# O Zoo le Mio

A game for 2-4 zoo directors.

All players are zoo directors and try to attract the most visitors to their zoos. Success comes to the player who creates the largest attractions. Players will want to build spacious areas for the various kinds of animals and also attractive pathways for their visitors with park benches and lots of trees and bushes to appeal to botanical senses.

english version by: **RIO GRANDE GAMES**

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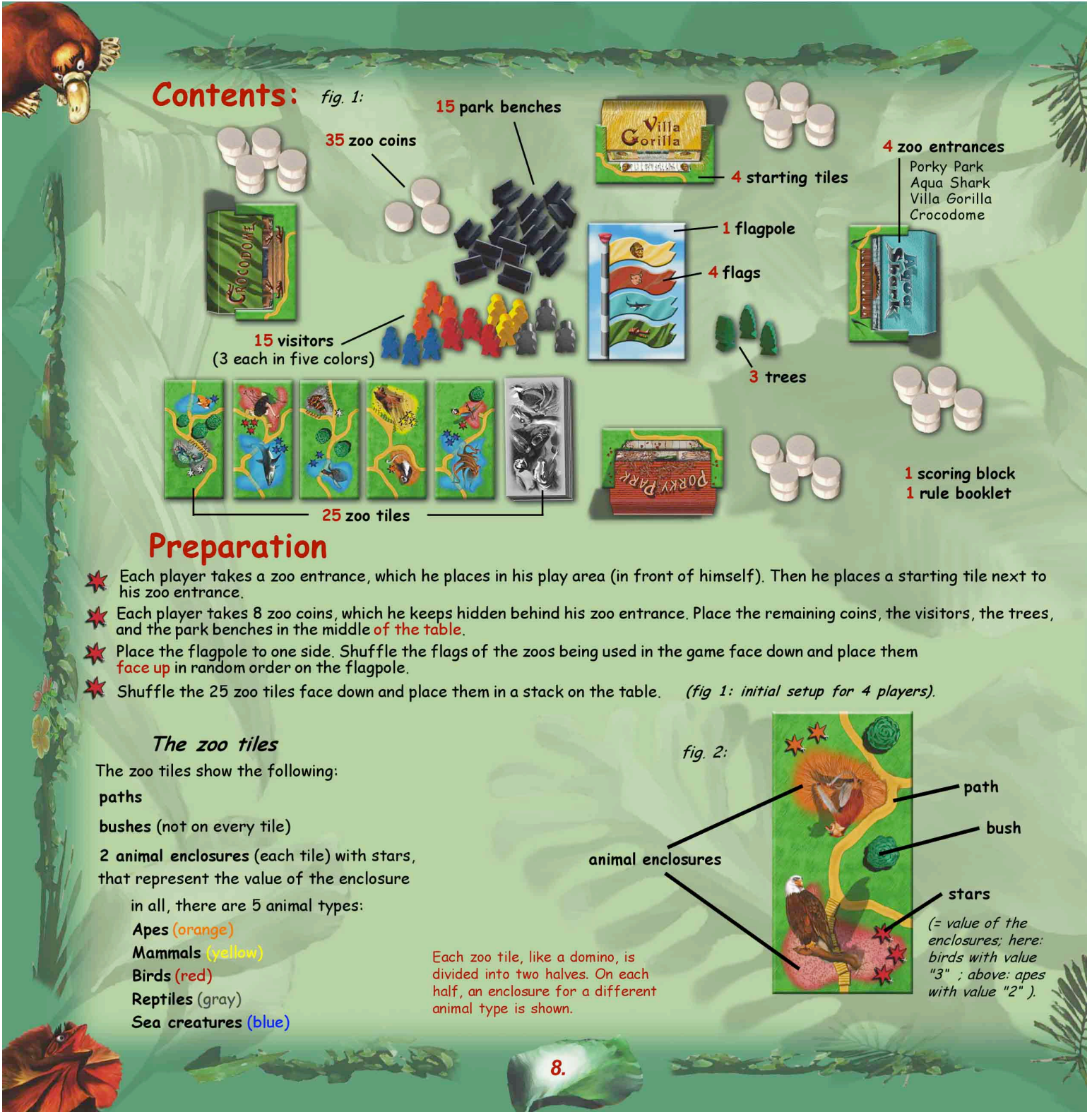
Contents:

fig. 1:

- **35 zoo coins**
- **15 park benches**
- **4 starting tiles** — *Villa Gorilla*
- **1 flagpole**
- **4 flags**
- **4 zoo entrances**
  Porky Park
  Aqua Shark
  Villa Gorilla
  Crocodome
- **15 visitors** (3 each in five colors)
- **3 trees**
- **25 zoo tiles**
- **1 scoring block**
- **1 rule booklet**

Preparation

★ Each player takes a zoo entrance, which he places in his play area (in front of himself). Then he places a starting tile next to his zoo entrance.

★ Each player takes 8 zoo coins, which he keeps hidden behind his zoo entrance. Place the remaining coins, the visitors, the trees, and the park benches in the middle of the table.

★ Place the flagpole to one side. Shuffle the flags of the zoos being used in the game face down and place them face up in random order on the flagpole.

★ Shuffle the 25 zoo tiles face down and place them in a stack on the table.   *(fig 1: initial setup for 4 players).*

The zoo tiles

The zoo tiles show the following:

paths

bushes (not on every tile)

2 animal enclosures (each tile) with stars, that represent the value of the enclosure

in all, there are 5 animal types:

Apes (orange)
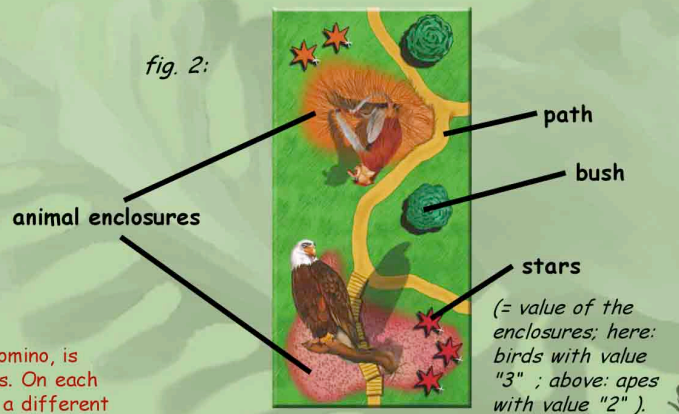**Mammals** (yellow)
Birds (red)
Reptiles (gray)
Sea creatures (blue)

Each zoo tile, like a domino, is divided into two halves. On each half, an enclosure for a different animal type is shown.

fig. 2:

- **path**
- **bush**
- **animal enclosures**
- **stars** (= value of the enclosures; here: birds with value "3"; above: apes with value "2").

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Playing the game

In just five years, create a marvelous zoo...

Each zoo director has five years to create his zoo and attract visitors. In each year, there are 5 auctions. At the beginning of each year, the players turn over the top-most 5 zoo tiles from the stack and place them in order in a row on the table *(see figure 1, page 8)*. Each of these tiles is auctioned, separately, one at a time in the order drawn.

The auction of a zoo tile

Simultaneously, all players put any number of their coins in their closed fists as their bids for the next zoo tile being offered.
When all players are ready, they simultaneously show their bids. The player with the highest bid (most coins) places the coins he bid in the supply and takes the offered zoo tile. The other players put their bid coins back behind their zoo entrances.
If there is a **tie for the highest bid,** the winner of the auction is the player whose flag is highest on the flagpole among those tied with the highest bid. After a tie, the winning player places his flag under all other flags on the pole, moving other flags up.

Placing a zoo tile in a player´s zoo

When a player acquires a zoo tile at the auction, he must immediately add it to his zoo. He places the tile so that it extends at least one path in his zoo. A path may not be interrupted by grass.
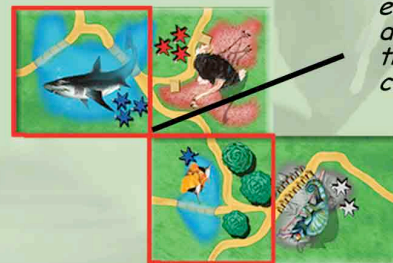
How do visitors come to the zoos?

After **each** new zoo tile is placed, the players check to see which zoo has the most attractive enclosures. **Adjacent** enclosures of the same animal type (same color) combine together to make **a combined** enclosure. The attractiveness of a combined enclosure is the **sum of the stars** in all the separate enclosures that make up the combined enclosure. *(see figure 3a)*... Adjacent means that the like-colored (stars) enclosures lay together **half to half** (like dominos). Zoo tiles that touch only **diagonally** are **not** adjacent *(see figure 3b)*. If a player has separate enclosures of the same animal type, only the **one** with the most stars counts for him. It is though any other enclosures of this animal type do not exist for him. *The way a path runs has no impact on the attractiveness of an enclosure.*

fig. 3a:

fig. 3b:

As these 2 blue enclosures are only diagonally touching, they are **not** a combined enclosure.

These 3 tiles create a blue enclosure worth 6 stars.

The visitors will spend their time at the most attractive enclosures. To show this, place <u>two</u> visitors of the color of the animal type in the enclosure that is most attractive. Also, place <u>one</u> visitor of the color of the animal type in the enclosure that is second-most attractive *(see figure 4a).*

Exception: as long as there is only **one player** with an enclosure of an animal type in his zoo (no other players have that animal type enclosure), he gets just **one** visitor in this enclosure *(see figure 4a).*
When placing visitors in enclosures, please be sure to leave all stars visible.

fig. 4a:

Alan`s blue enclosure is worth 5 stars and is more attractive than either of Klaus´ two blue enclosures worth 3 stars each. Therefore,
Alan attracts 2 blue visitors and Klaus attracts 1 blue visitor.
*As Klaus has the only orange enclosure, he attracts just 1 orange visitor.*

Klaus

Alan
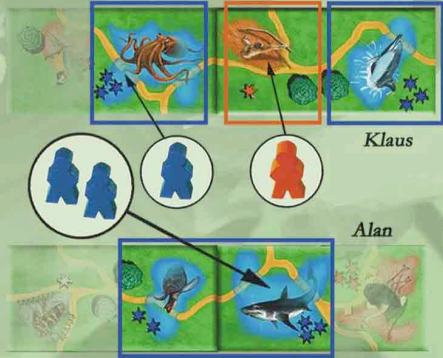
The visitors move throughout the game to the most attractive enclosures. Thus, there are only 3 visitors of each color: 2 for the most attractive enclosure of that color and 1 for the second-most attractive enclosure of that color.

If several players tie with the most attractive enclosure, the visitors will go toward the newer of them. Thus, the player, who just placed the tile that created the tie, will get the visitor(s) (see figure 4b).

fig. 4b:

Wolfgang

X
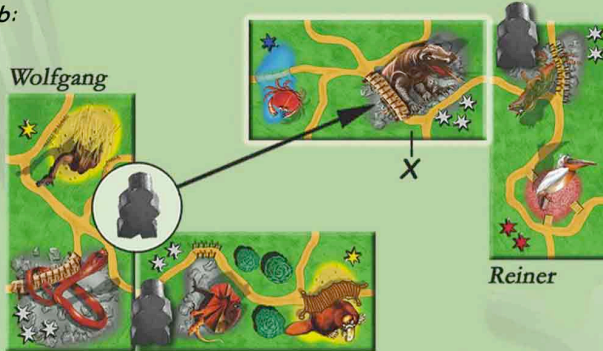
Reiner

Reiner has just placed a new zoo tile (X). As a result of this placement, his gray enclosure is now tied with Wolfgang's gray enclosure with 5 stars. Thus, he attracts a visitor from Wolfgang's gray enclosure as his is the newest of the tied gray enclosures.

How do trees come to the zoos?

Some of the zoo tiles have bushes. These green zones add to the attractiveness of the zoos. Accordingly, the zoo with the most bushes gets two trees. The zoo with the second-most bushes gets one tree *(see figure 5).*
It is best to place the trees in the zoo tile with the most trees, but be careful not to cover any of the pictures of the bushes.

fig. 5:

Klaus

Alan
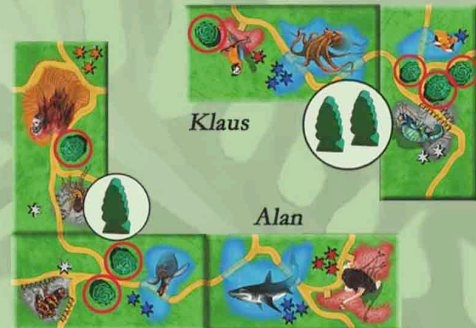
How do park benches come to the zoos?

When a player places a zoo tile that creates a closed path, he places a park bench on the grass in the area surrounded by the path *(see figure 6a)*. Park benches, once placed, remain for the entire game and are scored at the end of each year (see below).

fig. 6a:

A closed path can enclose empty space (without zoo tiles – see figure 6b).

fig. 6b:

The end of an auction round

After a zoo tile has been auctioned and placed, the visitors, trees, and park benches are placed according to the rules above. Then this auction round ends and the next zoo tile for this year is auctioned.

Points at the end of each year

At the end of each year, players score points for their zoos and record them on the scoring block. At the end of the **first** year, each player scores **one** point for each visitor, tree, and park bench in his zoo. At the end of the **second** year, each visitor, tree, and park bench scores **two** points, at the end of the **third** year, each scores **three** points, at the end of the **fourth** year, each scores **four** points, and at the end of the **fifth** year, each scores **five** points.
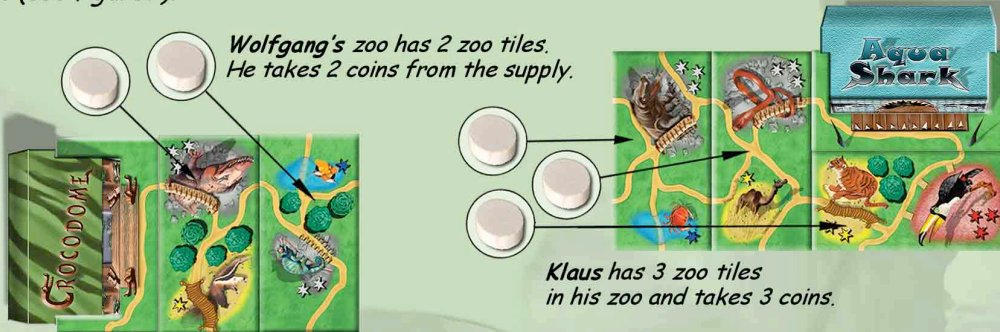
Example: a player at the end of the **third** year with three visitors, two trees, and one park bench scores (3+2+1)=6 x 3 = 18 points. At the end of the fourth year, a player with the same number of visitors, trees, and park benches would score 6 x 4 = 24 points.

Coins are worth no points.

Income at the end of the year

At the end of each year (after each fifth zoo tile auction), each player takes one coin from the supply for each zoo tile in his zoo *(see figure7)*.

fig. 7:

Wolfgang's zoo has 2 zoo tiles.
He takes 2 coins from the supply.

Klaus has 3 zoo tiles
in his zoo and takes 3 coins.

Game end and the winner

The player with the most points after five years is the best zoo director and the winner!

Example

figure 8a:

Alan

Klaus

Wolfgang

Reiner

After 13 auctions, Alan's bird enclosure has an attractiveness of 4 (2 + 2 stars) as both his bird enclosures are adjacent. With this, Alan has the most attractive bird enclosure and gets 2 visitors in his bird enclosure. Klaus has one visitor for his second-most attractive bird enclosure with 3 stars. Reiner also has a bird enclosure with 3 stars, but Klaus built his later. Wolfgang's zoo has two reptile enclosures, but they touch each other diagonally, so they are not adjacent and do not combine for a combined enclosure. The attractiveness of his best reptile enclosure is 3 – the attractiveness of his second reptile enclosure with 2 stars has no value to him. Klaus has a reptile enclosure with an attractiveness of 6 (two adjacent reptile enclosures, each with 3 stars).
Klaus has 2 closed paths, each with a park bench. All other players each have one closed path and, thus one park bench.

figure 8b:

Alan

Klaus

Wolfgang

Reiner

At the beginning of the 14th auction, the players bid for the fourth zoo tile of the third year. The zoo tile for auction shows a sea creature enclosure, a bird enclosure, and one bush. Klaus and Reiner each bid 3 coins, Alan 2 coins, and Wolfgang 1 coin. Because Reiner's flag is higher on the flagpole than Klaus' flag, he wins the auction, pays 3 coins, and takes the zoo tile. Then Reiner moves his flag to the bottom of the flagpole.
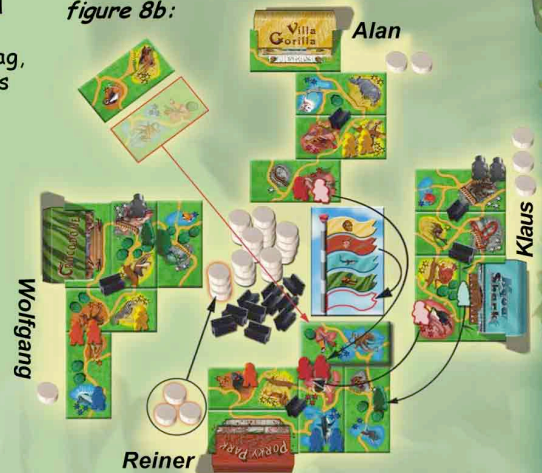
After the 14th auction, Reiner places the zoo tile in his zoo. He is unable to use the tile to create a closed path and so gets no new park bench. Reiner now has 3 bushes. As this is as many as Klaus has and Reiner placed his 3rd bush later, he takes a tree
from Klaus and puts it in his zoo for having the second-highest number of trees. The sea creature enclosure on the new tile does not help Reiner as he did not place it next to his existing sea creature enclosure with 5 stars. He places the new zoo tile with the other half (bird enclosure with 1 star) next to his other bird enclosure with 3 stars giving him a combined bird enclosure with an attractiveness of 4. As Reiner has the newest most attractive bird enclosure, he gets 2 red visitors: one from Alan, whose bird enclosure is tied with Reiner's at 4 and 1 from Klaus, whose bird enclosure is now third-most attractive and will attract no visitors.

Let's score this situation as though it were the end of the 3rd year (which it is not as the last zoo tile in the 3rd year must still be auctioned). The players would score the following points:
Alan: 3 visitors + 1 park bench = 4 × 3 = 12 points
Klaus: 2 visitors + 2 park benches = 4 × 3 = 12 points
Reiner: 5 visitors + 1 tree + 1 park bench = 7 × 3 = 21 points
Wolfgang: 4 visitors + 2 trees + 1 park bench = 7 × 3 = 21 points
These points are added to the points earned in the first two years and will later be added to the points earned in years 4 and 5.

Variants for professional zoo directors

In each year, draw and auction zoo tiles until 3 zoo tiles have at least 1 bush on them. For the fifth year you place all remaining zoo tiles. (This means that some years may have fewer and other years more than 5 tiles for auction.)

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