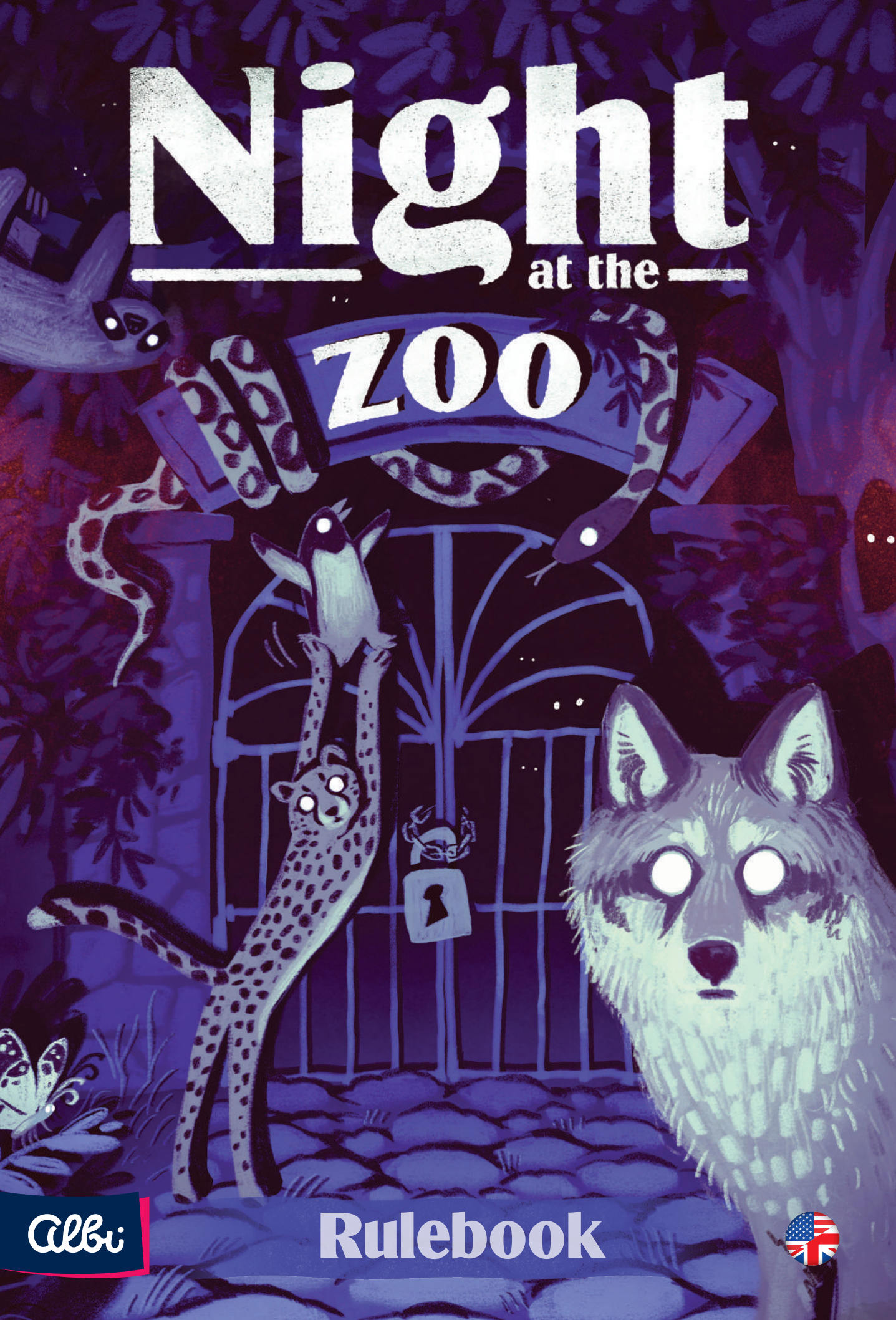


Night

at the

ZOO



Albi:

Rulebook



It's late night at the zoo, and some of the animals have secretly ventured outside! Now they need your help to find their way back in before the zookeepers notice they are gone.

Help the escaped animals to map out the darkened zoo and create a path back to their enclosures, so they can get home safely. Each animal has a unique way of moving and a different scoring condition, so choose wisely when to move, what actions to use – and keep track of all the runaways to get everyone back to bed!



Don't feel like reading the rules?
Watch the video tutorial!

Components



1 Game board



4 Player boards



6 Animal tiles



72 Animal figures
(12 figures of each type)



48 Pollen tokens



75 Action tiles



42 Bonus tiles



9 Setup tiles



1 First Player token

Any components missing or damaged? Contact us at info@albi.cz, and we will send you a replacement free of charge!



6 Solo game tiles



4 Score multipliers



4 Score trackers

Component Description



Animal tile

Animal type

VPs upon reaching the Zoo

Level of difficulty

Special abilities and scoring conditions



Game board

Slots for Animal tiles

Draft market

Leftover zone

VP score track



Player board

Endgame scoring

Neighborhood

Entrance space

The Zoo

Space for not discovered animal

Warehouse

Goal of the Game

The goal of the game is to guide your animals back to the Zoo most effectively. You will draft and place tiles on your Player boards to trigger actions and create a path for your animals. The game ends after 3 rounds (each round with 5 drafts), and the player with the most Victory points (VPs) wins.

Game Setup

- 1 Place the **Game board** in the center of the table so that it is easy to reach for all players.
- 2 Each player takes a **Player board** and chooses a color. Place your Player board in front of you and put the **Score tracker** in your color on the “0” space of the score track on the Game board.
- 3 Sort the **Bonus tiles** (with a blank back) by their terrain type (Grass, Rocks and Sand) and create a supply pile for each type face-up next to the Game board.
- 4 Shuffle the **Animal tiles**. Draw three tiles randomly. The total Level of difficulty (number of moons 🌙) of these three tiles must be at least 6. If not, reshuffle and draw new tiles. Place the three drawn Animal tiles face-up in the designated slots (A, B, and C) above the Game board. Each player takes 3 **Animal figures** of each of the three drawn animal types.
- 5 Shuffle the **Action tiles** (showing a draft 🪛 icon on the back) into a face-down pile and place it next to the Game board.
- 6 Draw a number of Action tiles equal to the number of players plus one. Place these tiles face-up on the light blue spaces (top row) of the Game board. This area is called **Draft market**.
- 7 Each player randomly selects one **Setup tile**. Place your Animal figures on spots for “not discovered animals” on your Player board as shown on your Setup tile. Each animal type is marked with a letter on a Game board that matches the letters on the Setup tiles. One animal of each type marked with a 🦉 icon on your Setup tile starts **directly** on an Entrance space on your Player board.

Example: Place all Sloths on spots for not discovered animals with the letter A on your Setup tile. The Sloth figure on the left side of the Player board starts on an Entrance space.

- 8 Flip the **Setup tile** on its back side. You will use this tile to store your animals that already arrived at the Zoo.
- 9 Choose a starting player. This can be the person who most recently saw or helped an animal. If you can’t decide, choose randomly. The starting player takes the **First Player token**.



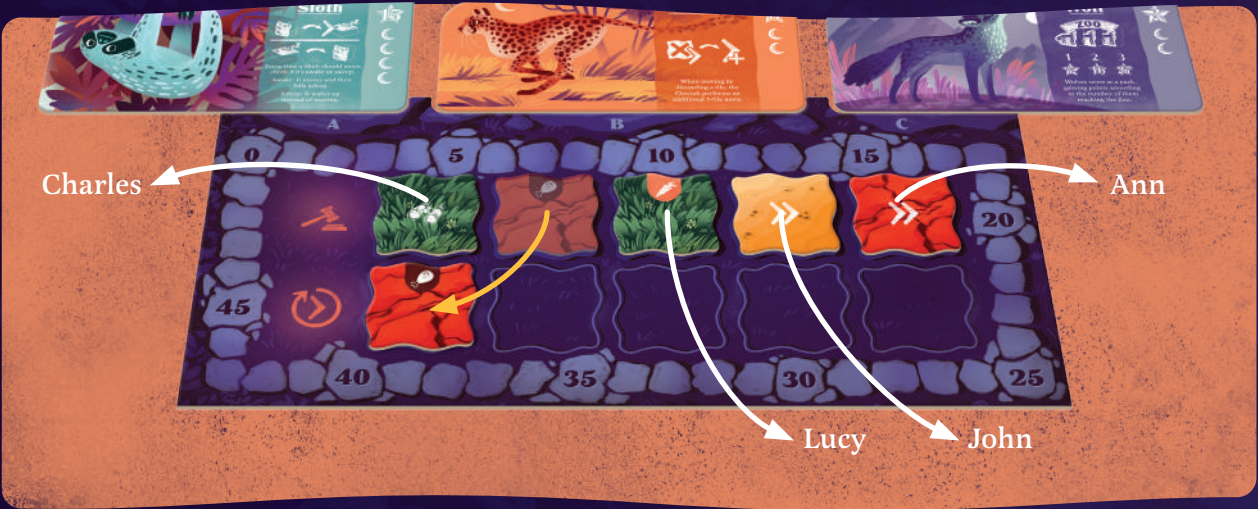
Gameplay

The game is played over 3 rounds. In each round, the players take 5 drafts. Each draft has three phases, which are performed in the following order:

- 1. Drafting Phase
- 2. Tile Placement Phase
- 3. Maintenance Phase

1. Drafting Phase

Starting with the first player and continuing clockwise, each player must take one Action tile from the Draft market on the Game board. Once all players have taken a tile, move the remaining tile to the **Leftover zone** under the market, placing it on the leftmost empty space.



About the Tiles

There are two types of tiles:



Action tiles: Obtained during the *Drafting Phase*. They may display action symbols or food symbols. Action symbols are resolved during the *Tile Placement Phase*, while food symbols are used for endgame scoring. If a tile shows two action symbols, you must choose and resolve only one.



Bonus tiles: Obtained through actions. These tiles do not contain any action symbols, but they can still trigger actions on the Player board.

Both tile types show three terrain types:



Rocks



Grass



Sand

2. Tile Placement Phase

During this phase, you use the tiles you have collected. You have three options:

- Place a tile in your Neighborhood.
- Place a tile in your Warehouse.
- Discard a tile to make a special move.

Place a tile in your Neighborhood

When you place a tile in your Neighborhood (the inner 5×5 area of your Player board), you can place it on any empty space (without a tile). If the space or the tile shows an action symbol, you can perform that action immediately. In case both the tile and the space grant you an action, you can perform them in any order you want. However, you must always fully resolve one action before performing the other. If a space has a condition (see below), you must cover it with the corresponding tile to activate the action. If you don't want to activate the action, you may also place a tile that doesn't meet the required condition. Once you place the tile, it cannot be moved.



Example: John places a Grass tile. He meets the condition of the selected space, so he is granted an Animal movement action.



Take a Bonus tile: Take a Bonus tile with a terrain type of your choice from the supply. You can either place it immediately into your Neighborhood or into your Warehouse or discard it. Bonus tiles do not have any action symbols on them, but placing them can trigger the symbols on your Player board as usual.

Conditions



To fulfill this condition you must place an Action tile that shows this symbol  on the corresponding space. You don't have to perform an action on the tile to fulfill the condition of the space.



To fulfill this condition you must place an Action or Bonus tile of the specific terrain type on this space.



To fulfill this special condition (marked by darker-colored spaces on the Player board), you must cover both spaces with a tile of the same terrain type to trigger the action. You will then get a bonus, but only once and only after covering both spaces (5 VPs, 2 movements or 2 Bonus tiles).

Action symbols



Discover a new animal: Place any of your Animal figures that hasn't been discovered yet onto its Entrance space on your Player board. From now on this animal can be moved.



Immediate Victory points: Gain the number of Victory points shown by the symbol and immediately move your Score tracker forward on the score track.



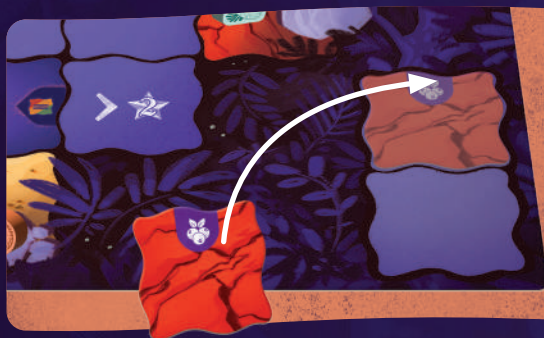
Animal movement: By default, 1 arrow allows you to move one Animal figure by 1 tile. Animals may move only onto an orthogonally adjacent (sharing a side) tile. A double arrow may be used either as two movements for one Animal or as one movement for each of two Animals. Some Animal tiles modify the movement rules for that specific Animal. Multiple Animal figures can occupy the same tile. At any time during movement, when an animal reaches the Zoo (the middle space of the Player board), it has returned home safely and is removed from the board and added to the back side of your Setup tile for endgame scoring. Any remaining movement points for that Animal (if any) are lost. Animal figures cannot at any point return to the Entrance spaces or Spaces for not discovered animals.



Example: By placing a tile with a double arrow, John may perform up to two movements, which he decides to split between Wolf and Cheetah.

Place a tile in your Warehouse

Place a tile you just gained into your Warehouse for later use. You can never have more than two tiles stored here at any time during the game. You can use the tiles from your Warehouse at any time during your turn (except between 2 movements gained from the same action), either to place them in your Neighborhood or to discard them to make a special move.



Discard a tile to make a special move



During your turn, you may discard an Action or Bonus tile, one you just drafted or from your Warehouse, to make a special move. When you do so, move ALL your animals that are currently standing on the terrain type matching the discarded tile, including those on Entrance spaces. These movements follow the standard animal movement rules. You may perform this action repeatedly and anytime during your *Tile Placement Phase*, except between 2 movements gained from the same action.



Example: Charles discards a Grass tile from his Warehouse. As a result, he may move all his animals that are standing on Grass. He moves his Cheetah two tiles (thanks to the Cheetah's special movement ability when discarding a tile) and his Sloth, which he lays to sleep (as that is the Sloth's specific movement ability). He would also move his Wolf, but he cannot do so because there is no adjacent tile it can move onto.

3. Maintenance Phase

After all players have finished the *Tile Placement Phase*, the final phase of the draft begins – the *Maintenance Phase*.

Refresh the Market

Draw new Action tiles from the pile equal to the number of players plus one. Place them face-up in the Draft market spaces on the Game board.

First Player Token

Pass the First Player token to the next player in clockwise order. This player then starts the next draft by choosing an Action tile from the refreshed market.

End of Round Movement

At the end of each round (after the 5th, 10th and 15th draft), an end of round movement occurs. This movement is granted to all players and can be resolved simultaneously.

At the end of a round, determine which terrain type appears most frequently in the Leftover zone (bottom row). In case of a tie, the terrain type on the leftmost space wins the tie. All discovered animals currently standing on that terrain type (including Entrance spaces) perform one movement, following the standard movement rules for each type of moved animal. Then you discard all tiles from the Leftover zone and place them in a face-up stack next to the Game board, to count how many rounds have passed.



Example: The tiles in the Leftover zone are Rocks – Sand – Rocks – Sand – Grass. There is a tie between Rocks and Sand (two of each). Since the Rocks tile is the leftmost, it wins the tie, so all animals standing on a Rocks terrain type perform one movement.

End of the Game

The game ends when the 3rd round is over. You score points based on the following criteria:



Animals in the Zoo

You score points for each animal that has successfully reached your Zoo, according to the unique scoring rules shown on its Animal tile.



Discovered animals

You score 1 VP for each discovered animal that did not reach the Zoo (including animals on the Entrance spaces).

Food Symbols

There are 7 unique types of food symbols on the Action tiles       . You score points based on the number of different food types you have collected on your tiles in your Neighborhood. Tiles with a food symbol in your Warehouse do not count. You score only once for your best set of different symbols (see table on the right).

2	3	4	5	6	7
6	8	11	16	22	30

The player with the most Victory points wins the game! In case of a tie, the player with more animals in their Zoo wins. Still tied? Then all tied players share victory.



Example: At the end of the game, Charles scores 39 VPs for animals that have returned to his Zoo. Then he scores 3 VPs for the animals in his Neighborhood. Finally he scores 8 VPs for his collection of 3 different food symbols (meat, carrot and apple), totalling his score at 50 VPs.

Solo game

In the solo game, you will test your skills against a Zookeeper called Leo. Leo drafts tiles from the Draft market just like an opponent would in a 2-player game.

Setup

The setup follows the standard rules, with the following exceptions:

- Prepare only one Player board (for yourself).
- Take the 6 Solo game tiles, shuffle them, and place them face-down next to the Game board to form a draw pile.
- While drawing Action tiles, draw 3 of them (as for the 2-player game).

Gameplay

The game starts with the First Player token assigned to Leo. The game then proceeds according to the standard rules and Leo acts as a regular player, however, he does not have a Player board. Between the tile drafts, the First Player token alternates between you and Leo.



Example: Leo is playing first. He prioritizes the leftmost tile. He takes it and removes it from the game. You choose to take the rightmost tile. The middle tile is then moved to the Leftover zone.

Drafting Phase:

At the start of the *Drafting Phase*, reveal the top tile of the Solo pile. The starting player takes their turn first.

In his turn, Leo selects the tile from the position marked with **1** on the currently revealed Solo Game tile. If there is no tile on that position, Leo takes the tile from position **2**. Remove the tile chosen by Leo from the game.

You take your turn as in a multiplayer game. After you and Leo both took a tile, move the remaining tile to the Leftover zone under the Draft market, placing it on the leftmost empty space.

Reshuffling Solo Game tiles:

If the revealed Solo Game tile shows the Shuffle symbol, take all Solo Game tiles (both revealed and the remaining ones in the draw pile), shuffle them together, and form a new draw pile.

Continue playing in this manner until the game ends.

Scoring

Calculate your Victory points according to the standard rules. Then, compare your score with Leo's performance in the table on the right to determine your animal skills.

Leo's performance	
★90+	Zoo Ghost
★80-89	Runaway Tiger
★65-79	Clever Chimp
★50-64	Sneaky Weasel
★0-49	Lost Lemur

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Night at the Zoo on
[Boardgamegeek.com](https://boardgamegeek.com).

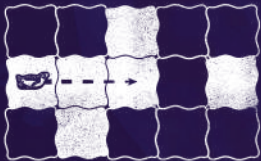
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Special Animal Rules

No animal can ever move onto a space that doesn't have a tile of any type (except the Zoo space). Even when their movement abilities allow special interactions, this standard rule must be followed at all times.



Penguin



When moving, the Penguin slides to the furthest tile in a straight line. When the Penguin reaches the Zoo, it immediately stops its movement there.

Each Penguin that reaches the Zoo scores 5 VPs at the end of the game.



Cheetah



When performing a special move (by discarding a tile), the Cheetah performs an additional 1-tile move.

Each Cheetah that reaches the Zoo scores 6 VPs at the end of the game.



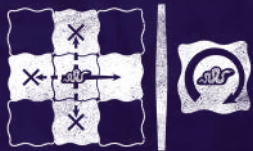
Wolf



At the end of the game, you score VPs based on how many Wolves have reached your Zoo: 7 VPs for one Wolf, 16 VPs for two Wolves, and 27 VPs for three Wolves.



Snake



When moving, the Snake performs a default 1-tile move in the direction it is facing. It cannot turn freely to the left or right. You can change its direction by spending one movement. When discovered, the Snake starts facing the Neighborhood.

Each Snake that reaches the Zoo scores 10 VPs at the end of the game.



Butterfly



During the Game Setup prepare the Pollen tokens.

When performing a special move (by discarding a tile), if the Butterfly moves, it gains 1 Pollen token onto its figure (maximum 4 Pollen per figure).

Each Butterfly that reaches the Zoo scores VPs based on the number of Pollen it has collected: 5 VPs for 1 Pollen, 7 VPs for 2 Pollen, 9 VPs for 3 Pollen, and 11 VPs for 4 Pollen.



Sloth



Before moving, you must check if the Sloth is asleep or awake. If awake, it performs a 1-tile move and then falls asleep. Represent this by placing the Sloth figure on its side. If it is asleep, instead of performing the movement, the Sloth awakens. Represent this by placing the figure upright. When discovered, the Sloth starts awake.

Each Sloth that reaches the Zoo scores 15 VPs at the end of the game.