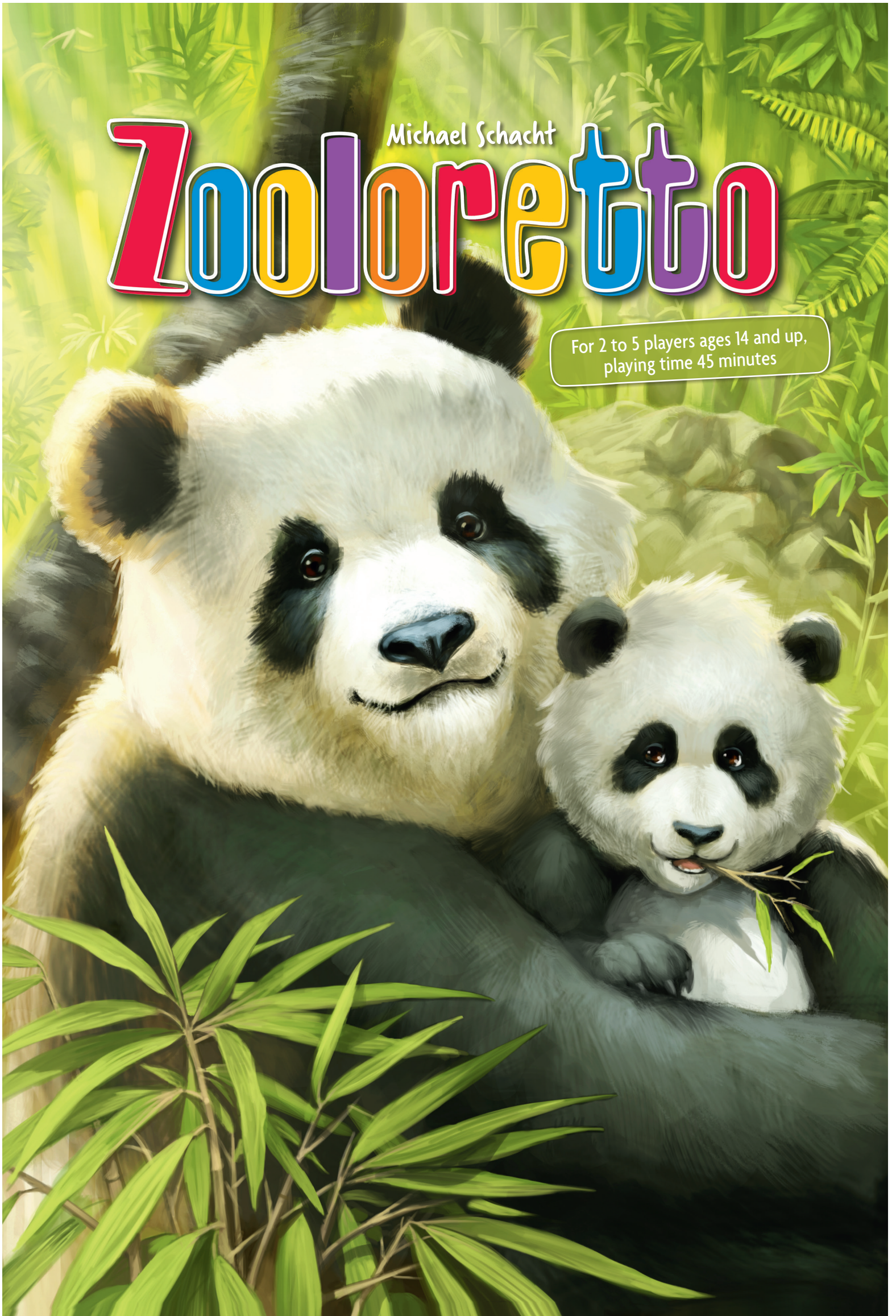


Michael Schacht

# Zooloretto

For 2 to 5 players ages 14 and up,  
playing time 45 minutes



## GAME IDEA

You manage a zoo and try to create a place where people and animals alike feel happy. To run an attractive zoo you need a variety of animals and culinary stalls, because these are the crowd-pullers that bring you points in the end. Once the enclosures are full, it pays to expand your zoo, because animals that cannot find room end up in the barn and bring minus points. The player with the most points at the end of the game wins.

## GAME COMPONENTS

88 animal tiles (11 of each of 8 animal types: Elephant, Flamingo, Kangaroo, Llama, Lion, Panda, Chimpanzee and Zebra)



*Before the first game, carefully remove the game material from the frames.*

For each animal type there are 2 males with a blue heart symbol, 2 females with a red heart symbol, 3 males and 4 females without a heart symbol.



15 vending stalls (3 of each of 5 types: ice cream, drinks, hamburgers, hot dogs and cotton candy) 1 balloon stall (variant)



12 coin tiles



3 hay bales (variant)



1 tray (variant)



16 offspring tiles (2 of each of 8 animal types)



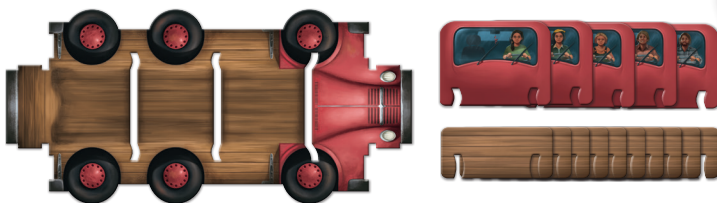
33 coins



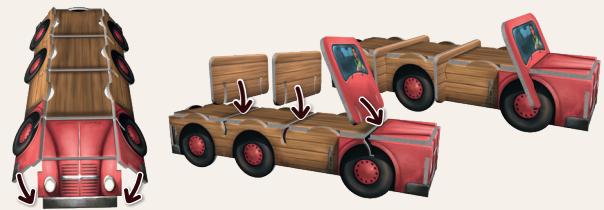
1 marker "Last Round"



5 delivery trucks



The 5 delivery trucks are assembled as follows:



5 zoo boards



Each zoo board has 3 different enclosures:

1 enclosure with 4 spaces for 4 animal tiles + 1 associated stall space,

1 enclosure with 5 spaces for 5 animal tiles + 1 associated stall space,

1 enclosure with 6 spaces for 6 animal tiles + 1 associated stall space,

1 stall space that does not belong to any enclosure and

1 barn for all extra tiles.

5 expansion boards



Each expansion board has 1 enclosure with 5 spaces for 5 animal tiles + 1 associated stall space.

## GAME SETUP

- **With 3 players**, all animal and offspring tiles of **two types** are returned to the box.  
**With 4 players**, all animal and offspring tiles of **one type** are returned to the box.  
**With 5 players**, all animal and offspring tiles are used.
- Put all the tiles of any stall type back in the box, as well as the balloon stall, the tray and the hay bales. These are not needed for the basic game for 3-5 players.
- All square tiles are turned face-down and well mixed.  
**15 tiles** are set aside as a face-down stack for the end of the game.  
The **"Last Round" marker** is placed **on top of the stack**.  
The remaining tiles are combined face down in multiple free stacks of any desired height and placed in the middle of the table.
- The round offspring tiles are placed near the face-down piles of animal tiles.
- As many delivery trucks are placed next to each other in the middle of the table as there are players taking part. Leftover trucks are not used and are returned to the box.
- Each player receives **1 zoo board** which they place in front of them as well as **1 expansion board** which they place face-down to the left of their zoo. Leftover boards are not used and are returned to the box.
- Each player receives **2 coins** which they place as a personal supply next to their zoo. The remaining coins are placed in the middle of the table in preparation for play.
- The players agree on a start player.

The 2 player variant can be found at the end of these rules.



## GAME PLAY

The game lasts several rounds. On your turn, you must perform **one** of the following 3 actions:

- ADD A TILE TO A DELIVERY TRUCK** or
- TAKE A DELIVERY TRUCK AND ADD THE TILES TO YOUR ZOO (AND TAKE NO MORE TURNS THIS ROUND)** or
- CARRY OUT ONE MONEY ACTION**

The turn then passes to the next player in the clockwise direction.

Once each player has taken a delivery truck, the current round is over and a new round begins.

### A. ADD A TILE TO A DELIVERY TRUCK

You draw and reveal the topmost tile from any pile and place it in an open space on a delivery truck of your choice. Your turn is then over.

Each delivery truck has room for no more than 3 tiles. Should all delivery trucks already have 3 tiles on them, you cannot choose this action. You must then choose either action B or C.

**Important:** Tiles from the pile covered up by the "Last Round" marker can only be drawn once all other piles have been exhausted!



### B. TAKE A DELIVERY TRUCK AND ADD THE TILES TO YOUR ZOO

You choose 1 delivery truck of your choice and place it, along with any tiles on it, in front of yourself. You must then immediately add the tiles from the truck to your zoo.

**Important:** You may only choose a delivery truck on which there is **at least one tile!**

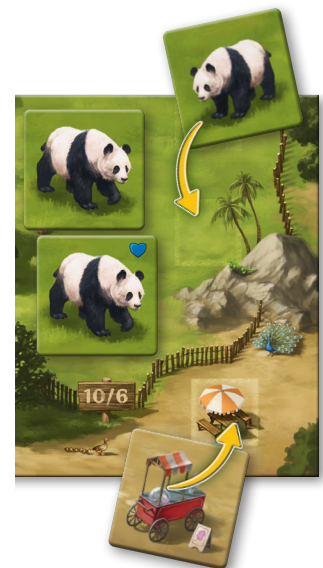
Once you have taken a truck, you pass for the rest of the round and will not get another turn until the next round.

Since all passing players will have delivery trucks in front of them, it is easy to tell who has passed in any given round.

When you add the tiles to your zoo, you must follow the following **placement rules**:

- **Animal Tiles → enclosure / barn:**  
An animal tile may be placed on an empty enclosure space. No enclosure may contain more than **1 type of animal** tile. However, you may have multiple enclosures containing the same animal type.  
Animal tiles that you do not want to or cannot place in the enclosure must be placed in the barn.
- **Vending stalls → stall space / barn:**  
A vending stall may be placed on an empty stall space.  
Vending stalls that you do not want to or cannot place on a stall space must be placed in the barn.
- **Coin Tiles → your personal supply:**  
A coin tile is placed in your personal supply.  
A coin tile is worth one coin. Both are equivalent and may be used interchangeably.

**Attention:** Players may have as many tiles and as many types of tiles (including both animals and vending stalls) as they wish in their barns.



## C. CARRY OUT ONE MONEY ACTION

You may carry out **one** of the following actions, provided that you can pay for it. You may pay with any combination of coins and/or coin tiles. The following money actions are possible:

### I. Remodel (Move or Exchange)



### II. Purchase or Discard a tile



### III. Expand the zoo



The placement rules described above must also be followed when carrying out these actions.

### I. Remodel

Remodeling costs **1 coin**, paid to the bank. It can only take place in your own zoo. There are two remodeling options: Move **or** Exchange.

#### • Move

You move a **single** animal tile from the barn to an enclosure or move a vending stall tile in your own zoo from one space to another.



*Example 1:*  
Anna has 2 elephants in the barn and 3 elephants in an enclosure. She moves 1 elephant from the barn to the enclosure. She now has 4 elephants in the enclosure.



*Example 2:*  
Bert has a vending stall on one space and moves it to another empty stall space.

#### • Exchange

You take **all** tiles of one animal type in either your barn or one of your zoo's enclosures and exchanges them with all tiles of **another** animal type in another of your zoo's locations. An exchange must always involve exactly two areas. Exchanging vending stalls is not permitted.

**Important:** An exchange is not permitted when one enclosure is too small to accommodate all of the new tiles that would be placed there.



*Example 3:*  
Claus has 3 elephants in his barn and 1 panda in one of his enclosures. He exchanges the two animal types, after which he has 1 panda in his barn and 3 elephants in the enclosure.



*Example 4:*  
Doris has 3 elephants in one enclosure and 2 pandas in another. Through an exchange, the two animal types end up switching enclosures.

### II. Purchase or Discard a tile

For **2 coins**, you may either purchase an animal tile from an opponent's barn or discard an animal tile from your own barn.

#### • Purchase

You take the animal tile of your choice **from the barn** of another player and add it to your own zoo.

- 1 coin goes to the other player,
- 1 coin goes to the bank.

**Attention:** The other player may not refuse the purchase.

#### • Discard

You discard the animal tile of your choice from your barn. The tile is removed from the game.

- Both coins go to the bank.

### III. Expand the zoo

You pay **3 coins** to the bank and turn your expansion board face up. This expands your zoo by one enclosure and one stall space.

#### END OF A ROUND

Once each player has taken a delivery truck, the current round is over.

The empty trucks are returned to the middle of the table and the next round begins, starting with the player who took the last delivery truck in the previous round.

**Attention:** If all players but you have passed, you may continue to take as many turns as you can and choose before taking the last delivery truck and passing.



#### TWO SPECIAL SITUATIONS:

##### • Offspring

There are 2 females and 2 males with heart symbols in each animal type.

As soon as an animal with a blue heart symbol meets an animal with a red heart symbol in an enclosure, the two **immediately** produce an offspring: You take a corresponding offspring tile from the supply and place it like a square animal tile on a free space in the enclosure. Offspring tiles are generally treated in the same way as all other animal tiles.

If there isn't any space left in the enclosure, then you must place the offspring in your barn instead.

Each fertile male and fertile female can **produce an offspring** only once. So, for example, no offspring is produced when a third fertile animal is added to an enclosure that already has a fertile pair. Another offspring would only be produced when another partner, creating a second fertile pair, is added to the enclosure.

##### Last enclosure space filled

Whenever the last space of an enclosure is filled with a tile, you get as many coins as shown on the sign on the enclosure as a bonus from the bank. Instead of round coins, you can also take square coins from the bank if there are any. If the bank is empty, then you receive nothing.

**Exception:** No bonus is awarded when all enclosure spaces are filled as a result of an **Exchange** action.



All that is required is for the male and female to be in the same enclosure – they do not need to be next to each other.

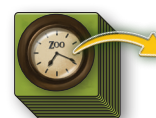
**Attention:** Pairs only produce offspring in enclosures, not in barns or on delivery trucks.



**Attention:** For the enclosure with 6 spaces there is no bonus.

### GAME END

When all the tiles in the free piles have been played, the "Last Round" marker is placed in the box. As soon as someone reveals the first tile from this pile, the current round is still played to the end. When everyone has taken a delivery truck, the game ends and the scoring takes place.



#### SCORING

You determine the positive and negative points you receive for your zoo and add them up.

- For a full enclosure, you receive the higher of the two values shown on the sign next to the enclosure.
  - For an enclosure with one empty space you receive the smaller of the two values shown on the sign next to the enclosure.
  - For an enclosure with two or more empty spaces, you only receive points if you have a vending stall on the stall space associated with the enclosure. In this case, you receive 1 point for each animal in the enclosure.
  - For each vending stall type on stall spaces, you receive 2 points.
  - For each vending stall type in your barn, you receive 2 minus points.
  - For each animal type in your barn, you receive 2 minus points.
- Example: Claus has 3 elephants in his barn and receives 2 minus points for the them.*



The player with the most points wins. In the event of a tie, the tied player with the most coins wins. If there is still a tie, then the game ends in a tie.

## 2-PLAYER VARIANT

The normal game rules are in effect with the following changes:

- Each of you receive **2 expansion boards** which you place face-down next to your zoo board.
- All animal and offspring tiles of **3 types** are returned to the box.
- **3 delivery trucks** are placed in the middle of the table.  
Now take the **3 hay bales** to block compartments in the trucks for the whole game: Put 1 hay bale in one truck and 2 hay bales in another truck.



You can only choose a truck with at least one face-up tile on it. When you take a truck, you only receive and place the face-up tiles on the truck. The hay bales do not count as “open tiles” and always remain in the truck. The round ends once both players have taken a delivery truck. Any face-up tiles on the remaining truck (except for the hay bales) are removed from the game and put back into the box.

## VARIANT WITH ALL STALLS

When preparing the game, take the 15 tiles of all 5 types of stalls and mix them with the animal and coin tiles. Then play as usual with the rules of the basic game.

## VARIANT WITH THE BALLOON STALL



The balloon stall is a new type of stall and is treated like a stall.

It is placed face up in the middle of the table when preparing the game. Then play as usual with the rules of the basic game.

The first player who produces an offspring must take the balloon stall from the middle of the table and place it either on a free stall space or in the barn.

If the balloon stall is on a stall space at the end of the game, the player receives the following plus points:

- 2 plus points because it is its own type of vending stall.
- 1 plus point for each animal in the adjacent enclosure, regardless if or how many animal tiles are missing.
- 1 plus point for each offspring tile in all enclosures.

However, if the balloon stall is in the barn at the end of the game, it brings 2 minus points and there are no extra plus points for the offspring tiles.

## VARIANT WITH THE TRAY



The tray is placed face up in the middle of the table when preparing the game. Then play as usual with the rules of the basic game.

The first player who has 4 stalls in his zoo receives the tray, which they place face up next to their zoo. It doesn't matter whether the stalls are on a stall space or in the barn. At the end of the game this player receives 2 plus points for every stall on a stall space, regardless of type, instead of the normal 2 plus points for every type of stall.

## TACTICAL HINTS

It can be rewarding to take the occasional risk. For example, choosing not to take a partially-filled truck that is only attractive for yourself and revealing another tile instead in the hopes that another useful tile will come of it.

Taking animals that you do not have room for in your enclosures at the moment is not the end of the world – especially if you still have the option of expanding your zoo. However, you should try to have as few animal types as possible in your barn.

The money actions offer additional possibilities:

You can sometimes choose to take an “undesirable” tile of an animal type you do not want when you know that another player wants it. If that player buys it from your barn, not only will you have fewer minus points, you will also have made a coin in the process.

Above all, don't underestimate the advantages of “remodeling”. You can, for example, use timely exchanges to make money multiple times.



*Example: Bert filled his 4-space enclosure with flamingo tiles on a previous turn and received a bonus for it. He has 3 chimpanzees in his 5-space enclosure.*

*On Bert's next turn, he decides to carry out a money action. He pays 1 coin to the bank and performs an exchange: He switches the 4 flamingo tiles in the 4-space enclosure with the 3 chimpanzee tiles in the 5-space enclosure.*

*Since there is now an empty space in the 4-space enclosure, Bert can use a chimpanzee tile on a subsequent turn to fill the enclosure a second time and receive another bonus.*

*Bert is now also only one tile short of receiving a bonus for his 5-space enclosure.*

*Since both enclosures now have only one empty space left, they will both score points at the end of the game.*

## FREQUENTLY ASKED QUESTIONS

**QUESTION:** All other players have taken delivery trucks and passed. May I continue to take turns as normal?

**ANSWER:** Yes, of course. You may continue to choose from the three action possibilities. You can take several money actions and add tiles to the remaining delivery truck if it is not full. Eventually, of course, you will have to take the last delivery truck.

**QUESTION:** May I still take money actions, after I have taken a delivery truck in the last round of the game?

**ANSWER:** No. Once you take a delivery truck in any round, you are done for that round.

**QUESTION:** May I exchange animals between two enclosures?

**ANSWER:** Yes, but only if they are different animal types.

**QUESTION:** May I exchange, for example, 3 elephants from the barn, for 1 coin into an empty enclosure?

**ANSWER:** No. There must be animals in both locations to use the exchange action.

**QUESTION:** Do I score the 2 points for a vending stall, even if I use it to score points for the adjacent enclosure?

**ANSWER:** Yes.

You can find lots of information, examples, variants and other frequently asked questions on the author's homepage [www.michaelschacht.net](http://www.michaelschacht.net) and at [www.abacusspiele.de](http://www.abacusspiele.de).

**QUESTION:** May I move an animal tile from an enclosure to another enclosure or to the barn?

**ANSWER:** No.

**QUESTION:** In my barn, I have 3 elephants, including a male and a female with a heart symbol. I exchange the elephants into the 4-space enclosure, and the couple immediately gets an offspring. Now the enclosure is full. Do I get a coin as bonus?

**ANSWER:** No, you cannot earn a coin using the exchange action, and the offspring is created as a direct result of the exchange.

**QUESTION:** Can I earn the coin bonuses for the same enclosure more than once?

**ANSWER:** Yes. Each time you place an animal tile on the last space of the enclosure, you get the bonus coin. To do this more than once, you would need to exchange the animals out of the enclosure with animals that do not fill it. Then on a later turn, add an animal to fill the enclosure.

## A SCORING EXAMPLE



In the expansion enclosure, Ernie has all spaces filled with zebras. He scores the higher score:

9 points

In the elephant enclosure, a tile (a) is missing. Ernie scores the lower amount:

5 points

In the enclosure with the chimpanzees, two tiles (b) are missing. Since there is at least one vending stall next to the enclosure (c), Ernie scores 1 point for each tile:

2 points

In the enclosure with the pandas, 2 tiles (d) are missing. As there is no vending stall next to the enclosure (e), Ernie gets no points!

0 points

Ernie has 2 different types of vending stalls. For each type he scores 2 points:

4 points

For each animal type in the barn, Ernie scores 2 minus points, regardless of how many tiles of the animal types are in the barn:

-4 points

**Total:**

**16 points**

# ANIMAL ENCYCLOPEDIA



## The Elephant

The state animal of multiple African countries and the largest land animal in the world.

They can live up to 70 years and weigh the same as 75 grown men.

<b>DISTRIBUTION:</b>	Asia and Africa
<b>SIZE:</b>	300 - 400 cm
<b>WEIGHT:</b>	4 - 6 t
<b>LIFESPAN:</b>	60 - 70 years



## The Flamingo

Their most memorable feature are their crooked beaks, used to filter food out of fresh water. This pink bird

prefers to stand on only one leg to minimize heat loss.

<b>DISTRIBUTION:</b>	South and Central America, Africa and parts of Europe and Southwest Asia
<b>SIZE:</b>	90 - 155 cm
<b>WEIGHT:</b>	2 - 4 kg
<b>LIFESPAN:</b>	20 - 40 years



## The Kangaroo

This Australian marsupial crosses bush and grassland with 12 meter long leaps at speeds of

up to 70 kilometers per hour. Surprisingly, however, it cannot move backwards.

<b>DISTRIBUTION:</b>	Australia and New Guinea
<b>SIZE:</b>	100 - 160 cm
<b>WEIGHT:</b>	15 - 60 kg
<b>LIFESPAN:</b>	7 - 15 years



## The Llama

Llamas are curious, usually quiet and reserved herd animals. Even though they do not have

humps, they belong to the camel family. Llamas can spit up to 3 metres.

<b>DISTRIBUTION:</b>	South America
<b>SIZE:</b>	110 - 150 cm
<b>WEIGHT:</b>	120 - 150 kg
<b>LIFESPAN:</b>	15 - 20 years



## The Lion

Lions are considered the "kings of the animals". The male lions impress with their large mane and their mighty

roar. Unlike other big cats, lions live in prides and are mainly nocturnal.

<b>DISTRIBUTION:</b>	Sub-Saharan Africa and India
<b>SIZE:</b>	140 - 190 cm
<b>WEIGHT:</b>	120 - 250 kg
<b>LIFESPAN:</b>	14-20 years



## The Panda

This beloved loner from China lives primarily off bamboo. Unlike other bears, they cannot stand

on their hind legs very well and therefore prefer to sit while eating.

<b>DISTRIBUTION:</b>	China
<b>SIZE:</b>	120 - 170 cm
<b>WEIGHT:</b>	80 - 120 kg
<b>LIFESPAN:</b>	12 - 30 years



## The Chimpanzee

The best-known of the African great apes develops tremendous physical abilities over its life.

They can be twice as strong as a trained athlete.

<b>DISTRIBUTION:</b>	Middle Africa
<b>SIZE:</b>	100 - 150 cm
<b>WEIGHT:</b>	25 - 65 kg
<b>LIFESPAN:</b>	20-40 years



## The Zebra

This African steppes inhabitant belongs to the horse family. The stripes apparently provide camouflage

against predators and tsetse flies, whose compound eyes apparently cannot distinguish the pattern.

<b>DISTRIBUTION:</b>	Sub-Saharan Africa
<b>SIZE:</b>	120 - 160 cm
<b>WEIGHT:</b>	250 - 400 kg
<b>LIFESPAN:</b>	15 - 25 years



## The Animal Cubs

The offspring of animals can be called babies, cubs or young animals. Many even have their own names. A young elephant is also called a calf. A zebra, like a horse, is called a foal. A young lion is called a lion cub.

**Author:** Michael Schacht, **Illustration:** Michael Menzel

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Rio Grande Games Inc., PO Box 1033, Placitas NM 87043, USA

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