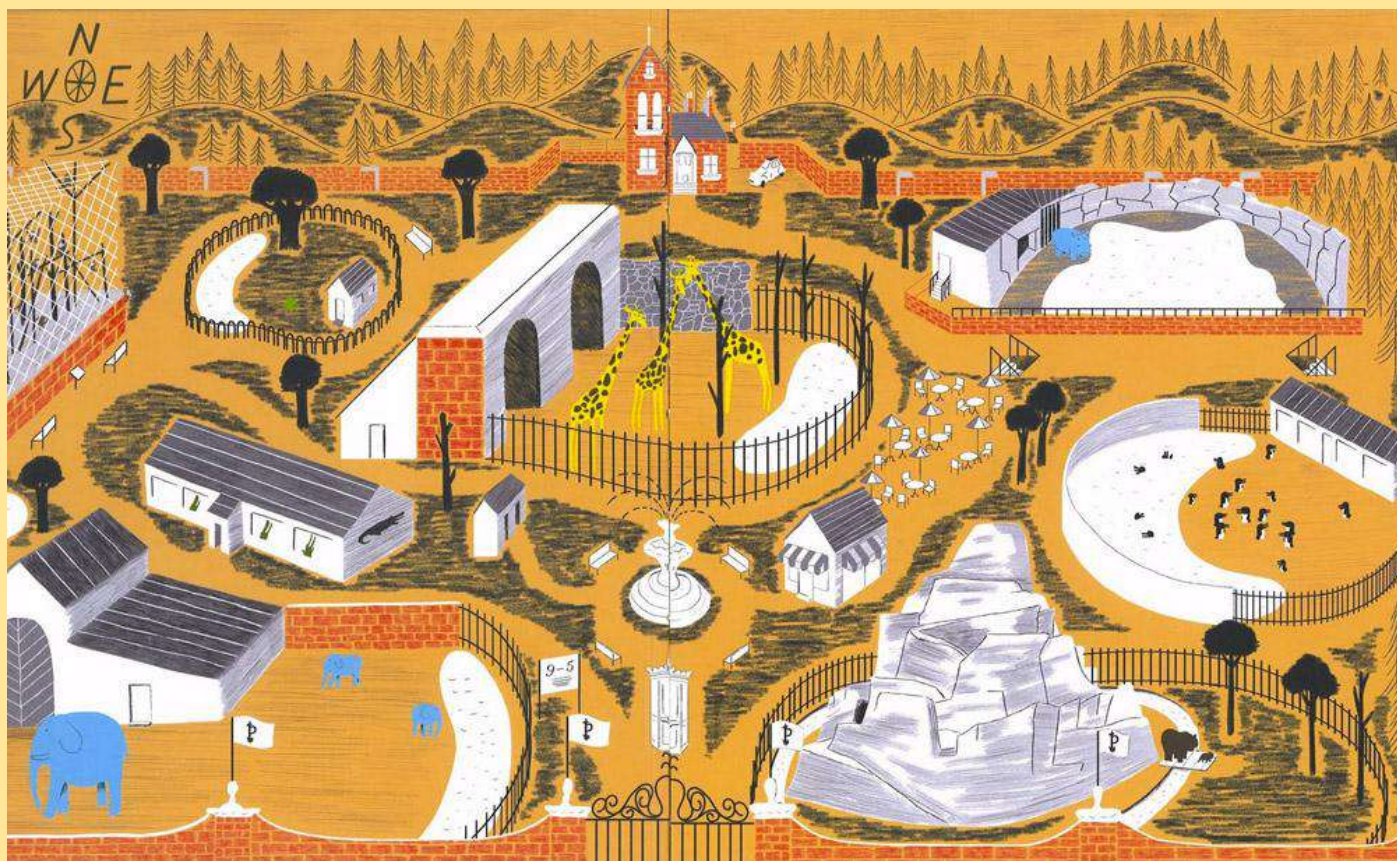


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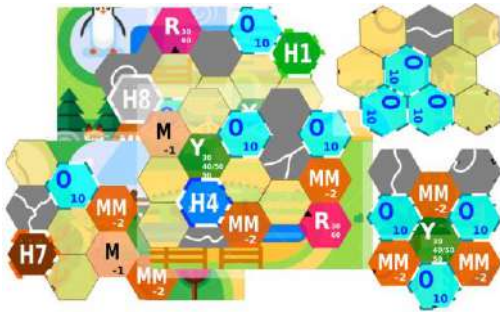
A GAME OF FINANCE, SQUIRREL RUNS, AND SPECIAL POWERS



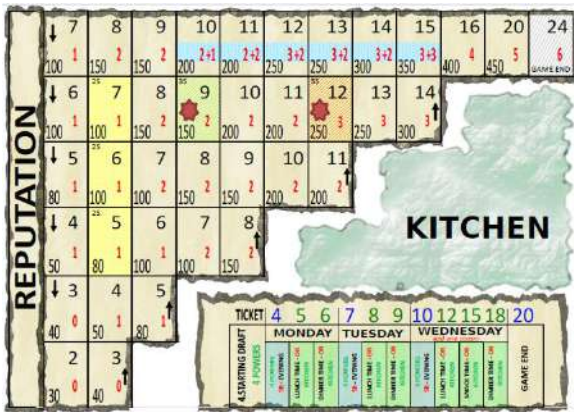
Components	2	4.3 Powers	8	7. Operating Round (OR)	12
1. Introduction	3	4.4 ZOO Ticket	8	Start of an Operating Round .	12
1.1 Important Notes	3	5. Initial Draft	9	7.1 Playing an OR Turn	12
1.2 Game Strategy	4	6. Stock Round (SR)	9	7.2 Lay Track	12
2. Setup	4	6.1 Reputation	9	7.3 Build a Station	13
2.1 Map	4	6.2 Sale of Cards	10	7.4 Run the Squirrels	14
2.2 Families in the game	4	6.2.1 Wait and sell in player order	10	7.5 Distributing the Harvest ..	15
2.3 Initial Capital and Limits ..	4	6.3 Parents Card Purchase	10	7.6 Buying Squirrels	15
2.4 Squirrel Deck	5	6.3.1 Nearby Families	10	7.6.1 Forced Purchase	16
2.5 Turn Order	5	6.4 Individual Card Purchase	11	8. End of the Game	16
Setup: 3 Players Example	5	6.5 Purchase One Power	11	9. Variants	16
3. Game Phases	6	6.5.1 Three Power Limit	11	Design Notes	17
4. How to Use Components	7	6.6 Pass	11	APPENDIX: Maps A-F	18
4.1 Map	7	6.7 End of the Stock Round ..	11	APPENDIX: Powers	19
4.2 Track Building	7				

COMPONENTS

17 **MODULES** used to create the game map



1 **STOCK BOARD** to track reputation



1 **LOUNGE** to hold all the animal Cards in play initially.



8 **PLAYMATS** for the animal families



40 **ANIMAL CARDS**. 5 for each family: a double Card for the PARENTS, three single Cards for the CHILDREN and one Card for the COUSIN



34 **TOKENS** (3-5 for each family) for reputation and stations



10 **ZOO TICKETS** with increasing values (from 4 to 20) based on the current Stock Round (SR), in blue; or Operating Round (OR), in green.



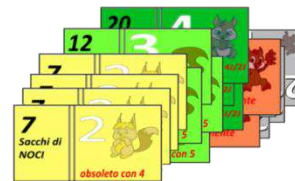
140 **CHIPS** – Three denominations of game money (1\$N, 5\$N and 50\$N), called “Bags of Nuts”



4 **TURN MARKERS** for each player



23 **SQUIREL CARDS** in the squirrel deck



20 **SPECIAL POWERS** with either a blue background (SR powers) or a green background (OR powers)



100 **TRACK TILES** (yellow, green, brown, grey)



1 **LOCOMOTIVE** to mark the current round



1 **ARROW** to mark the family for sale



16 **BROWN TOKENS** to mark M and MM tracks

14 **BLUE TOKENS** to mark O tracks

16 **OTHER TOKENS** to keep track of powers and their use

1. INTRODUCTION

It is a normal evening at Diciottawa Zoo, and while the small **tiger** cubs chase the lion cubs, the elders of the major animal families are sitting around a picnic of fast food leftovers discussing the latest territorial decisions.



"The food left by visitors near the elephant enclosure has grown out of all proportion" says mummy **Giraffe** "so I would restrict the collecting area for crocodiles to the north, to allow us to take part of that collection area".

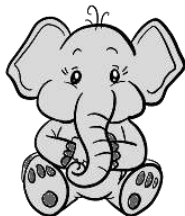
"We absolutely disagree" replies daddy **Brown Bear** quickly, "that is our remit, as you know my dear, so it is up to us to control the sections ..."

However, in a sudden gust of wind, the **oldest Squirrel** they had ever seen appears in front of them. He is imposing, with a long thick grey moustache, and well-padded arms and stomach.



"Dear friends," begins **Grandpa Squirrel** "I am happy to find you all here, tonight. From today the new era of transport begins: **SQUIRRELS!!!**

We have arrived here after a series of incredible collecting successes in the previous **ZOOS** under our management, and we have come here to introduce our **innovative system for "The Friendly Collection of Food Forgotten by Visitors."**



Grandpa Squirrel talks, a series of plump **Squirrels** appear from the shadows. As if by magic they turn small **nuts** between the knuckles of their paws. Each of them pulls a **sack** full of **nuts** out of nowhere

"Here is a small gift for you." Grandpa ends, as small walnuts roll everywhere, "These are the equivalent of a full meal left on the ground. Each **sack of nuts** contains **25**, and we use it as a **currency** of exchange and payment."

Grandpa continues with his story, honed in the previous 17 ZOOS where the squirrel families control the fate of all the animals present. "Five **Squirrels** will take care of the interests of animal families, competing to prove who is the best in the **18th ZOO**" ...

GAME OVERVIEW

Players represent the **2-5** chubby **squirrels** who run 18ZOO and meet every **EVENING (SR – STOCK ROUND)** to receive the receipts collected by the families of animals during the day (**OR – OPERATING ROUND**).

Players will use their **INITIAL CAPITAL** to take control of the families they think will be the most **profitable** in harvesting nuts. Depending on the results they achieve, the animal families' **REPUTATIONS** in the eyes of others will grow, or possibly even shrink.

During the day (**OR**) the families will carry out tasks in strict order. They will be creating hiding places and support bases and modify the natural paths present among the various enclosures so Runner Squirrels can use these paths (**RUNS**) to collect supplies.

As a family's **REPUTATION** rises, an ever-larger harvest needs to be shared to increase **REPUTATION** further. Families will compete to hire new and faster Squirrels as the slower ones retire.

Players will be assessed at the end of the three days, adding together their **personal wealth**, and the **reputation** of the families they own to determine the winner.

1.1 IMPORTANT NOTES

In games of the 18xx series, it is necessary to always distinguish the **personal wealth of the players**, and the **money of families** (in 18ZOO this is represented by the sum of \$N chips owned).

To do this, we suggest that you keep everything owned by a family on the **PLAYMAT** of the family (\$N chips, STATION tokens, powers purchased, squirrels). The \$N chips owned by a family is its **treasury**.

Players will want to keep their \$N chips, animal Cards, ZOO Tickets and special power Cards in a separate area.

Players and families also operate in different rounds:

- **players** use their assets (animals, powers, and chips \$N) during the **STOCK ROUND (SR)**.
- **families** use their own assets (squirrels, powers, stations, and chips \$N) during the **OPERATING ROUND (OR)**.

Players use their wealth to buy and sell animal Cards or to buy powers during SRs. Players gain wealth when families decide to distribute the revenue of the runs, depending on the number of animal Cards they own of that family.

Players can never contribute their own wealth to families, except in the case of **FORCED** purchases, as detailed later.

The **LOUNGE** is used to keep track of the animal Cards that can be bought by players, paying the cost to the respective family treasury.

The **KITCHEN** contains the animal Cards that can be purchased from the bank by players.

FIRST GAMES: to play an 18ZOO game that goes through all the phases (yellow, green, brown, and grey squirrels) and which is complete, it is advisable to buy at least one green squirrel in the first two ORs of play, and launch at least one family with the green bonus in the second SR.

SUPPLY: all components are limited by design, to create competition to purchase and use assets; the only element that is not limited are the grey **4J/2J** squirrels, which are infinite. If the supply is exhausted, use the squirrels removed from the game as replacements

1.2 GAME STRATEGY

The pace of 18xx games in general is dictated by the players, in complete freedom:

- it is possible to play with only one family per player
- it is possible for each family to buy just two squirrels during the overall game
- it is possible to buy all the families at the first SR, and get to the grey squirrels by the fourth OR, and not have enough money to cover the costs of retirements

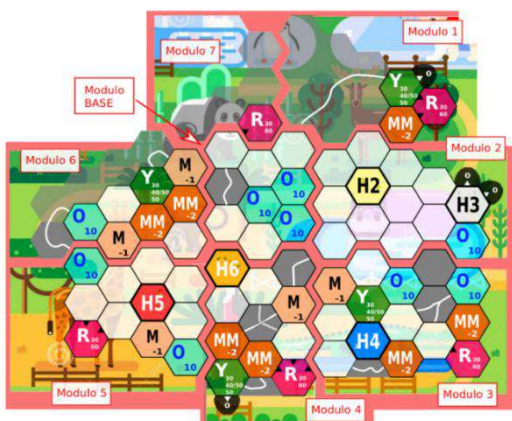
18ZOO compresses the duration of a classic 18xx game into less than two hours, without limiting any player freedom.

2. SETUP

2.1 MAP

Use up to **8** of the **17 modules** available to build the game map.

Each game module is labelled with a **number** from **1** to **7** indicating its position with respect to the **BASE** module. The modules are also labelled with one or more **letters** from **A** to **F** to allow you to create the pre-defined maps.



The example shows **map A** which uses modules with letter **A**: **BASE-1, 1A, 2ABE, 3ABDE, 4ADEF, 5ACDF, 6AD, 7A.**

Only the **GIRAFFES (H2)**, **POLAR BEARS (H3)**, **PENGUINS (H4)**, **LIONS (H5)**, and **TIGERS (H6)** families are present in this game.

The alternative **BASE-2** module can be used to create new custom maps.

For games of **2** or **3** players compose a map with **4, 5** or **6** families. Maps **A-B-C** were fully playtested with 2 and 3 players, they have only 5 families are in play.

For games of **4** (or **5**) players compose a map with **6, 7** or **8** families. Maps **D-E-F** were fully playtested with 4 (and 5) players, they have 7 families in play.

It is possible to play with as many families as you like, higher or lower than indicated, to play games with different dynamics: i.e. less families than players, more families than double the number of players, one more or one less family than the number of players.

The **APPENDIX** shows the pre-built **A-F** maps.

2.2 FAMILIES IN THE GAME

Depending on the map, only a selection of the **8 families** may be available.

Place the animal Cards of the families in play in the **LOUNGE** (depending on the map built) and leave empty the spaces of those not in play.

Each deck is created with the 3 **CHILDREN** Cards and then the **PARENTS** Card on top. Set aside the **COUSIN** Card of each family, which will come into play later (at the beginning of the SR on **WEDNESDAY**).



For map A, only the **GIRAFFES (H2)**, **POLAR BEARS (H3)**, **PENGUINS (H4)**, **LIONS (H5)** and **TIGERS (H6)** are in play.

2.3 INITIAL CAPITAL AND LIMITS

Values in the table depend on the number of **players** and number of **families** in the game (the values for standard maps A-F are also shown for a quick setup).

Players	Families	Initial \$N	Card limit
2	1-5 (A, B, C)	40 \$N	10 cards
	6-8 (D, E, F)	48 \$N	12 cards
3	1-5 (A, B, C)	28 \$N	7 cards
	6-8 (D, E, F)	32 \$N	9 cards
4	1-5 (A, B, C)	23 \$N	5 cards
	6-8 (D, E, F)	27 \$N	7 cards
5		22 \$N	6 cards

The table shows the **maximum** number of **Cards** that each player can own during the game: this limit is the number of **PARENTS**, **CHILDREN** and **COUSIN** Cards the player can hold. **ZOO Tickets** don't count towards this limit.

Initially each player will receive the **Bags of Nuts*** (\$N) indicated in the table, plus 3 **ZOO Tickets** (for 5 players, see section 9 Variants).



The game starts with the **INITIAL DRAFT**.

Monetary clarification: 18ZOO uses the **Bag of Nuts as its monetary system– which is indicated as **1 \$N** and played using the yellow chips.*

A **Bag of Nuts** holds up to **25 Nuts**; since each nut equates to \$1 in other games from the 18xx family 18ZOO is therefore played in units of \$25.



3. GAME PHASES

phase	tracks	max per family	#	cost	retires	IPO	R	notes
2S	yellow	4 squirrels	2-5	7 \$N		5, 6, 7	30	use as many 2S as there are players
3S	green	4 squirrels	4	12 \$N		+9	30	the last 3S is the 3S LONG
4S	green	3 squirrels	2	20 \$N	all 2S		30	4S runs one last time when retired
4S PERM	brown	3 squirrels	1	20 \$N		+12	60	last 4S is permanent
5S	brown	2 squirrels	2	30 \$N	all 3S		60	
4J/2J	grey	2 squirrels	9	47/37 \$N	last run 4S		60	retire 4S and 3S LONG

The game starts in **PHASE 2S**. From the first SR (MONDAY) the first 2S squirrel available is at the top of the deck.

Initially only **YELLOW** track tiles are available, and each family can have a **maximum of 4 squirrels**. Families can be launched at **reputation** values of **5/6/7 \$N** as indicated in yellow on the stock board, and **R AREAS** are worth **30 Nuts**.

Buying the first 3S squirrel changes the phase, as will the first 4S, 5S, and 4J / 2J.

Immediately on the transition to a new phase, players check if any families have squirrels who retire, those squirrels are removed from the game (e.g. the *LIONS* buy a 5S squirrel, making the all 3S squirrels retire - immediately all the families that have 3S squirrels have to discard them).

After switching to **PHASE 3S** (on purchase of the first 3S squirrel) **GREEN** track tiles can be used (in addition to the YELLOW track tiles); Families can also launch at a **reputation** value of **9 \$N**.

The last 3S available is always the 3S LONG: the only difference is that it retires as though it is a 4S (other 3S retire with the purchase of 5S).

With PHASE 4S (on purchase of the first 4S squirrel), the squirrel **limit** per family immediately becomes **3** - any families with 4 squirrels must remove the excess and make them available in the kitchen for future purchase. Furthermore, the **2S squirrels retire** – they are removed from the game.

Purchase of the last 4S, called 4S PERM.

4S PERM is a *mixed* squirrel, it's BROWN and it's **permanent** as its name. **BROWN** track tiles are now available (in addition to the YELLOW and GREEN track tiles), and families can also launch at a **reputation** value of **12 \$N**. The **R AREAS** are worth exactly **60 Nuts**.

Purchase of the first 5S.

With **PHASE 5S**, the squirrel **limit** per family immediately becomes **2** - any families with 3 or more squirrels must remove the excess and make them available in the kitchen for future purchase. Furthermore, the **3S squirrels retire** – they are removed from the game.

Purchase of the first 4J/2J jumping squirrel.

With PHASE 4J/2J, the **3S LONG** and **4S** squirrels **are retired once they have run** – **4S PERM never retires**:

- the family that buys the first 4J/2J, must immediately remove of all its 4S (and 3S LONG) from the game.
- other families that own 4S or the 3S LONG squirrels must **rotate them upwards**; they will run once before being retired. Rotated squirrels will be removed after their next run (exception PATCH - if assigned to the 4S or 3S LONG it does not retire).

The rotated **4S** and **3S LONG** can never be sold to other families, and do not count towards the limit of squirrels owned by a family. When you purchase any 4J/2J squirrel you have to choose whether to purchase it as 4J or as 2J, this choice cannot be altered later:

- 4J squirrels run at most 4 STOPS, and considers both the STATION tracks and O AREAS as a STOP (so a 4J can run to a STATION and 3 O at the most)
- 2J squirrels run at most 2 STOPS, and considers both the STATION tracks and O AREAS as a STOP (so a 2J can run to a STATION and 1 O at the most)

The 4J/2J **double the final harvest** of the run (e.g. a 2J running from the brown HOME valued 40 to the R AREA valued 60, gives a harvest of 2 times 100 Nuts, equal to 200 Nuts). **WHEAT** bonus is doubled as well.

4. HOW TO USE COMPONENTS

4.1 MAP

The game map is made up from hexagonal cells with different properties indicated by different colours: SIMPLE AREAS, STATION AREAS and TERMINAL AREAS.

SIMPLE AREAS – without stations

EMPTY AREA: shown in light brown.

M and MM AREA: shown in pink and brown, and printed with one or two Ms. They represent paths with little coverage to build routes.

O AREA: shown in light blue, with a printed O. It represents a pool of water.

STATION AREAS – space for STATIONS

Y AREA: shown in green colour, with a printed Y. This represents an area where tourists often drop food, thus the supply is very rich.

HOME: shown in red with a printed H and the corresponding family number. Every family has one start area, from where they start making their own paths.

TERMINAL AREAS – no upgrades

R AREA: shown in fuchsia, with a R printed on it. There are two values in nuts that squirrels collect when running here. It represents an exit outside of the map, an area not accessible by squirrels, such as restaurants at the edge of the ZOO.

GREY AREA: shown in grey, they are considered to be unusable, out of the game. They represent areas already exploited to the maximum for creating paths, so cannot be used to build new paths (squirrels will be noticed immediately by humans).

4.2 TRACK BUILDING

The game includes track tiles of different colours: YELLOW, GREEN, BROWN, and GREY. The ability to place a specific colour depends on the current game PHASE (see section 3. GAME PHASES).

The map initially has no track tiles, and it is only possible to place YELLOW files.

The harvest that squirrels collect during the operating round is thanks to the paths running through **R AREAS**, **O** and **Y AREAS**, and **HOMES** using the tracks built.

The following charts shows tiles, with reference number (#); along with the number of tiles available at the start of the game.

TRACK IN SIMPLE AREAS



The number printed in the **M** and **MM AREAS** is the **cost in \$N** that families pay to build on them.

During the operating round a squirrel running in an **O AREA** will collect **+10 Nuts** which is added to OR harvest.

Only YELLOW plain tracks #7,8,9 can be built on **PLAIN AREAS**.

After you build on top of a **M** or **MM AREA** place a brown marker to indicate an exploited area.



On an **O AREA** place a blue marker to indicate access to a water pool.

These markers remind you that it's impossible or very hard to build more paths: for this reason **YELLOW** tiles, with these markers, cannot be upgraded to **GREEN** tracks (unless using powers like **RABBITS**).

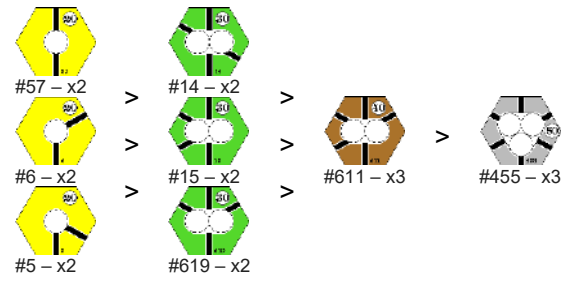
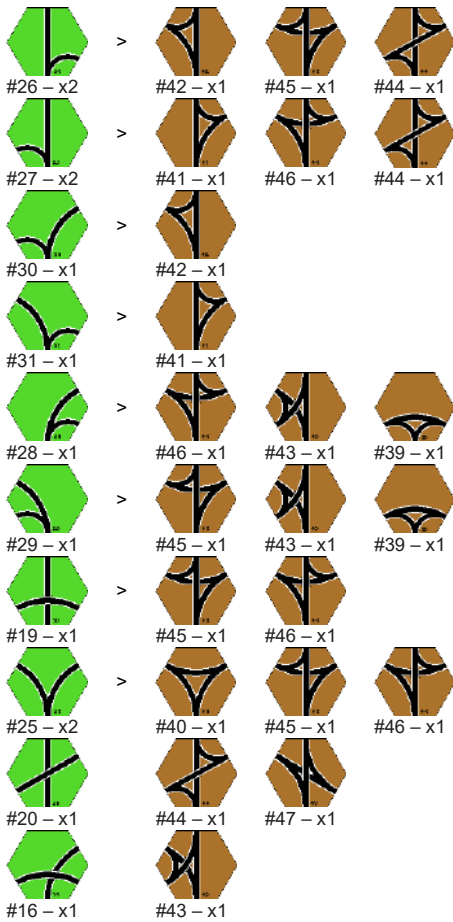
The chart shows all possible upgrades of tracks #7,8,9.

	>				
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***NOTE: tracks #80,81,82,83 are available only if the family own the MOLES power; these tracks can never be replaced**

GREEN tracks can only be replaced with **BROWN** tracks, and all the existing paths must be maintained by the upgraded track tile.

	>				
	>				



There are only 3 GREY tracks, they are used to upgrade the HOME of the **GIRAFFES**, **TIGERS** and **BROWN BEARS**.

TERMINAL AREAS – NO TRACKS



In an **R AREA** or **GREY AREA** new paths may never be built.

Some **TERMINAL AREAS** have pre-printed arrows or paths to indicate usable routes throughout the game: it is not possible to place a tile with a path pointing towards these **AREAS** if the **R** or **GREY** side does not have a path or an arrow that continues the path.

4.3 POWERS

The **POWER** Cards are differentiated by the blue or green colour, and the **APPENDIX** has a complete list of them along with a description of their use. The colour indicates when a power can be used, **blue can only be used** by a player during the **STOCK ROUND**, **green can only be used** by a family during the **OPERATING ROUND**.



Some **POWER** Cards have one or more **x** in the upper left corner, indicating that the power will be discarded after using its ability(s).



STOCK ROUND: at any time during **their turn**, a player may use one or more of the powers **in their possession**. The use of powers does not count as having carried out an action.

OPERATING ROUND: at any time during its **own turn**, a family can use one or more **powers it owns**.

4.4 ZOO TICKET

Any time during the game, the player can convert a **ZOO Ticket** still in their possession to the current monetary value \$N – as indicated on the **ZOO Ticket** itself or on the turn track.

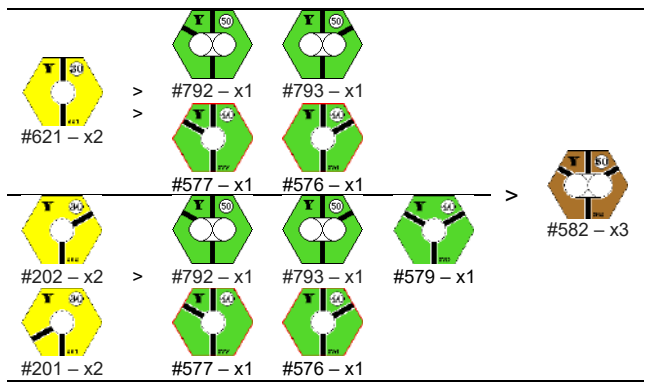
OPERATING ROUND: during the turn of a family, the player can convert a **ZOO Ticket** to \$N and give part of it or the entire value to the operating family– the remainder \$N is kept by the player.



STATION TRACKS



In a **Y AREA** only tiles tracks #201, 202 & 621 can be built; in the **HOME**s only tracks #5,6 & 57 can be built. These tracks have one or more circles printed to indicate spaces where families can build **stations**. If the spaces are all occupied, only the squirrels of a family owning a **station** placed on the **STATION** track will be able to enter and pass through on their run (some powers allow an exception to this).



Replacement follows the order **YELLOW– GREEN – BROWN**

5. INITIAL DRAFT

Powers deck
(face down)

Shuffle the 20 special powers (GREEN and BLUE Cards) and place the deck next to the board face down. Reveal the first 4 powers which will be available for purchase initially.

Reveal the next 4 (future) powers and place them next to the current powers; they will be available to purchase in

Available Powers

ANCIENT MAPS	1
LEPRECHAUN POT OF GOLD	2
SHINING GOLD	1
ON DIET	3

Your squirrels are very skinny 

Future Powers

THAT'S MINE!	2
WHAT'S UP	3
MIDAS	2
RABBITS	3

2 friendly Rabbits help your ways 

the next SR. In this way it is possible to assess which powers will be available in the next SR, and plan accordingly.

Starting from the last player and moving to the first one (eg 4-3-2-1), everyone can either buy a power by paying the printed cost, or pass. At the end of the INITIAL DRAFT the players will have at most 1 power Card each.


After all players have decided whether to buy a power or pass, the INITIAL DRAFT ends. The 4 future powers are moved into the current powers area and 4 new future powers are revealed. Play continues with the MONDAY Stock Round.

TICKET	4	5	6	7	8	9	10	12	15	18	20	
STARTING DRAFT	MONDAY			TUESDAY			WEDNESDAY			GAME END		
4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	4 POWERS	
SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	SR - EVENING	
LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	LUNCH TIME - OR KITCHEN	
DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	DINNER TIME - OR KITCHEN	

NOTE: The powers that were not purchased at the end of the INITIAL DRAFT (or at the end of any STOCK ROUND) are always available for purchase, they are never discarded.

6. STOCK ROUND (SR)

8	9	10	11	12	13	14	15	16	20	24
2	2	2+1	2+2	3+2	3+2	3+2	3+3	4	5	6
150	150	200	200	250	250	300	350	400	450	FINE GIOCHI
7	8	9	10	11	12	13	14			
1	150	150	200	2	2	250	3			
6	7	8	9	10	11					
1	100	150	150	200	200					
5	6	7	8							
1	100	100	150							
4	5									
1										



The player with the turn marker 1 starts the SR, choosing at least one of the following 3 possible actions:

- SELL one or more animal Cards,
- PURCHASE one animal Card or one Power,
- PASS

In the same turn it is possible to SELL any number of animal Cards, and PURCHASE only one Card (Power or animal); strictly in this order (you cannot buy and then sell).

NOTE: any time during their own turn, the player can:

- use one or more powers they own; this doesn't count as an action
- convert one or more ZOO Tickets they own, gaining the actual \$N value (as shown on the ZOO Ticket corresponding to the current SR)

STOCK BOARD: used to track the reputation value of each family.

Each box on the stock board has 3 numbers:

- the cost in \$N per animal
- the revenue in \$N for the run
- the threshold of Nuts to be harvested to move the reputation 1 column to the right

For example, the box 9 / 2 / 150 means that it costs 9\$N to buy or sell a PENGUIN, that after a run, players earn 2\$N per animal, and that the run should harvest at least 150 Nuts to move the reputation one column to the right

The actions of SALE / PURCHASE of animal Cards influence the reputation of families, which is tracked with a token for each family.

6.1 REPUTATION

The reputation token is often moved during the game, so it is important to adhere to the following rules:

- when the PARENTS Card is purchased (the family becomes operational) the token must be placed under the others already present in the box
- whenever the token is moved to a different box, it must be placed under other tokens already present in the destination box; this serves to decide the order of play of the families in the next OR
- if in the SR the reputation token remains in the same box (eg due to selling an animal Card when the reputation is already in the lowest row) the token will remain in the same order with respect to other families
- if during the OR the reputation token remains in the same box (eg. the harvest is lower than the threshold to rise) the token must be positioned below all those already present
- if the token is in the rightmost or leftmost column with an arrow present, and the token would move off the grid, the token must follow the direction of the arrow (up or down).
- if multiple tokens are moved simultaneously (eg. At the end of SR because all Cards of a family are owned by players) tokens are moved from the highest reputation value / rightmost position and so on, to the lowest reputation value / leftmost position

6.2 SALE OF CARDS

It is possible for a player to **sell 1 or more animal Cards** in a single action. The animal Cards sold must be placed in the **KITCHEN**. There is no limit on the number of animal Cards in the KITCHEN. For each animal Card sold, move that family's reputation down one row (eg *selling two CROCODILES will lower the reputation by two rows*), placing the token below any others already present in the destination box.

Selling 1 or more animal Cards is done in one single action during the player turn – eg *it's not possible to sell 1 CROCODILE, then 2 LIONS and lastly 1 more CROCODILE, in order to modify the order of the reputation tokens.*

The player receives the sale value indicated prior to the SALE action (eg *I sell a PENGUIN with reputation of 8, which will move down to 7; the gain is 8\$N*).

Generally it is not possible to sell the PARENTS Card (double Card), unless another player has at least two other animal Cards of the same family in his hand, and after making the sale the other player will have the majority of Cards of the family; only in this case it is possible to first exchange the PARENTS Card with the other two animals in the other player's possession, and then sell one or two of the new ones obtained. The other player will then "control" the family.

Example: Paolo owns the PARENTS Card and a CHILD Card of the GIRAFFES, while Elisabetta has 2 CHILDREN Cards and a COUSIN Card of the GIRAFFES. Paolo decides to sell the PARENTS Card, so he exchanges it with Elisabetta's two CHILDREN Cards, and then sells them. Elisabetta now controls the GIRAFFES, so she will take the GIRAFFES PLAYMAT with squirrels, coins, powers etc ...)

In the case of 3 players each with 2 animal Cards the PARENTS Card it's exchanged with the player next in turn order after the one with the PARENTS Card

Example: player 2 has the PARENTS, player 3 has two CHILDREN, player 4 doesn't have any, player 1 has one CHILD and one COUSIN Card. The parents Card goes to player 3 – next in turn after player 2.

MANDATORY SALE: if during their turn in a SR round a player has more animal Cards than the limit, they must **immediately** sell Cards until the limit is reached.

6.2.1 WAIT-AND-SELL-IN-PLAYER-ORDER

To avoid the "**wait-and-sell-in-player-order**" technique: when an animal Card is sold by a player that doesn't own the PARENTS Card, put it upside down to remind that this Card cannot lower the reputation again in this same SR. If this Card is sold by the player with PARENTS Card, the reputation goes down as usual.

6.3 PARENTS CARD PURCHASE

If the PARENTS Card (double Card) is available in the LOUNGE, it must be bought before the CHILDREN or COUSIN Cards. On purchase, perform the following actions:

1. Choose the family's **initial reputation value**, placing the **reputation token** in the STOCK BOARD (under any other tokens present) in the yellow boxes with value **5, 6 or 7**. Later in the game, **9** can also be chosen (from the **GREEN phase** on) or **12** (from the **BROWN phase**).
2. The player takes the family's **PLAYMAT** and pays from their personal supply **twice the value** indicated as

initial reputation (the PARENTS Card is a double Card). The cost paid by the player should be placed on the family's PLAYMAT and constitutes the family's initial treasury.

3. **Immediately** place the **first STATION** on the map, where the HOME of the family is indicated.
4. Initial track and / or bonus:
 - if the **initial reputation is 5, 6 or 7**, and a yellow STATION track is not already present in the HOME hex, the player **MUST immediately** place a STATION track (if available);
 - if the **initial reputation is 9**, the family gets a bonus of + 5 \$N in its treasury; if the HOME hex has no STATION track, the family **MUST** place a yellow or green STATION tile; if the HOME already has a yellow STATION track, the player can replace it with a green one; the family can **immediately** place up to 2 yellow TRACKS starting from HOME (it can build on M and MM hexes by paying the required cost)
 - if the **initial reputation is 12**, the family's treasury receives a bonus of + 10 \$N from the reserve; if the HOME hex has no STATION track, the player **MUST** place a yellow, green or brown STATION tile; if the HOME already has a yellow STATION track, the player can replace it with a green or brown one; if the HOME already has a green STATION track, the player can replace it with a brown one; the family can **immediately** place up to 4 yellow tracks starting from HOME (it may build on M and MM by paying the required cost)
5. Put the **STATION tokens** on the values 2 \$N and 4 \$N of the PLAYMAT.

The family operates until the end of the game.

6.3.1 NEARBY FAMILIES

The first player to buy the PARENTS Card of a family can choose **any** of the ones available (eg H2)



The next player who wants to buy the PARENTS Card of a family, will have to select **an adjacent one** for numbering (eg H1 or H3), so can choose only between two options. Use the green arrow as a reminder.

Once the first 2 families have been selected, the order in which subsequent PARENTS Cards can be purchased is fixed. The order is also maintained in the subsequent SRs.

Example: after the purchase of H2 and then H1, only H8 can be purchased; after H2 and H3, only H4 can be purchased instead.

If there is no family in the next slot, continue with the one after.

Example: in a game without H8, after purchasing H2 and H1, H7 will be available.

6.4 INDIVIDUAL CARD PURCHASE

If cards are available in the LOUNGE or KITCHEN, a player can buy one animal Card (SON, DAUGHTER or COUSIN) of an **operating** family.

If the animal Card purchased is from the LOUNGE, the payment goes to the family treasury. If the card is purchased from the KITCHEN, the payment goes to the bank.

FAMILY LIMIT: A player who already has 4 animals of a family (eg 1 PARENTS Card – double – and 2 CHILDREN Cards) cannot buy other Cards of the same family from the LOUNGE.

EXCEPTION: purchases from the KITCHEN are not subject to the rule, potentially allowing the whole family to be owned by a player.

OVERALL LIMIT: a player can only buy a new animal Card if they do not exceed the limit indicated in section 2.3 INITIAL CAPITAL and LIMITS.

EXCEPTION: if by purchasing an animal Card you would get the majority of a family, the PARENTS Card is exchanged immediately, without exceeding the limit.

Example: Elisabetta owns 7 animal Cards, including 2 CHILDREN Cards of the ELEPHANTS; if she bought another ELEPHANT Card, she would exceed the current limit of 7 animals. But Carlo has only the ELEPHANTS PARENTS Card (double Card), so if Elisabetta buys an ELEPHANT Card, she can immediately exchange two of the three in her possession with the PARENTS Card, returning to the limit of 7 animal Cards

PREVIOUSLY SOLD: a player who has sold one or more animal Cards of a family, can no longer buy animal Cards of that family until the following SR.

6.5 PURCHASE ONE POWER

At the **start** of each SR there will be **4** new **Powers** available for purchase (revealed in the previous SR); this is in addition to any powers not purchased in prior SRs.

The purchase cost of the powers, is indicated on the Card in red (eg the HOLE costs 2\$N);



In the SRs for MONDAY and TUESDAY there are also 4 **future** powers on display, which need to be kept separate as they are not available until the next day's SR.

6.5.1 THREE POWERS LIMIT

Each **player** can have at most **3 powers** in hand. After purchasing a power into their hand, the player can only sell it to families (green powers, during the OR), or use it (blue powers, during the SR). It is not possible to discard powers voluntarily.

Each **family** can have a maximum of **3 powers**. After acquiring a power from a player, the family can only remove it by using it (if applicable). They can never discard powers voluntarily.

6.6 PASS

If a player neither sells Cards nor buys Powers or animal Cards, they must PASS. They can still convert ZOO Tickets or use powers, and PASS.

6.7 END OF THE STOCK ROUND

When all players have passed in a row, the SR ends. Before proceeding with the OR, it is necessary to check if any families have been completely purchased, and also to determine the turn order for players in the next SR.

- For each family that has **all its animals in the hands of the players** (ie no animals in the LOUNGE, or KITCHEN) its reputation **goes up a row**. If it is already in the top row, it stays put.
- (if present) turn all animal Cards upward at the end of SR (see 6.2.1 **wait-and-sell-in-player-order**).
- **Assignment of turn order:** evaluate each player's wealth, this is the sum of the coins (\$N) they hold held, without including any Powers, or ZOO Tickets. The richest player receives the turn marker 1; the second richest, t marker 2, and so on; tied players keep their relative positions.
- **Advance the Locomotive** (on the turn track) to the next Operational Round.
- Move the 4 powers from the **Future Area** to the **Available Area** and reveal the new 4 **future** powers from the deck.

NOTE: On **WEDNESDAY** on the turn track, it shows that "**a cousin arrives**": before starting the WEDNESDAY SR place the "**cousin**" Card for each family in the game into the LOUNGE.



7. OPERATING ROUND (OR)

After each SR, a series of 2 or 3 **OPERATING ROUNDS** (ORs) are played during which the families of animals will operate, controlled by the player who owns the PARENTS Card.

POWERS: at any time during its turn, a family can **buy** one or more green powers from players, paying a fee from 0\$N up to the **maximum value** indicated on the power itself. At any time in their turn, a family can **use** one or more of the powers they have.

ZOO TICKET: at any time during a family's turn (except during FORCED PURCHASE), a player owning the PARENTS Card can convert one or more of the ZOO Tickets they own and give a part or all of its value in \$N to the treasury of the family operating; the remainder of the cash goes to the player.



Example: in the first TUESDAY OR the player converts a ZOO Ticket into 8\$N and puts 5\$N into the family operating family's treasury, and keeps 3\$N in their own cash supply.

START OF AN OPERATING ROUND

Check for the presence of **family Cards** in the **KITCHEN:** for each Card in the KITCHEN, the corresponding family **immediately** earns 2\$N

Families take their turns in order of their reputation value on the **STOCK BOARD:**

- families **with the highest reputation value** go first
- for families with the same value but in different boxes, the family in the right most column goes first
- if two families are in the same box, start from the one that is on top (which arrived first).

E.g. the **LIONS** and **PENGUINS** both have a reputation of 9, but the **PENGUINS** are in the rightmost column, so they will go first.

The **LIONS** and **TIGERS** are in the same column, but the **LIONS** are worth 9 and the **TIGERS** 8, so the **LIONS** will go before the **TIGERS**.

Both the **CROCODILES** and the **GIRAFFES** are worth 7, and are in the same box, however the **CROCODILES** are on top of the stack so they will go first, followed by the **GIRAFFES**.

8 2 150	35 2 150	10 2 200	11 2 200	55 3 250
7 2 100	8 2 150	9 2 150	10 2 200	11 2 200
6	7	8		

7.1 PLAYING AN OR TURN

In their OR Turn, a family takes the following actions in the order below:

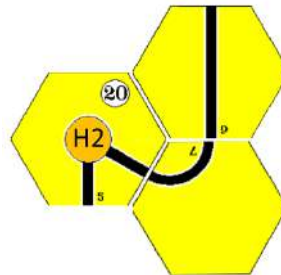
- 7.2 **lay** up to two track tiles (*optional*)
- 7.3 build a **station** (*optional*)
- 7.4 **run** squirrels (*mandatory*)
- 7.5 decide whether to **distribute** the harvest or to **keep** it in the treasury (*mandatory*)
- 7.6 **buy** squirrels (a family *must always employ at least one squirrel*)

The purchase of new squirrels from the **SQUIRRELS DECK**, can cause a **PHASE** change in the game (this happens with the first 3S, 4S, 5S, 4J / 2J purchased). This will change some limits on the families, and open new possibilities for track building - see 3. GAME PHASES.

7.2 LAY TRACK

On their turn, a family can **place up to 2 YELLOW** tiles.

A family can place a YELLOW track tile only if a part of the path of the new track is reachable with a RUN of infinite length from a family station already present.



Track may not be laid where it would connect to an R AREA or GREY AREA that has no connecting path; track cannot be placed with a path that connects outside the map.

Fig. 1 - The GIRAFFES correctly place the track #7 and then track #9, which is connected to their own HOME.

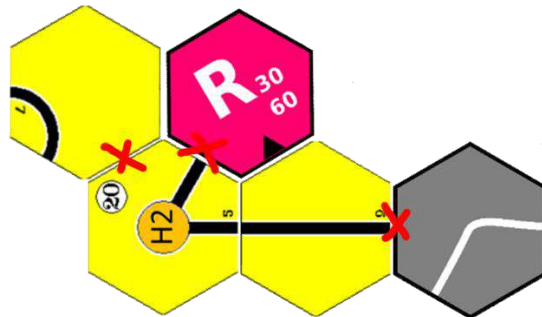


Fig. 2

ERROR 1. curve #7 cannot be reached from the HOME.

ERROR 2. Track #9 connects to one side of the GREY AREA with no connecting path.

ERROR 3. the yellow track #5 with the HOME has been placed pointing towards an unreachable side of R AREA (without a black arrow).



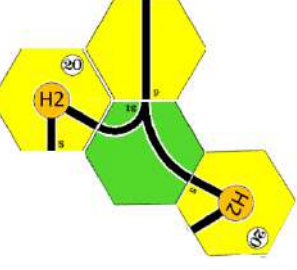
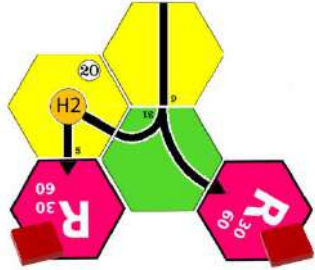
From the GREEN phase as an alternative to positioning 2 YELLOW tracks, it's possible to **lay one YELLOW track and upgrade one track on the map** (the order of laying and upgrading doesn't matter, it is possible first to replace one tile and then lay one YELLOW tile). **Upgraded track tiles are returned to the pool of available track files.**

There are only 3 GREY tracks, they are used to upgrade the HOME of the GIRAFFES, TIGERS and BROWN BEARS.

The following constraints must be respected when upgrading track:

- a tile with an M, MM or O token cannot be upgraded (except when using RABBITS or MOLES)
- all existing paths must be maintained by the upgraded track tile
- you cannot lay a YELLOW track and upgrade it in the same turn (except when using RABBITS, MOLES, or ANCIENT MAPS)
- at least one new path of the replaced track must be reachable with a path starting from a family station (see Figs. 3 and 4 below, based on an initial state of Fig. 1 above) – or, if placing a STATION tile, the STATION value in \$N must be increased

RESERVED HOME LOCATIONS: STATION tiles placed on the HOME of families not yet launched cannot be filled completely with stations from other families: **One available space is always reserved (left empty) for the HOME of the indicated family.**

<p>Fig. 3</p> 	<p>Fig. 4</p> 
<p>ERROR: The GREEN track #20 keeps the previous paths but no <u>new</u> path is reachable from the GIRAFFES station.</p>	<p>ERROR: The GREEN track #31 maintains all the paths, but the <u>new</u> path is not reachable from the GIRAFFES station.</p>
<p>Fig.5</p> 	<p>Fig. 6</p> 
<p>CORRECT: The GREEN tile track #31 maintains the previous paths, and the <u>new</u> path can be reached from a GIRAFFES station.</p>	<p>CORRECT: The GREEN tile #31 maintains the previous paths, and the <u>new</u> path can be reached from a GIRAFFES station through the HOLE.</p>

7.3 BUILD A STATION

When a family is launched (when a player buys the PARENTS Card in the SR), it immediately places the first station (HOME).

In addition to the initial station each family will have 1, 2 or 3 further stations:

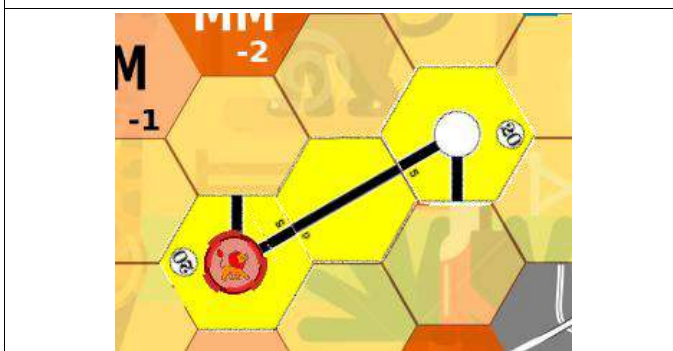
- 1 station: **GIRAFFES (H2)** and **TIGERS(H6)**
- 2 stations: **LIONS (H5)** and **BROWN BEARS(H7)**
- 3 stations: **CROCODILES (H1)**, **ELEPHANTS (H8)**, **POLAR BEARS (H3)** and **PENGUINS (H4)**

During its turn in the OR the family can place only ONE station, if available, on a reachable STATION tile; this is possible only if the STATION tile has one empty spot that is not reserved for another family.

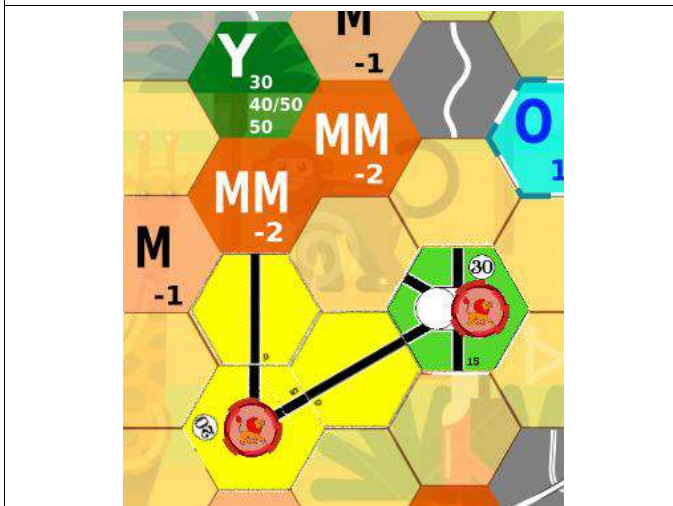
if the station is the first available one, pay 2\$N from the treasury; the subsequent stations costs 4\$N (costs are shown on the family's PLAYMAT).



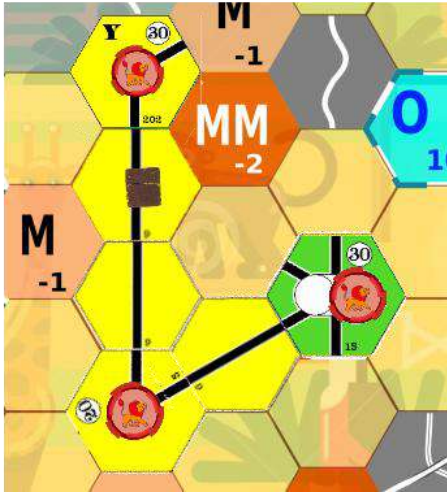
On the purchase of the LIONS PARENTS Card, track #5 was built on the LIONS HOME and the initial station was immediately placed.



In the first OR the family lays the track #9 and another track #5 on the HOME of the TIGERS. Since one space is reserved for the initial station of TIGERS, the **LIONS cannot place their own station there.**



In a subsequent turn (PHASE 3S), the LIONS upgrade the HOME of the TIGERS with a GREEN STATION tile. By paying 2\$N they can now place their first station (leaving a space available for the TIGERS)



In a subsequent turn, the LIONS place a track #9 on the MM AREA paying 2\$N (the brown token on the MM AREA is a reminder that it cannot be upgraded) and a Y TILE #202. LIONS can place their second (and last) station on the Y TILE, paying 4\$N.

7.4 RUN THE SQUIRRELS

For each squirrel (not deactivated, see WHATSUP power) owned by the family, the player indicates the path that the squirrel runs to collect the harvest.

STOP: in order to calculate a run, a **STOP** for a squirrel is defined as any STATION tile (on Y AREA or HOME) or R AREAS.

TOKENED-OUT: any STATION track filled with stations of other families (no available space) can only be the start or end of a run.

Each squirrel run must respect the following constraints:

- the run must **reach at least two STOPS** (exception: PATCH)
- it must leave or pass through at **least one** of any of the stations owned by the family itself
- can travel a **maximum number of STOPS** equal to the capacity of the squirrel itself - a 2S will be able to run only 2 STOPS, a 3S will be able to use 3 of them, etc...
- runs can **begin or end at O AREAS**



With only one STOP, it's not possible to run



It is not possible to make the run because a squirrel cannot back track using the track #31

- **cannot** visit the **same STOP** twice
- **cannot** visit the **same O AREA** twice
- **cannot** visit the **same R AREA** twice
- **cannot** travel the **same route** or part of it twice

- **cannot** go **back** on a turn (backtracking)
- **R AREAS** are **the end** of a run – a squirrel cannot go through them (exception HOLE)
- **cannot** use a path - or a part - **already used by another squirrel** of the family in this turn
- cannot pass through a **TOKENED-OUT** STATION track

4S and 3S LONG squirrels are made obsolete by the purchase of 4J/2Js: these 4S and 3S LONG run one last time before being retired.

In the case of **multiple** squirrels, they can:

- run through a STATION track, or through an O AREA, already used by another squirrel by using a **different route**; both squirrels will collect the indicated Nuts
- it's possible to run different squirrels in separate parts of the map, without any connection between them
- it is possible for a squirrel to end its run in an O AREA, and for a different squirrel to start its own run in the same O AREA, both collecting the Nuts and the Bonus in treasury

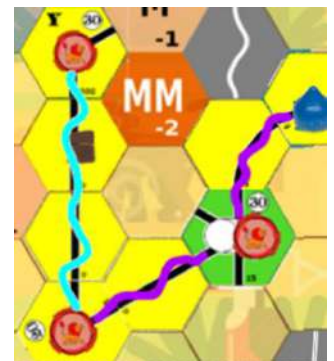
LIONS can run a 3S squirrel along the light blue or purple paths:

[Y] - [HOME] - [GREEN] - [O blue], and collect 30 + 20 + 30 + 10, for a total of 90 Nuts.

It is also possible to run two squirrels 2S (one on light blue and one on purple), and count the LIONS HOME twice:

2S: [Y] - [HOME] = 30 + 20

2S: [HOME] - [GREEN] - [O] = 20 + 30 + 10 for a total supply of 110 Nuts.



If there were further tracks from the HOME of the TIGERS, to another STATION tile, the LIONS could make a third squirrel run (thanks to the station present there)

All the collected Nuts will be added together. Note that:

- the values 20-30-40-50 of the STATION tiles and 30-60 of the R AREAS represent the collected Nuts
- there is no limit to the number of O AREAS that a squirrel can run through or to
- for each O AREA each squirrel passes through or ends at, 10 Nuts are added to the run
- for each O AREA each squirrel passes through or ends at, the family immediately gets 1\$N in treasury

In a family's very **first Operating turn** they will not have any squirrels yet, so their run will always be equal to **0 Nuts**: the family's Reputation value will move one column to the left

7.5 DISTRIBUTING THE HARVEST

After calculating the optimal route(s), the PARENTS decide whether the Nuts will be **divided** among the family (holders of animal Cards) or if they will be **kept** in the family treasury for expenses.

ZERO Nuts: if the family has received a harvest equal to ZERO, it cannot decide to DIVIDE ZERO Nuts but will have to choose TO KEEP ZERO Nuts and move the reputation by one column to the left.

A family may collect ZERO nuts in these cases:

1. it has only one squirrel, but it is disabled (see WHATSUP)
2. the family does not have any squirrels
3. there is no path of at least two STOPS that can be travelled
4. the player who controls the family decides not to collect any Nuts

DECISION: DISTRIBUTE THE NUTS

Each box in the **STOCK BOARD** shows three different numbers. Locate the reputation token of the family and use the number at the bottom (e.g., the reputation 10 box, shows the value 200 Nuts at the bottom):

10	11
2	2 ↑
200	200

1. If the total of the collected Nuts is less than the value indicated at the bottom of the box, the reputation remains the same (e.g., if 0-190 Nuts have been collected)
2. If the total of the collected Nuts is greater than or equal to the indicated value, the reputation advances by 1 column to the right (e.g. the token moves from the value 10 to the value 11) or upward if an arrow is shown (e.g. from the box 11 it moves upward)

The total value of the Nuts collected is important only for the purpose of deciding whether the reputation moves or not, but it's not relevant for the profit earned by Card holders.

Initially, it is sufficient to show that the run(s) reaches this minimum threshold, **without the need to find the best route**; however, as reputation increases, richer paths will be needed.

If a family reaches the reputation value of 24, the game ends at the end of the current OR (so all families take their turn in order in this OR and the game ends).

After having moved the reputation (or not) look in the box at the value indicated in **red**; all the players that own a Card of that family, will get this amount of \$N for each Card from the bank.

Example: box 11 shows the value 2; a player who owns the PARENTS Card and a CHILD Card of the LIONS would get 6\$N: 4\$N for the double Card (PARENTS) and 2\$N for the CHILD Card.

PARENTS CARD: PARENTS represent a double Card and therefore always get double the profit. **On the STOCK BOARD, there is a blue coloured line, which indicates a bonus: the player who owns the PARENTS card will get the specified bonus for that card.**

Example: a box with the blue number "4+2" means that 4\$N is given to each Card animal holder, and a 2\$N additional bonus is given to the player for owning the PARENTS Card.

DECISION: KEEP THE NUTS IN THE TREASURY

Move the reputation by one column to the left in the **STOCK BOARD**, or down a row if there is an arrow in the box pointing down.

Having previously noted the total of the collected Nuts, it will be converted into \$N (Bags of Nuts). There is a conversion table in the PLAYMAT of each family; the way to calculate it is to find how many Bags of Nuts are needed knowing that each Bag holds up to 25 Nuts – it means **TOTAL NUTS COLLECTED divided by 25, rounded up**. The family gets into the treasury the amount of \$N from the bank.

E.g., if the run has totalled 110 Nuts, it is considered to fill 5 Bags, as 100 Nuts correspond to 4 Bags, and 10 Nuts to a further Bag. 5 Bags, therefore 5\$N.

7.6 BUYING SQUIRRELS

Each family is obliged to have at least one squirrel at the end of their turn (the squirrel with the PATCH or a squirrel INACTIVATE with WHATSUP are valid squirrels in this sense).

The family can buy, one or more squirrels, one at a time; it can buy from other families, or from the top of the squirrel deck. Family should use only its cash.

In the case of purchase from another family, the price is not fixed and is decided between the two owners (who own the double Card of the PARENTS), starting **from 1\$N up**.

If the purchase is from the squirrel deck, the price is defined on the squirrel Card (eg 7\$N for a 2S).

If after the purchase the family still has sufficient \$N, they can continue to buy squirrels, up to the limit allowed by the current game PHASE. Owners cannot contribute from their own wealth.

"NEW SQUIRREL" BONUS: if the family in its own OR turn purchases at least **one squirrel from the deck**, its reputation moves one column to the right. Squirrels purchased from other families, or additional squirrels from the deck in the same turn, are not considered for this bonus.

"NEW PHASE" BONUS: if one of the squirrels purchased from the deck is the **first of a new phase** (the first 3S, the first 4S, the first 5S, the first 4J/2J; **not the first 2S, not the 4S PERM**), the reputation moves one more column to the right. In this case, the rules of the new **PHASE** must be applied immediately (for example removing retiring squirrels)

In the event that a family finds itself having more squirrels than allowed by the current PHASE, it will have to immediately put the excess in the KITCHEN (available for purchase by families) to stay within the limit.

If a **family** has **no squirrels**, and the \$N in the treasury are not enough to buy the first squirrel from the top of the deck – after checking that no other family is willing to sell a squirrel they own (between different families neither the seller nor the buyer are obliged to sell/purchase a squirrel) – the family has to perform a **FORCED PURCHASE**.

NOTE: when 4J/2J squirrels are available, the family can decide to do a forced purchase to buy a 4J for 47\$N, even if it has 37\$N needed to buy a 2J.

7.6.1 FORCED PURCHASE

A family must own at least one squirrel at the end of the OR turn; they can purchase it from the squirrel deck or from other families. If no other family is willing to sell a squirrel they own, and there are not enough \$N in the treasury to buy a new squirrel from the deck, the family must make a FORCED PURCHASE.

At no time during the FORCED PURCHASE procedure may the family, or any other player, use any POWER or ZOO TICKET.

When the FORCED PURCHASE procedure is completed the operating turn of the family ends immediately: note that this means the family treasury will always have 0\$N left.

Example: the LIONS have 8\$N in the treasury and the squirrel on top of the deck is a 5S which costs 30\$N. The other players decide not to sell squirrels from their families. The owner of the LIONS also owns the TIGERS which have two 3S squirrels, but decides not to sell one of the 3S, thus the LIONS have to go to FORCED PURCHASE to buy a 5S for 30\$N. All the 3S in play are immediately removed (see PHASE 5S)

The procedure goes in this strict order:

A. the family pays all the \$N from the treasury (e.g. LIONS pays 8 \$N). Treasury is left with 0\$N.

B. the player with the PARENTS Card pays the remaining \$N from their personal wealth (e.g. Carlo pays from his pocket another 2\$N, leaving him with 0\$N)

C. If the cash raised is still not sufficient, **the player** with the PARENTS Card **sells** Cards they own, one by one to raise the necessary funds - every single sale brings down the reputation by 1 row. It's forbidden to sell Cards that would change ownership of the PARENTS Card of the family in the FORCED PURCHASE process.

Example: Carlo decides to sell the PARENTS Card of TIGERS which have a reputation of 6\$N, exchanging first the double Card with Francesca who had two TIGERS' Cards and who now becomes the new owner. Carlo then sells the first TIGER Card at 6\$N and the reputation moves down to 5\$N, then sells the second at 5\$N. Finally, he sells a PENGUIN at 12\$N, collecting the 10\$N needed to be able to pay the required 30\$N; the 2\$N left goes to Carlo, and the LIONS have exactly 0\$N.

D. If the sales are not enough to cover the purchase (the player is left with 0\$N and only the PARENTS Card of the family that is under the forced purchase), **the bank covers the expense**, and the family gets the squirrel; the player gets an end-of-game debt equal to twice what the bank paid.

Example: the LIONS and their owner unfortunately are only able to raise 24\$N and not 30\$N, so bank has to put in 6\$N. the LIONS owner takes a debt token to indicate that they have has a debt of 12\$N at the end of the game (two pieces of 1\$N and two pieces of 5\$N).



8. END OF THE GAME

The game lasts exactly **3 STOCK ROUNDS** and **7 OPERATING ROUNDS** and is tracked using the Locomotive.

After the INITIAL DRAFT, 1 SR and 2 ORs will be played on MONDAY and TUESDAY.

At the beginning of the SR on WEDNESDAY, **there is a reminder to add to the game a cousin for each family**; put a cousin Card in the LOUNGE for each family in play, under any other family Cards present. On WEDNESDAY there will be 1 SR and 3 ORs.

AT THE END OF THE GAME, the **final score** for each player will be:

- the sum of **\$N** in hand
- the **value in \$N of each animal Card** owned (indicated by the reputation on the STOCK BOARD); a Parents Card counts double
- each non-cashed **ZOO Ticket (20\$N)**

Lastly, any **debt incurred** by a player due to a FORCED purchase is subtracted from their final score.

In case of tie use the turn order marker to decide the winner.

TICKET	4	5	6	7	8	9	10	12	15	18	20
4. DRAET INIZIALE	LUNEDI'		MARTEDI'			MERCOLEDI'					
4. DRAET INIZIALE	SR - SERA	ORARIO PRANZO CUCINA	ORARIO PRANZO CUCINA	4 POTERI	SR - SERA	ORARIO PRANZO CUCINA	ORARIO PRANZO CUCINA	4 POTERI	SR - SERA	ORARIO PRANZO CUCINA	ORARIO MERENDA CUCINA
TERMINI											TERMINI PARTITA



9. VARIANTS

5 PLAYERS, change the setup and rules as follows:

- each player starts with only 2 ZOO Tickets, and the starting capital per player is 22\$N
- when creating the squirrel deck, add a 2S (use a 2J)
- in the initial DRAFT draw and show 6 powers; continue to reveal 4 powers each SR
- omit the rule **6.3.1 NEARBY FAMILIES**: it is possible to buy Parents of families not adjacent to previous ones
- the Card limit per player is 6

It is recommended to build a map with at least 7 families

REVEALED POWERS: if the players prefer to play with complete information, during the setup (after shuffling the powers), reveal all powers CARDS in groups of 4, to show in which order they will appear during the game.

DESIGN NOTES

The driver behind the creation of this title was to **SIMPLIFY** some components of the family of 18xx games, **without compromising the mechanics** of play, nor the enjoyment of the title itself, and make it possible for younger players to approach the game - and the 18xx series - and play in **less than 3 hours**.

1. MONETARY MANAGEMENT. Has been **simplified**, reducing monetary exchanges, thanks to the exclusive use of bags of 25 Nuts (= 1 \$N).

Furthermore, the results have already been pre-calculated in case of dividends, to avoid the continuous percentages and divisions.

Only 20% shares were used to reduce the financial complexity of the game.

2. The other compressed parameter is the **DURATION** of the game. There are so many wonderful 18xx titles that are impossible to play in an evening, in a **time of 2 hours**. The **narrative arc of 18xx games** arise from the complex construction of railway tracks over a vast geographical area, while the companies are launched, grow, exploited and/or closed.

To keep the narrative of the game - allowing a **sufficient number of actions / decisions** - a fixed set of SR-ORs are used, and along with the **THRESHOLD** for dividends: thus, it

is not necessary to always find the most efficient route, but just an effective path that reaches the required threshold, allowing the equity value to be increased. This mechanic works as it is combined with a **PRE-CALCULATED** dividend, and not in direct relation to the value of the run itself.

3. Private companies (**SPECIAL POWERS**) allow the game map to be modified, and to change some rules locally. The powers are described in an ironic way, as is often the case in superhero comics with superpowers, to encourage a fun game: *"I want to play another one!"*.

4. INTERACTION on the map is high, thanks to the **NEARBY FAMILIES** mechanic which forces players to launch companies in neighbouring areas (unlike titles where the order is fixed, in groups, or financially self-evident).

The choice to make the 3S obsolete with the 5S (small in number) makes the game compelling, difficult and challenging.

5. The **THEME** of trains and railways is common to almost all the titles in the series. In the design of the game an alternative theme was preferred so as to appeal to a wider audience of players. The Trains are renamed to Squirrels, Companies to Families, Presidents to Animal-Parents, the Villages to O (water), the hills and mountains to M and MM.

BIBLIOGRAPHY

This title must recognize the many merits of other titles from which I was inspired after having played 18xx countless games:

- **1846: The Race for the Midwest** from which I took many small details (i.e. initial draft, private with strong powers instead of \$\$\$ suitcase)
- The fixed duration of the SR-OR sets that I enjoyed in **18CZ**, in all its variants. The fixed number of ORs allows players to consciously plan the narrative development of the game from the beginning
- Without having played **1860: Railways on the Isle of Wight** this title would not have been possible; the idea of launching the companies in a limited / forced way, the peculiar list of tracks, and the wise use of the villages.
- **18DIXIE / AL** for the characteristics of the jumping squirrels, and as a starting point for number, cost and capacity of the squirrel deck
- **1849: Sicily** and **1841**: for the famous "poisoned" trains

I thank my family and many friends and acquaintances in the development of this game; in particular **Elisabetta** Russo and **Emanuele** Russo for their precious help in shaping the game map, making it fascinating and interesting - they are indeed co-authors of this title; theirs are the choices of the game theme, the names of the companies, and much more ...; thank **Fabrizio** Russo for wanting to play and test this game with me even when I just wanted to sleep, or try a new 18xx just purchased; **Carlo** Russo for the digital development of this title (18xx.games); **Ester Pia** Catone, **Hamish** Hamilton, **Helen** Cheale and **John** Morrison for the right choice of words. Further thanks too, to **Michele** Scornavacca, **Sergio** Spaggiari, **Manlio** Manzini, **Luca** Veluttini, **Andrea** Grizi, **Stefano** Grizi, **Berec** Branislav and many others for playtesting the game - having fun - and for publishing.

The **great 18ZOO innovation is the removal of the monetary / financial management**: a barrier for players less accustomed to financial games. My young children fall into this audience; instead of waiting the years necessary for them to develop, I have preferred to create a game that was suited to them. **In 18ZOO it is never necessary to calculate DIVISIONS or PERCENTAGES!**

The remit of **18ZOO** is that it should be tight in terms of space, time and narrative arc, to make you want to continue towards other great titles of the 18xx series!!!

APPENDIX: MAPS A-F

Map A: 5 families, suggested for 2-3 players



Map D: 7 families, suggested for 4-5 players



Map B: 5 families, suggested for 2-3 players



Map E: 7 families, suggested for 4-5 players



Map C: 5 families, suggested for 2-3 players



Map F: 7 families, suggested for 4-5 players



APPENDIX: POWERS

POWERS WITH BLUE BACKGROUND: can only be used by a **player** during the **Stock Round**; **cannot** be sold to families.

1\$N – MIDAS

Use during an SR: at the end of an SR, before assigning the turn order marker, you gain the turn 1 marker. MIDAS is discarded at the end of SR.



"Everyone believes you are the richest"

1\$N – IT'S ALL GREEK TO ME

After playing your own turn in the SR (SALE and / or PURCHASE), discard the power and immediately take another turn.

"Sorry, I was sure I heard everyone saying they passed"

1\$N – TOO MUCH RESPONSIBILITY

Immediately receive 3\$N (this can happen only once). Discard power after use.

"With great power comes great responsibility"

3\$N – DAYS OFF

Increase the reputation of any one family by one column to the right and discard the power.

"A good trip that only the rich can afford"

2\$N – LEPRECHAUN POT OF GOLD

You immediately earn 2\$N; you also earn 2\$N at each start of any following Stock Round

"Gotta love those 2 fresh Bags of Nuts every day"

3\$N – WHATSUP

If a family you control has enough \$N in the treasury to buy the first available squirrel (within the Phase Limit), discard the power and the family buys it ("YES! During the Stock Round!").

The family's reputation moves one column to the right (this is **NEW SQUIRREL BONUS** – doesn't get **NEW PHASE BONUS**).

The purchased squirrel is **INACTIVATE** (place it upside down as a reminder) but still counts against the Phase limit and for the obligation to own at least one squirrel.

During the next RUN (7.4 RUN OF SQUIRRELS) it collects 0 Nuts and become **ACTIVE** at the end of the family's OR. Even if INACTIVATE it can still be purchased.

"Let me call my cousin, Speedy"

POWERS WITH GREEN BACKGROUND: can only be used by a **family** during its **own Operating** turn (only exception is **PATCH**, read the description); families can purchase these powers from players.

2\$N – TWO BARRELS

The family can decide not to collect the bonus of **1\$N** from each **O** in the treasury, but instead to double the value (count +20 nuts instead of +10 nuts) of all the O's visited with all the squirrels during the RUN. The family will get no bonus (0\$N) regardless of how many Os visited.

After the first use discards one Barrel token, after the second use discard the both the other Barrel token and the power.

CANNOT be used in combination with A SQUEEZE.

"What if we save some water for later?"

3\$N – A SQUEEZE

The family gets a bonus of exactly 3\$N if at least one squirrel runs to or through an **O AREA** (3\$N only, even if multiple squirrels run to multiple Os).

CANNOT be combined with TWO BARRELS

"You look like you fell in the pond! I wonder how much water we can squeeze out of your clothes?"

2\$N – THAT'S MINE!

Book a **free** space on a STATION track (anywhere on the map, even if not reachable), which remains open for the RUN of any family.



If the family that has booked the space, can trace a path to the STATION track, the family can place one of its own station tokens on the reserved spot, paying the usual cost: remove the RESERVATION token and discard the power.

If the family that reserved the spot has no station tokens left, the station space is reserved (open for all to run

through) till the end of the game, and the power is not discarded.

It is FORBIDDEN to book the RESERVED space on the HOME space of a family not yet launched.

"A large "DANGER, KEEP OUT" sign will keep anyone else from building there"

2\$N – WORK IN PROGRESS

Place the WORK IN PROGRESS marker on a **free** space on a STATION track (anywhere on the map, even if not reachable), and discard the power.



That space can never be used to build a station (e.g. in the image, the track tile is "impassable"; if replaced with a GREEN track it will be possible to open the path again).

It also blocks the WINGS power.

It is FORBIDDEN to place the WORK IN PROGRESS marker on the HOME of a family not yet launched.

"So sad, the excavations lasted a little longer than expected"

1\$N – SHINING GOLD

Every time the family build on AREA:

- M, the family doesn't pay -1\$N, but earns +2\$N
- MM, the family doesn't pay -2\$N, but earns +1\$N

"You find lots of Nuts where others struggle"

2\$N – ANCIENT MAPS

Build (only once) two YELLOW tiles in addition to the normal tracks placed, and discard the power

““X” marks the spot!”

2\$N – MOLES

The owning family has 4 special tracks #80,81,82,83 available to replace YELLOW plain tracks (#7,8,9) that can be reached (respecting the normal placement constraints).



These replacements are in addition to the normal tracks placed in the OR turn.

They can be used to replace YELLOW tracks with M, MM or O markers, and the marker stays on the track (as a reminder that they cannot be upgraded). The power is discarded after using all 4 files.

These special tracks #80,81,82,83 can never be upgraded.

“Do you remember that family of 4 Moles that helped us?”

3\$N – RABBITS

The two markers can be used for 2 additional track upgrades (on first use one rabbit is discarded, on second use discard the last rabbit and the power). Upgrading with **RABBITS** allows FORBIDDEN or IMPOSSIBLE upgrades:

(FORBIDDEN) it is possible to replace a track (YELLOW, GREEN BROWN, ...) before the PHASE allowing it (i.e. by using the RABBITS power twice it is possible in PHASE 2S to upgrade a YELLOW track to GREEN and then to BROWN)

(IMPOSSIBLE) it is possible to replace a YELLOW track marked with a M, MM or O into a GREEN track (the marker stays on the track, as a reminder that they cannot be upgraded anymore). Both the old and the new path get the O, see the example.



It is FORBIDDEN to replace the RABBITS special tracks with the MOLES tracks (#s80,81,82,83).

“2 friendly Rabbits helped us with our paths”

2\$N – WINGS

During the RUN, one chosen squirrel can skip a **TOKENED-OUT STATION**, but it doesn't collect the Nuts indicated.

It cannot be used to skip a STATION tile if the family has a station there, or if a station space is available there.

A STATION tile with only one space, that is blocked by **WORKS IN PROGRESS**, cannot be skipped

“Fly free, little flying squirrel”

1\$N – ON A DIET

The family can use this power to put a station on a STATION tile in addition to the allowed spaces on it. Place the station slightly on the side of the tile as a reminder that it is always in addition to the maximum number of possible stations on the STATION tile – discard the power.

The station stays on the side even after future upgrades.

The rule of only one placement of a station allowed per OR turn still applies.

“Your squirrels are so skinny, they need less space to rest”

2\$N – WHEAT

Discard the power and place the **WHEAT** marker on a STATION tile with one of the **family's stations** (e.g. in the image, GIRAFFES have a station on the tile #14).



Every run (of the wheat owning family) that goes through or ends on the station with the **WHEAT**, will collect +30 Nuts (in the example 30+30 = 60). **4J/2J double this bonus.**

“Farming pays well”

2\$N – A TIP OF SUGAR

One squirrel runs one more **STOP** (eg a 2S runs like a 3S, a 3S runs like a 4S ...) - it's not applicable to 4J/2J grey squirrels.

It is FORBIDDEN to be used by the squirrel with **PATCH**.

“Don't stop sweetie, here is some sugar”

2\$N – PATCH

This power can be assigned (even if owned by the player; even outside of the Operating turn of the family): when a squirrel has to retire (eg when another family buys a squirrel that changes the PHASE) the owner (player or family) may assign the **PATCH** to the squirrel; if the player is the owner, he gets not compensation whatsoever.

The squirrel with the **PATCH** runs only one STOP containing a station of the family (runs as if it were a 1S) and all the O AREAS before and after that station. The squirrel with the **PATCH** cannot be sold; it counts against the **Phase limit**.

As long as the squirrel keeps the **PATCH** on, its power is active; the family may decide to remove the **PATCH** from the squirrel and the power will be discarded (as well as the squirrel if there was a change of PHASE which retired those kind of squirrels).

The family cannot purchase more squirrels, as long one of its squirrels has the **PATCH**.

It is possible to assign the **PATCH** to a 4S or the 3S LONG, even if they have just one more run (PHASE 4J/2J) - in this case after they run last time (their 3 or 4 STOPS) they put the **PATCH** on and become a 1S which will not be retired.

“that patched squirrel cannot see well, but it continues to run even if sometimes it stumbles”

2\$N – HOLE

Discard the power, and mark any two **R AREAS** on the map, which then become connected (for any family). These two **R AREAS** are now considered as being a single unified R AREA.



When the family lays a track, it is possible to enter into one **R AREA** with the **HOLE** and exit from the other one with the **HOLE**.

Squirrels can run through this **unified R AREA** as if it were a STATION tile that is not **TOKENED-OUT**, with the constraint that any one squirrel can use it only once and **cannot go in and out from the same hex of one of the two R AREAS**.

Multiple squirrels can run through the **unified R AREA** only if they enter and exit out from different connections.

“What a wonderful time through such looong tunnels”

Note: the **titles of powers** in red indicate powers that are discarded after use