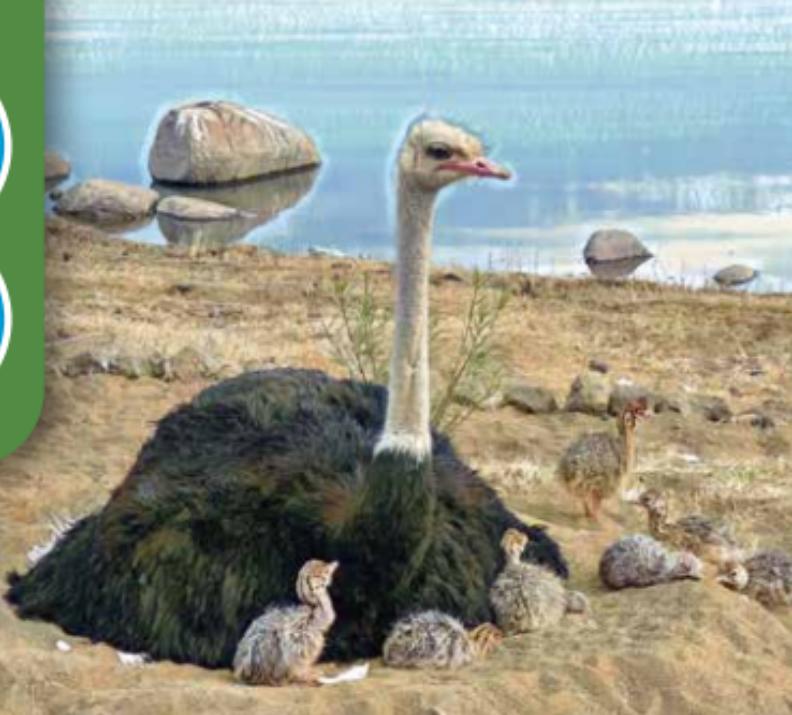


PREDATOR MANAGEMENT PLAN

134

Requires 2 **predator** icons.





BIRD MANAGEMENT PLAN

135

Requires 2 **bird** icons.





REPTILE MANAGEMENT PLAN

136

Requires 2 **reptile** icons.





HERBIVORE MANAGEMENT PLAN

137

Requires 2 **herbivore** icons.





SEA ANIMAL MANAGEMENT PLAN

138

Requires 2 **sea animal** icons.





PRIMATE MANAGEMENT PLAN

139

Requires 2 **primate** icons.





DESIGNER ZOO

012

Gain for **different shaped buildings** in your zoo.



4	6	7	8
1	2	3	4



⌚ SPECIALIZED HABITAT ZOO 013

Choose 1 **continent icon** you did **not** support a **Base Conservation Project** with.

Gain  for those icons.



3	4	5	6
1	2	3	4



SPECIALIZED SPECIES ZOO

Choose 1 **animal category icon** you did **not** support a **Base Conservation Project** with.

Gain for those icons.



3	4	5	6
1	2	3	4



CATERED PICNIC AREAS 015

Gain  for **sets of kiosk and pavilion** (do not have to be adjacent).



2	3	4	5
1	2	3	4



ACCESSIBLE ZOO

016

Gain  for **conditions on cards** in your zoo.

	4	7	10	12
	1	2	3	4



INTERNATIONAL ZOO

017



Gain **1** for each **continent icon** of which you have more than the person to your right. Icons on **your partner zoos** count **twice**. Max. **4**.

1: Do not use. Draw another card.