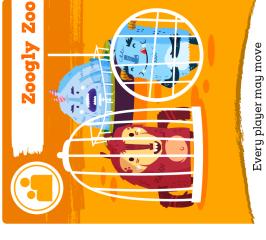


Every player may draw cards equal to the number of Boogly type Monsters in their Zoo.



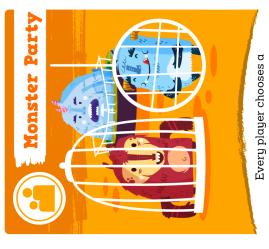
Every player may move
Monsters to their Zoo equal
to the number of Zoogly type
Monsters in their Zoo.



At the start of the next player's turn, every player passes a card to the player to their left.



Every player discards the highest value Monster from their Zoo.



Every player chooses a Monster card from their discard pile and puts it on the top of their deck.



Every player gains +1 (1902) for every Oogly type Monster in their Zoo. The Tood is to be used during their turn.



Every player may move a Monster to their Zoo. Every player then draws a card.



Every player may move all their Monsters in their hand to their Zoo. Every player then draws a card.