

ICON OVERVIEW

	Africa
	Americas
	Asia
	Australia
	Europe

	Bird
	Herbivore
	Predator
	Primate
	Reptile
	Bear
	Petting Zoo Animal

	<i>Small animal:</i> Standard enclosure requirement size 1–2 or Petting Zoo .
	<i>Big animal:</i> Standard enclosure requirement size 4–5 .

	action strength / card slot value / Sponsor card level / association work cost
	Appeal
	Conservation points
	Reputation
	Money
	Research
	X-token
	Multiplier (Animal ability <i>Multiplier</i>)
	New association worker (Animal ability <i>Full-throated</i>)
	Partner zoo
	University
	Support of a conservation project
	Your hand card limit is now 5.
	You may ignore 1 condition (left edge) on a card.

	Standard enclosure of a specific size
	You may once and immediately build a 2-space / 3-space standard enclosure for free.
	A specific special enclosure (if as an immediate effect build for free): Petting Zoo Large Bird Aviary Reptile House
	A number shows the spaces needed by the animal.
	Rock
	Water
	Enclosure / Unique building requires adjacency to the depicted 1–2 rock and/or water spaces. Icons count as in your zoo.
	Kiosk
	Pavilion

	Take 1 card within reputation range or draw 1 card from the deck.
	<i>Snapping:</i> Take any 1 card from the display.

	Icon on the upper right corner: counts as in your zoo.
	Icon on the left side on red flag: condition – needed in your zoo (here: <i>research</i>)
	Condition: have a partner zoo of the same continent (Sponsor cards: any continent)
	Condition: have the shown Action card (here: <i>Animals</i>) upgraded to side II .
	Your zoo's appeal cannot exceed 25.
	Condition: have at least 3 reputation.

	After finishing you may place any Action card on card slot 1. (<i>Clever</i> animal ability)
	After finishing you may perform another action. (<i>Determination</i> animal ability)
	Upgrade any 1 of your Action cards. Flip it from side I to side II . It stays on the same card slot.

	Each time you play something into your zoo.
	Each time something is played into any zoo.

	From now on you can be affected by interactive effects on animal cards.
	Some zoo cards are only playable up to an appeal of 25. This marking serves as a reminder.

	Immediate effect, e.g. gained as a placement bonus or when covered by a partner zoo or university.
	Effect that you gain immediately when supporting a conservation project and again in each break when gaining income.

	Immediate one-time effect
	Effect during final scoring
	Income in each break.

	Pouch X animal ability You may place up to X cards from your hand below this card. Gain 2 per card placed.
	Perception X animal ability Draw X cards from the deck. Add half of the cards to your hand and discard the rest.
	Hunter X animal ability Reveal the topmost X cards of the deck. Add 1 Animal card to your hand. Discard the other cards.
	Sunbathing X animal ability You may sell up to X cards from your hand for 4 each.

	Any action (either side)		Cards action (either side)		Build action (either side)		Animals action (either side)		Association action (either side)		Sponsors action (either side)
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	You may play a Sponsor card from your hand by paying X money, where X is the level of the card. The usual rules apply. This means, you need to fulfill the conditions. Your <i>Sponsors</i> Action card stays in the same slot and is not moved by this effect.
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	Venom X animal ability - Affected: All zoos with a higher appeal value than yours. - Place 1 Venom token each on the first X Action cards from the left (lowest X card slots, where X = <i>Venom X</i>). 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 one of your Action cards, pay 2. - In the next break remove all Venom tokens.
	Hypnosis animal ability - Affected: Zoo with the highest appeal. If your zoo, no effect. - Perform 1 action from card slot 1, 2, or 3 of the affected player. - You may use X-tokens. - Used Action card is moved to slot 1.
	Pilfering X animal ability - Affected: X = 1: Zoo with the highest appeal. X = 2: Zoo with highest appeal and zoo with most conservation points. In both cases: If your zoo, no effect. - From the affected player: Take 5 or draw 1 random hand card. They choose.
	Constriction animal ability - Affected: All zoos ahead of yours on the Appeal and / or Conservation track. - Place 1 Constriction token each on the first X Action cards from the right (highest X card slots, where X = number of tracks on which they're ahead). If a card already has a Constriction token, discard the “duplicate”. - Strength of an Action card with Constriction token is decreased by 2. - After using an Action card with a Constriction token, discard the token. - In the next break remove all Constriction tokens.