

ANIMAZOO



Ages: 6-99 years



Number of players: 2-4



Number of cards: 55 cards (30 "food" cards, 20 "animal" cards, 5 "bonus" cards).



Object: To obtain the most stars by attracting animals into your zoo and winning "bonus" cards.

Preparing to play: Shuffle the "food" cards. Each player receives three of these cards, and three more are placed face up in a row in the middle of the table. (This is the "market place"). Place the remaining cards face down to form the "food" draw pile. Shuffle the "animal" cards. Place three of these cards face up in a row next to the "food" cards. (This is the "capture" zone.) Place the remaining cards face down to form the "animal" draw pile. The "bonus" cards are laid out to one side of the table, face up.



How to play: The youngest player starts and then play continues in a clockwise direction. When it is your turn, you choose to carry out one of the following actions: **take two "food" cards or take one "animal" card.**

Take two "food" cards: you can take two "food" cards from the "market place" and/or from the draw pile. At the end of your turn, you fill up the "market place" from the "food" draw pile so that there are three "food" cards on the table again.

Take one "animal" card:

in order to take an "animal" card you have to be holding the necessary number of "food" cards corresponding to that animal's diet. You then discard those cards during your turn.



Eg: a turtle can be captured by discarding three omnivore "food" cards.

If you win an "animal" card, you place it in your zoo, in front of you. Once you have finished your turn, replace the card you took with another one from the "animal" draw pile.

NB1: At the end of a turn you must never be holding more than five cards. If that is the case, you have to discard some "food" cards.

NB2: When the "food" draw pile runs out, the discarded cards are shuffled thoroughly to form a new draw pile.

"1st bonus" cards: at the end of your turn you can win a "bonus" card which you lay down in front of you, *if you are:*
the first player to have in your zoo at least one animal ...



*of each
species*



of each diet



*from each of
the continents*

Ending the game: When the "animal" draw pile runs out, the players can each still take one turn if they can. The players then award the two **"Bonus Max"** cards. *Be the player with the most animals...*



*with the same
species*



with the same diet

NB3: In case of a draw between two or more players for the "Bonus Max" cards, all of the players concerned win five stars.

NB4: If you do not have at least one animal from each of the five continents in your zoo, you subtract three stars from your score.

You win by being the player with the most stars on your "animal" cards and "bonus" cards.