

Boogly Bazaar



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

Zoogly Zoo



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

Break Out



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

Don't Feed the Monsters



Every player discards the highest value Monster from their Zoo.

Monster Party



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

Oogly Feast



Every player gains +1 **Food** for every Oogly type Monster in their Zoo. The **Food** is to be used during their turn.

Opening Day



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

Wild Zoo



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