

# WonderZoo



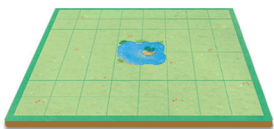
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# WonderZoo

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Conteúdo • Игровой комплект



X4



X69



X10

X10

X10

X10



X1



X1



X1



7-99 years



2-4



20 min

**Contents:** 4 double-sided site boards, (one side: easy, other side: difficult), 4 "entrance" tiles, 45 "enclosure" tiles (15 green "grass" tiles, 15 brown "vivarium" tiles and 15 blue "water" tiles), 20 "path" tiles, 40 visitor pieces (10 red, 10 blue, 10 yellow, 10 green), 1 bus piece, 1 bag for the 65 tiles (enclosures and paths), 1 bag for the visitor pieces.

### Object of the game

To create the best zoo with the most visitors around its animals.

### Preparing to play:

The players each take a board and an "entrance" tile.

Place the "path and enclosure" tiles and the "visitor" pieces in their respective bags.

The players each place their board in front of them (with the side of the chosen difficulty-level face up) and position their "entrance" tiles; these must have at least one side touching the edge of the board.

The youngest player receives the bus piece which she places in front of her.

Draw as many tiles as there are players in the game, plus one. Place these tiles in the middle of the table.

**How to play:** During each round, the players play one after another, moving clockwise around the table, starting with the player who has the bus.

On your turn always carry out the following actions:

- Choose a tile from amongst those on the table

- Place it on your board respecting the rules set out below

- If you want to, you can carry out the action shown on your tile.

At the end of the round, if no action has been taken with the bus, the bus piece is passed one player to the left and a new round begins.

Draw as many tiles as there are players and place them next to the remaining tile. The player who has the bus begins the new round.

### Rule for laying tiles:

A tile can be placed any way up on any empty square on your board, without it overhanging the edge of the board (and without covering an obstacle during games using the difficult side of the boards).

An additional constraint applies to "path" tiles: they must be placed next to another "path" tile.

**NB:** the "entrance" tile is treated as a "path" tile.

### Actions on the different tiles:

Each tile features an icon suggesting a possible additional action. When you choose a tile, you can (if you so wish) carry out the action indicated by the icon on your chosen tile:



Draw 1 (or 2) "visitors" from the bag and place them wherever you wish on one of your empty "path" tiles. A tile can only contain one "visitor" piece.

If all your "path" tiles are occupied, put the "visitor(s)" back in the bag.



Move 1 (or 2) "visitor" pieces already on your board to another empty "path" tile.



You may move one of your "enclosure" tiles to another location on your board OR swap the location of two "enclosure" tiles of the same shape.

**(NB:** do not carry out the action on the card you have just moved).



Take the bus and place it in front of you. You will play first during the next round. (At the end of the current round, the bus piece will not be passed one player to the left).

### End of the game:

As soon as you can no longer place a tile on your board, the game ends for you, but the other players continue to play.

The game ends when none of the players can place another tile on their boards, and the points are counted.

Each "visitor" piece next to an "enclosure" tile (not diagonally) earns one point.

A single "visitor" piece can thus earn several points if it is adjacent to several "enclosure" tiles.

### Example:

Piece A earns 2 points: 1 for the "grass" enclosure tile and 1 for the "water" enclosure tile.  
Piece B earns 2 points: 2 for the "water" enclosure tile.

The player with the most points wins the game!



### Game for experts:

You use the colour of the "visitor" pieces. Each visitor has a favorite type of animal:

- blue visitors prefer animals in the "water" enclosures
- yellow visitors prefer animals in the "vivarium" enclosures
- green visitors prefer animals in the "grass" enclosures
- red visitors have no preference.

When counting points, a visitor placed next to a square containing one of its favourite animals earns 2 points instead of 1:

- 1 blue visitor placed next to a "water" tile = 2 points
- 1 yellow visitor placed next to a "vivarium" tile = 2 points
- 1 green visitor placed next to a "grass" tile = 2 points
- 1 red visitor placed next to any tile = 2 points.

*A game by Florian Fay*