

The Complete



and



Miniature Expansions Booklet

For 2 to 5 players ages 8 and up

**Zooloretto, Aquaretto, and expansions created by Michael Schacht.
Expansion booklet designed by Derek "Whaleyland" Whaley.**

**No part of this book may be used for commercial gain.
All expansions found at www.Zooloretto.com.**

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NOTE:

All expansion elements are designed for print-and-play use, as intended by the game designer. Print-and-play versions can be found after the rules of each expansion, except for the Bonus Enclosures. Colors have been corrected, when possible, and sizes have been measured based on real physical components. Language has been directly copied from English-language versions, when available, or carefully translated from the original German. Pronouns have been neutered and inconsistencies between expansions corrected.

For any errors, edits, suggestions, or omissions, please note them on the BoardGame-Geek file page. All reasonable suggestions will be included in future editions.

PETTING ZOO

Released 2007

CONTENTS:

- 5 special petting zoo enclosures

PREPARATION: Each player takes one of the petting zoos and places it face up next to their regular zoo.

PLAYING THE GAME: Follow the basic rules for *Zooloretto* with the following additions:

The petting zoo is for offspring. A player may only place offspring there. There is room for two.

Players may place offspring of different or the same animal types in their petting zoos.

When an offspring is born, players must immediately decide whether to place it in their petting zoo or in the enclosure with its parents. Players may not place offspring in their petting zoos in any other way!

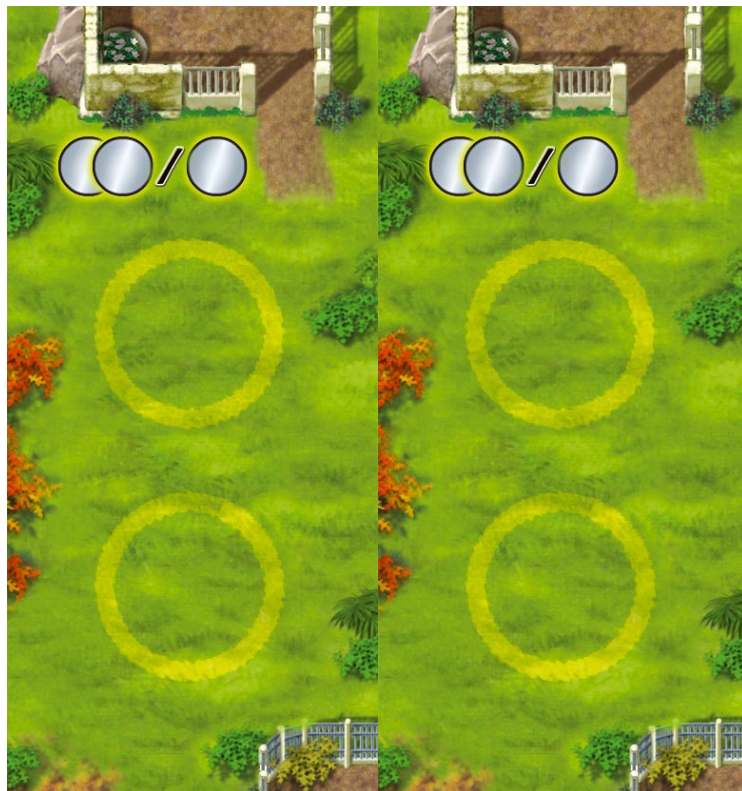
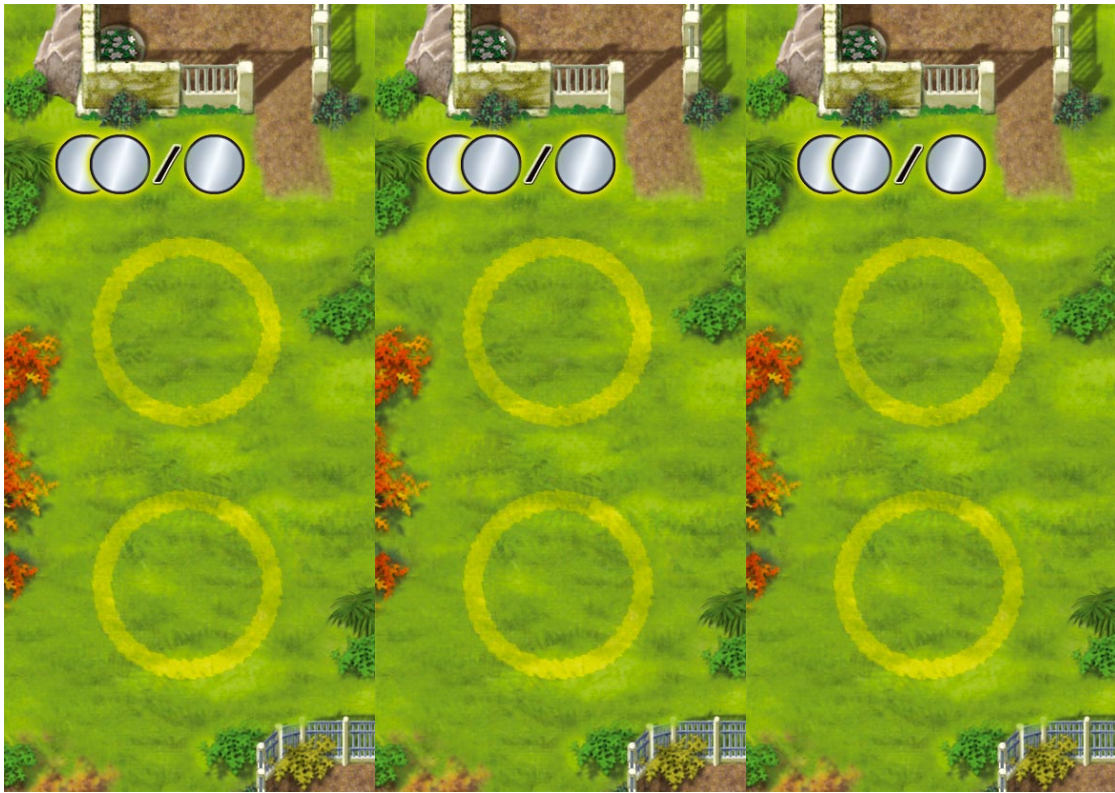
Player earns 1 coin for the first offspring placed in their petting zoos, and 2 coins for the second offspring placed in their petting zoos.

Note: Players may not use a remodel action to move offspring to or from their petting zoos. *Players may not exchange offspring to or from their petting zoos. As in the basic game, each fertile animal may still only produce one offspring.*

SCORING: No changes.

Note: This expansion should not be combined with other expansions or variants.





EXTRA ENCLOSURES

Released 2007

CONTENTS:

- 8 extra enclosures (one for each animal species)

PREPARATION: Place the 8 extra enclosures face up in the middle of the table.

PLAYING THE GAME: Follow the basic rules for *Zooloretto* with the following additions:

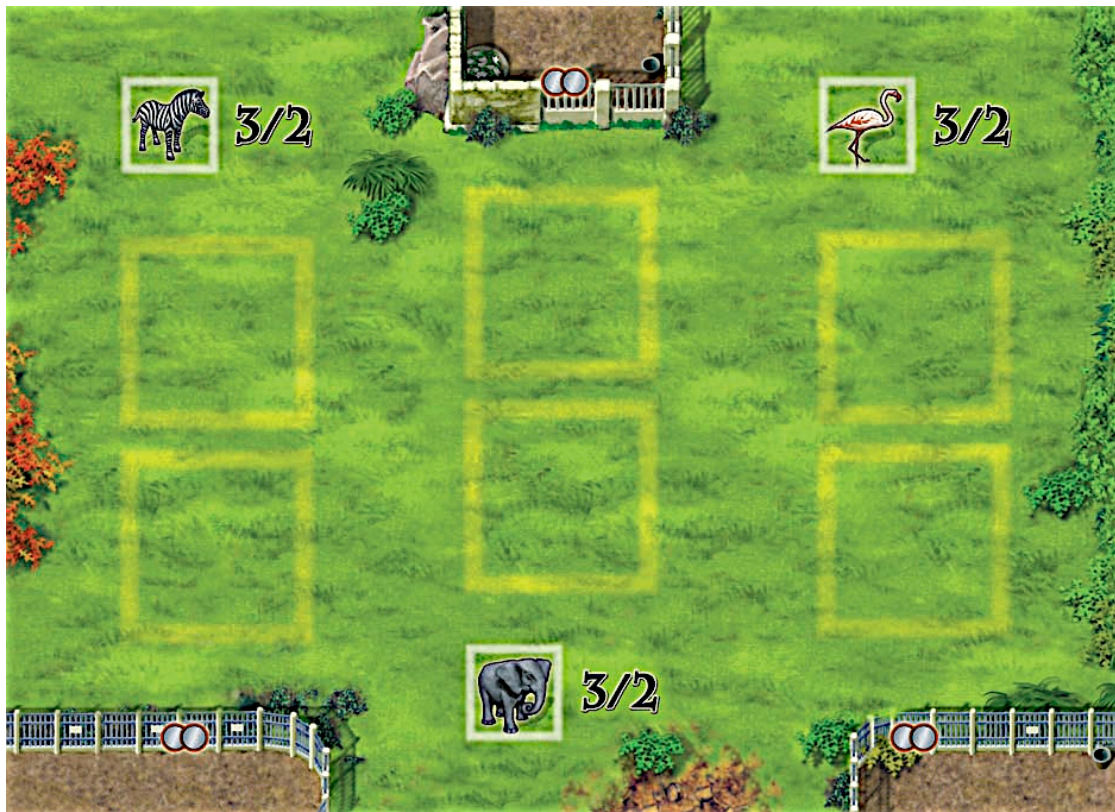
As a money action, players may buy any of the eight extra enclosures from the middle of the table for 2 coins each.

In each of the extra enclosures, a player may only place animals of the kind shown.

The extra enclosures are useful for players who have acquired extra animal tiles of the kind needed for that particular enclosure.

SCORING: Score extra enclosures in the same manner of all other enclosures.





BUILDING SITES

Released 2007

CONTENTS:

- 9 building site tiles (3 each for enclosures, vending stalls, and the barn)

The tiles of this expansion are marked by a small building site symbol on the lower left corner.

PREPARATION: Shuffle the building site tiles face down with the tiles from the basic game.

PLAYING THE GAME: Follow the basic rules for *Zooloretto* with the following additions:

The building site tiles are a new type of tile. There are three different kinds of tiles: enclosure building sites, vending stall building sites, and barn building sites.

When a player takes a delivery truck with a building site tile, they place the building site tile in another player's zoo instead of their own.

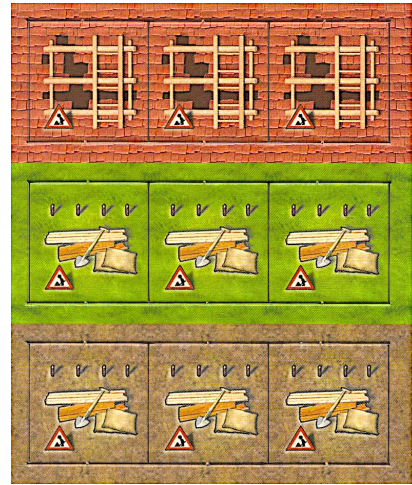
If there are several building site tiles on the delivery truck, players may distribute them among the other players as they choose.

Note: A player may even choose to give the same player several building site tiles.

When a player places a building site tile on the zoo of another player, they must use the following rules:

- The player places an enclosure building site tile on any empty enclosure space on any of their opponents' zoos. If there are no empty enclosure spaces, they discard the tile from the game. *Note: A player may have several building site tiles in the same enclosure.*
- The player places a vending stall building site tile on any empty vending stall space on any of their opponents' zoos. If there are no empty vending stall spaces, they discard the tile from the game.
- The player places a barn building site tile in the barn of any of their opponents' zoos. *Note: A player may have several building site tiles in their barn.*

Note: Players may not place a tile on an enclosure or vending stall space with a building site tile!



Carry Out One Money Action

I. Remodel

Note: Players may not use remodel actions to move building site tiles.

The animals in an enclosure with building site tiles may be exchanged as normal, but the building site tiles remain.

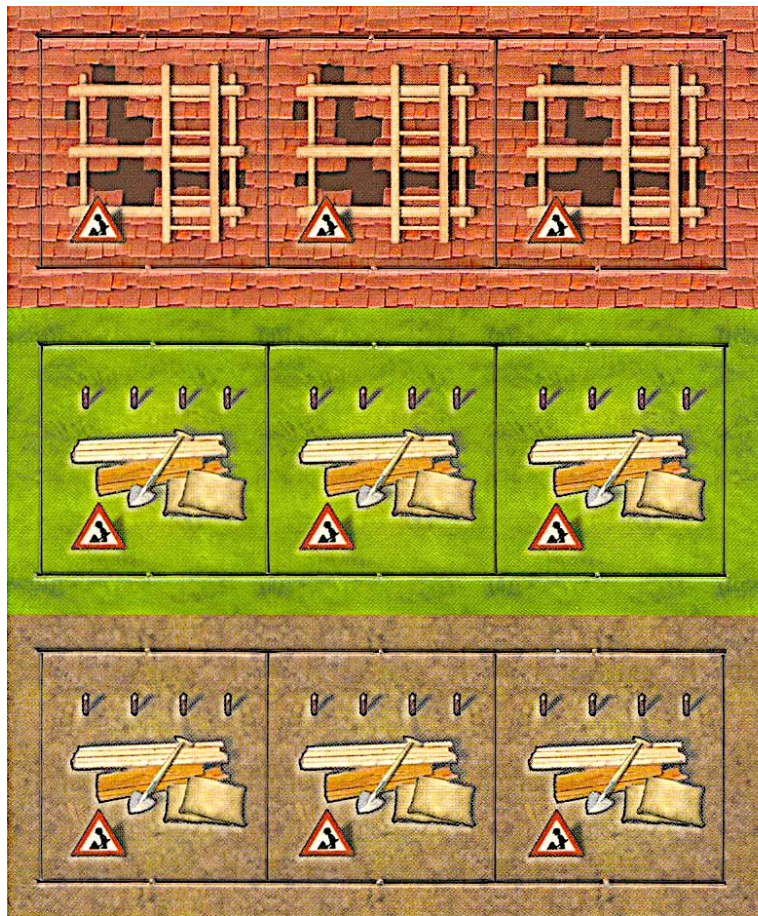
II. Purchase or discard a tile

For 1 coin, players may take up to 2 building site tiles from their zoos and distribute them to other players' zoos, using the normal rules for placing building site tiles.

SCORING: During scoring, an enclosure or vending stall space with a building site tile is treated as vacant.

Example: Kevin has 2 elephants and 1 building site tile in his 4-space enclosure. He places a third elephant in this enclosure, but gets no coin bonus as it is not filled (due to the building site tile). At game end, he will score only 4 points for the enclosure as it has 1 vacant space.

Players lose 2 points for 1 or more building site tiles in their barn.



THREE ADDITIONAL BUILDINGS

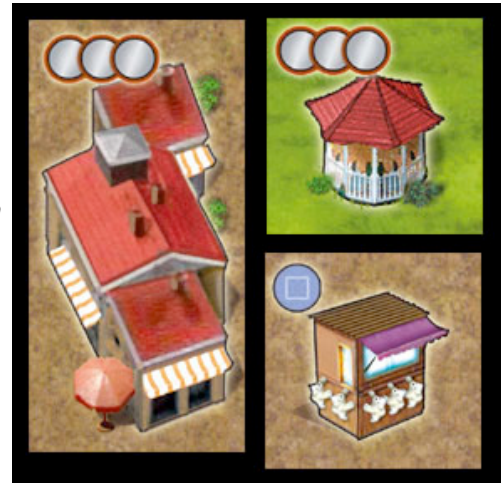
Released 2007

CONTENTS:

- 1 Restaurant, 1 Souvenir shop, and 2 Pavilions
In Zooloretto Expansion Pack #1, the tiles of this expansion are marked by a small stone symbol on the lower left corner.

PREPARATION: Place the 4 tiles face up in the middle of the table.

PLAYING THE GAME: Follow the basic rules for *Zooloretto* with the following additions:



The Restaurant

The restaurant is a new type of vending stall. Players can buy the restaurant from the middle of the table for 3 coins using a money action. Players may only place the restaurant on two adjacent vending stall spaces. *In the basic game, there is one such space – next to the 4-space enclosure.*

SCORING: At game end, the scoring of vending stalls is different for the player who has placed the restaurant: Each vending stall on a vending stall space, regardless of which type, scores 2 points. The restaurant also scores 2 points. *Notes: For vending stalls in the barn, players lose 2 points for each type of vending stall. The restaurant also allows a player to score 1 point for each animal in the adjacent enclosure, if there are 2 or more vacant spaces in the enclosure.*

In a 2-person game, it is possible for a player to score 10 points for vending stalls using the restaurant. In a 5-player game, the restaurant may be a risky investment as money and vending stalls will be more difficult to get.

The Souvenir Shop

The souvenir shop is a new type of vending stall. The first player who takes an offspring tile must take the souvenir shop from the middle of the table. *Note: If the player has no empty vending stall spaces, they must place the souvenir shop in their barn.*

SCORING: If a player has the souvenir shop on a vending stall location, they score 1 point for every offspring tile in their entire zoo. If the souvenir shop is in their barn, they score no additional points for offspring tiles. *Note: As with any other vending stall, the souvenir shop scores 2 points (as a different vending stall type) if it is not in the barn and it enables a player to score 1 point for each animal in the adjacent enclosure that has 2 or more vacant spaces.*

The Pavilions

The pavilion is a new type of special tile. A player can buy a pavilion from the middle of the table for 3 coins using a money action. The player may place a pavilion on any empty space in any of their enclosures. *Note: A player may place 2 pavilions in the same enclosure.*

Each pavilion reduces the number of animal tiles needed to fill an enclosure by 1, making it easier to fill the enclosure.

Note: A pavilion may not be moved once placed. It is a permanent structure. *A player may exchange animals to or from an enclosure with a pavilion, but the pavilion remains. The pavilion is not a vending stall.*



JOB BOARDS

Released in *Abacus*, no. 8 (2008)
Based on a suggestion by Rüdiger Dorn.

CONTENTS:

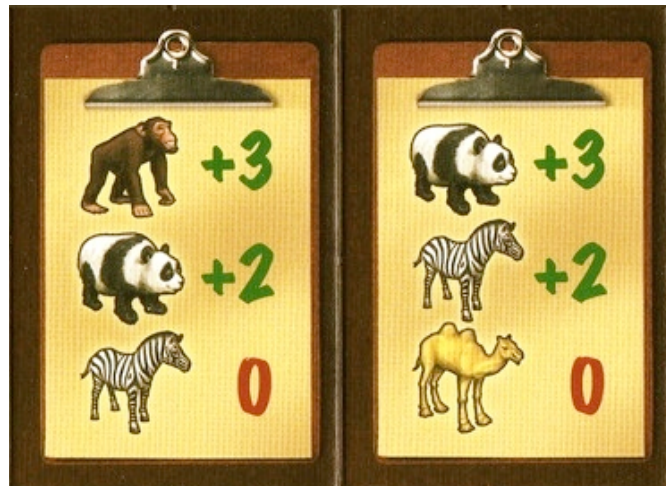
- 5 job boards

PREPARATION: Shuffle the job boards face down. Each player takes one board and places it face down in their play area. The player may look at their job board. Place the unused job boards aside, face down, as they will not be used in the game.

SCORING: The scoring takes place as in the basic game with the following modifications:

Each player reveals their job board:

- Each player receives 3 additional points for each full enclosure with the animal type shown at the top of their job board.
- Each player receives 2 additional points for each full enclosure with the animal type shown in the middle of their job board.
- Each player does not lose points for having the animal type shown at the bottom of their job board in their barn.



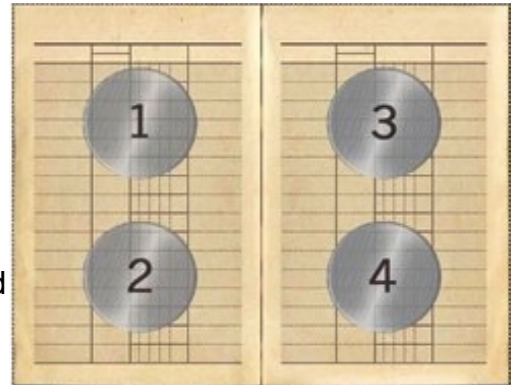
THE SAVINGS BOOK

Released 2008

CONTENTS:

- 5 savings books

PREPARATION: Each player takes a savings book, which they place face up in their play areas. Place unused savings books aside as they will not be used in the game.



PLAYING THE GAME: On a player's turn, they have one new action from which to choose: a player may make a deposit "into the savings book":

Making a Deposit Into the Savings Book

The player moves one coin from their supply and places it on the space with the "1" on their savings book.

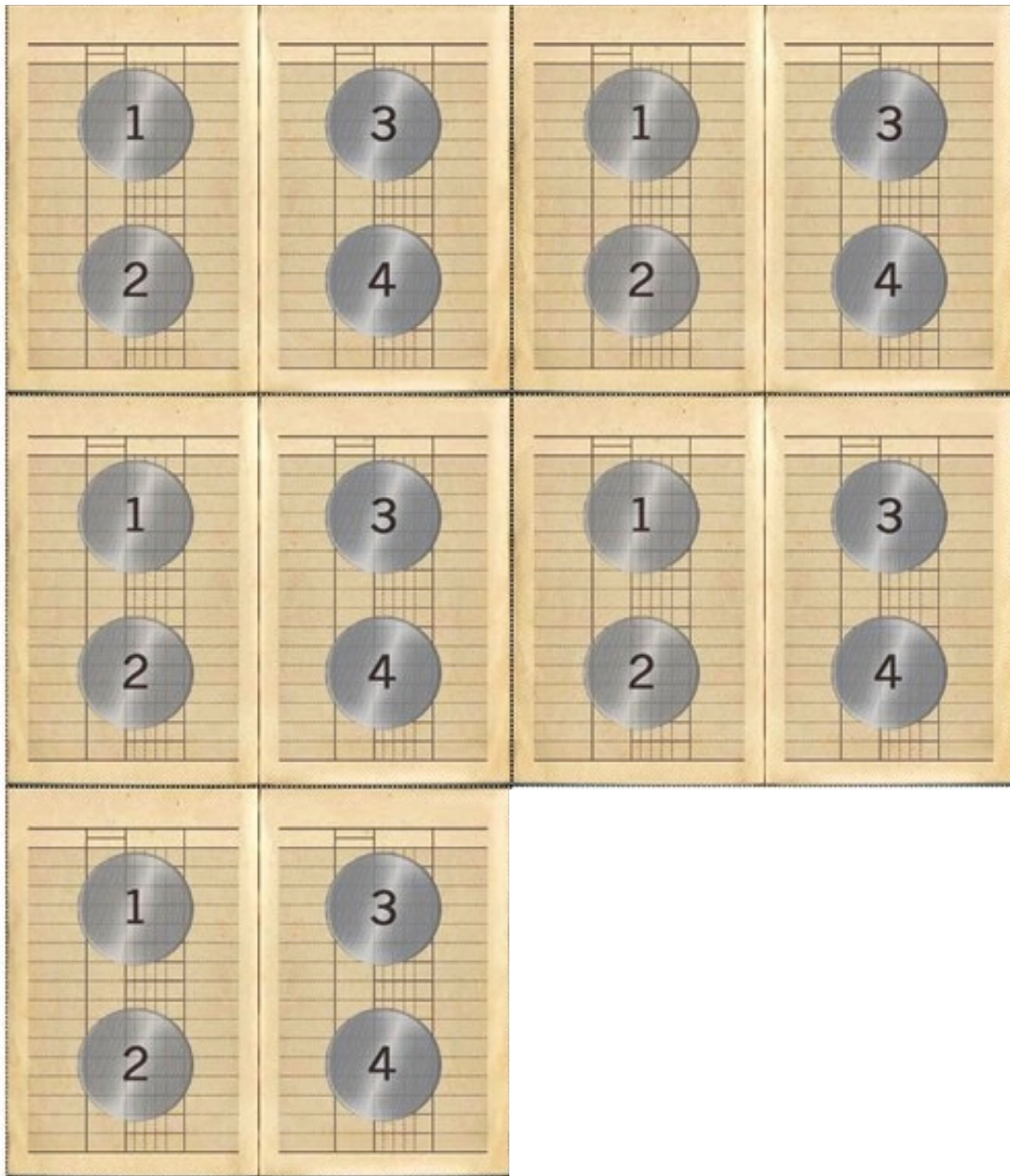
The round ends as usual. Now, each player who has a coin on their savings book moves the coin to the space with the next higher number. When the coin reaches the space with the "4", players move the coin back into their supplies and take a coin from the bank, which they also place in their supplies. This is the interest they have earned.

Important: A player may not take a coin from their savings book until it reaches the space with the "4".

Note: The savings book may be used several times in the game.

SCORING: If the game ends in a tie and players use their coins to break the tie, a player with a coin on their savings book may count that coin toward breaking the tie.

AQUARETTO: *When playing Zooloretto together with Aquaretto, a coin which is still on the savings book at game end is counted by the cashier(s) for scoring.*



BONUS ENCLOSURES

PREPARATION: Place the bonus enclosure(s) face-up in the middle of the table.

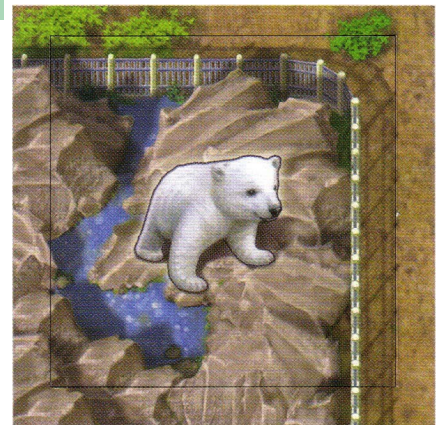
PLAYING THE GAME: All rules of the original game apply with the following changes: When a player fills their 6-space enclosure, they take a bonus enclosure from the middle of the table. The first player may choose which bonus enclosure to take; other players choose from the remaining bonus enclosures after filling their own 6-space enclosures. Players place the bonus enclosure beside the barn and beneath the extra enclosure. The bonus enclosure remains with this player until the end of the game. The player may place no tiles in the bonus enclosure, unless directed to do so.

POLAR BEAR

Released at the Internationale Spieltage SPIEL, 2007.

PLAYING THE GAME: No changes.

SCORING: The owner of the polar bear enclosure only loses half the normal points for the tiles they have in their barn at the end of the game.



GORILLA

Released at the Internationale Spieltage SPIEL, 2008.

PLAYING THE GAME: Once during the rest of the game, the owner may place a drawn tile (even a coin tile) directly in their zoo (enclosure or barn) instead of on a delivery truck. To mark this action, they put one of their coins on the gorilla enclosure. The player may only do this once in the game. The coin remains there until the end of the game. It is not considered during scoring.

SCORING: No changes.



GRIZZLY

Released at the Internationale Spieltage SPIEL, 2009.

PLAYING THE GAME: Once during the rest of the game, when the owner selects “Discard a tile” as a money action, they may discard 1 animal for 1 coin or all animals of one type for 2 coins from their barn. The player puts the coins on the Grizzly enclosure and they remain there until the end of the game. They are not considered during scoring.

SCORING: No changes.



KING K.

Released at Strategicon, 2009.

PLAYING THE GAME: Twice during the rest of the game, when the owner selects “Discard a tile” as a money action, they may discard 1 tile for 1 coin from a delivery truck, removing that tile from the game. Keep track by placing the spent coins on the King K. enclosure. Coins remain there until the end of the game. They are not considered during scoring.

SCORING: No changes.



OCTOPUS

Released at the Internationale Spieltage SPIEL, 2010.

PLAYING THE GAME: The owner immediately earns 4 coins, which they take from the bank, and then the owner must predict the player with the most points at the end of the game.

SCORING: If the player predicted correctly, nothing happens. Otherwise, they must pay back 2 coins to the bank. For each coin they cannot pay back, they receive -1 points. Scoring then resumes as usual.



Note: This enclosure may be played with Aquaretto. When a player adds their sixth animal to an enclosure, they may take the Octopus.

IBERIAN LYNX

Released at LeiriaCon 2010 and at the Internationale Spieltage SPIEL, 2013.

PLAYING THE GAME: No changes.

SCORING: At the end of the game, after the last truck has been taken and before scoring, the owner may carry out one money action. They must pay the cost for the action as usual.

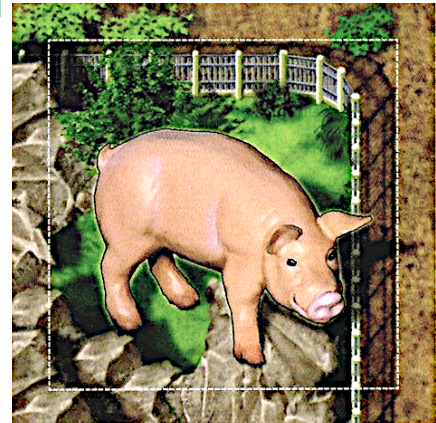


LUCKY PIG

Released at the Internationale Spieltage SPIEL, 2010.

PLAYING THE GAME: No changes.

SCORING: During final scoring, the owner doubles the value of their coins if they are tied with another player. The owner also retains the Lucky Pig for all remaining games of *Zooloretto* played during this gaming session.

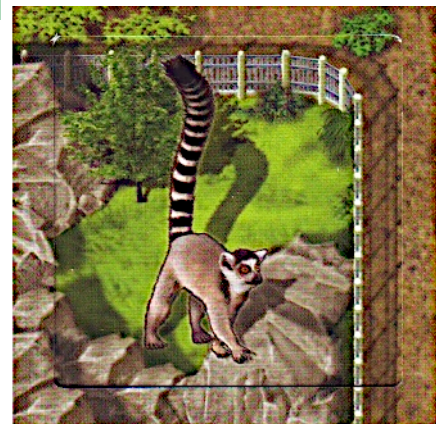


CATTA

Released at the Internationale Spieltage SPIEL, 2011.

PLAYING THE GAME: The owner immediately places 3 coins from the bank on the enclosure. They may skip their turn but must pay one coin from the enclosure to the bank to do so. If there are no coins left on the enclosure, they cannot skip their turn.

SCORING: If at least one coin is left on the enclosure at the end of the game, the owners receives +1 point.



TAPIR

Released at Stadt-Land-Spielt, 2013.

PLAYING THE GAME: Once per game, during their turn, the owner may pay 1 coin to the bank to exchange all of the animals in an enclosure in their zoo with all of the animals in an enclosure of another player's zoo. To mark this action, they put one of their coins on the tapir enclosure. The coin remains there until the end of the game. It is not considered during scoring.

SCORING: No changes.



KIWI

Released at the Internationale Spieltage SPIEL, 2014.

PLAYING THE GAME: Once per game, during their turn, the owner may pay 1 coin to rearrange all of the tiles on the delivery trucks instead of taking an action.

SCORING: No changes.



LANGER LUDWIG

Released at Darmstadt Spielt, 2014.

PLAYING THE GAME: Once per game, during their turn, the owner may place up to three of their animal tiles from any of their enclosures face-down and in any order back onto the tile stack. For every tile returned, the player receives 2 coins.

SCORING: No changes.



SKUNK

Released in the Brettspiel Adventskalender 2015.

PLAYING THE GAME: Once per game, during their turn, the owner may pay 2 coins to discard all tiles of one animal type from their barn as an additional addition before or after their usual action. The coins are placed on the Skunk enclosure and remain there for the rest of the game. In turn order, all other players may pay 1 coin to the bank to purchase 1 of the discarded tiles and add it to their zoo. The tiles that were not purchased are removed from the game.

SCORING: No changes.



CHRISTMAS BONUS ENCLOSURES

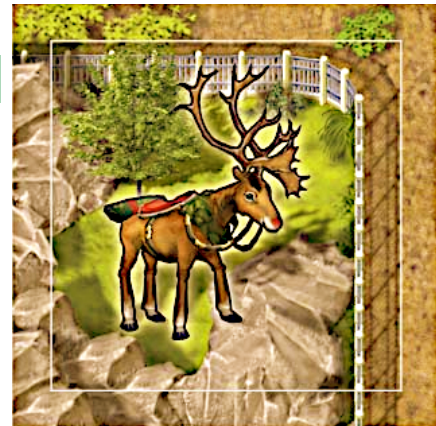
Note: Only allowed to be played on Christmas.

REINDEER

Released Christmas 2008.

PLAYING THE GAME: No changes.

SCORING: For each empty space in the 4-space enclosure, the owner scores +1 point during scoring.

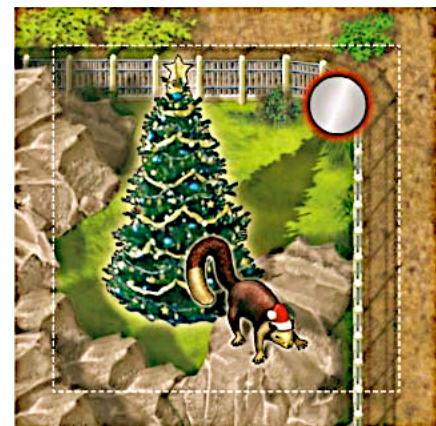


CHRISTMAS TREE

Released Christmas 2009, and in Spielbox 7/2010.

PLAYING THE GAME: Once during the rest of the game, the owner may put 1 coin on this enclosure. Afterwards, they may draw up to 3 tiles from the pile. Of those tiles drawn, they may place one directly into their zoo. Shuffle the remaining tiles back in the pile. The pile with the red disc is not allowed to be touched. The coin remains there until the end of the game. It is not considered during scoring.

SCORING: No changes.

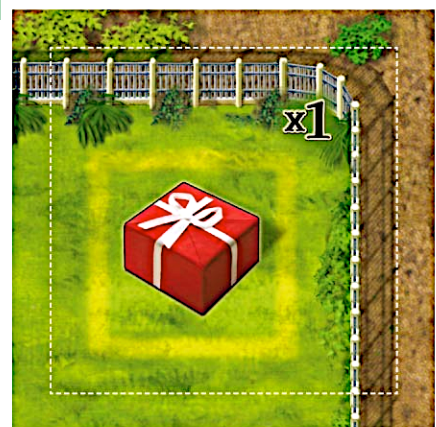


CHRISTMAS GIFT

Released Christmas 2010.

PLAYING THE GAME: If any player chooses the action "Discard a tile", the tile must be placed on Christmas Gift enclosure and remains there until the game ends (no remodel action allowed!). Multiple tiles are stacked.

SCORING: At the end of the game, the owner of the enclosure with the Christmas Gift scores +1 point per tile that is present there.



CHAMELEON

An expansion for *Zooloretto: Exotic*
Released in *Zooloretto News*, no. 3 (2010),
and at the Internationale Spieltage SPIEL, 2012

CONTENTS:

- 2 Chameleon animal tiles

PREPARATION: Mix the jungle tiles and the Chameleon together with the tiles from the basic game.

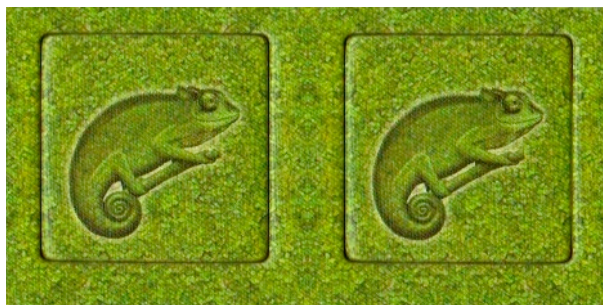
PLAYING THE GAME: Follow the basic rules for *Zooloretto* with the following additions:

The Chameleon is a jungle animal. It may be placed only on an empty space on the jungle board. If the player cannot or does not want to place it on the jungle board, they must place it in their barn. Note: On a player's jungle board, they may place at most 3 jungle animal types.

Move Visitors

Each time a player places a Chameleon on their jungle board, they move the visitor in the color of their choice as usual. Then, additionally, they may exchange one visitor from their zoo with a visitor of any color available from the general supply.

SCORING: Like all jungle animals, a Chameleon on the jungle board scores 0 points and in the barn scores minus 2 points.



BIG BOSS

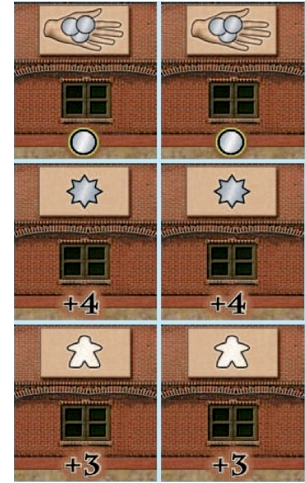
An expansion for *Zooloretto: Boss*
Released in *Zooloretto News*, no. 4 (2010)

CONTENTS:

- 6 office tiles

PREPARATION: Place the 6 new office tiles face down on the market board.

PLAYING THE GAME: Follow the basic rules for *Zooloretto* with the following additions:



In the first round of the game, the 6 new office tiles are face down on the market board and cannot be purchased. At the beginning of the second round, they are turned face up and can be bought for the remainder of the game.

Carry Out One Money Action

II. Purchase or Discard a Tile – Purchase

Players may buy an office tile from the market board and place it on an empty office space on their office boards, building over the printed office space. For the rest of the game, the office tile counts as a normal office space.

Note: Players may only build over an office space that does not contain any coworkers. Players may not build an office tile on top of another office tile and they may not purchase an office tile that they already own.

Coworker Bonuses

A. Management Consultant (x2):

When occupied by a coworker, players receive one coin from the bank every time they earn one or more coins filling an enclosure. Players can have at most one management consultant.

Example: Anna fills her five-space enclosure. As usual, she gets two coins from the bank and, because of her management consultant, she receives another coin from the bank.

Note: If a player has the management consultant and the fundraiser from *Zooloretto: Boss*, they will receive a coin and a donation from the bank every time they receive one or more coins for a full enclosure. Coins from trucks and coins received from other players gain no extra coins.

B. Controller (x2):

When occupied by a coworker, players receive 4 points for each donation. Players can have at most one controller.

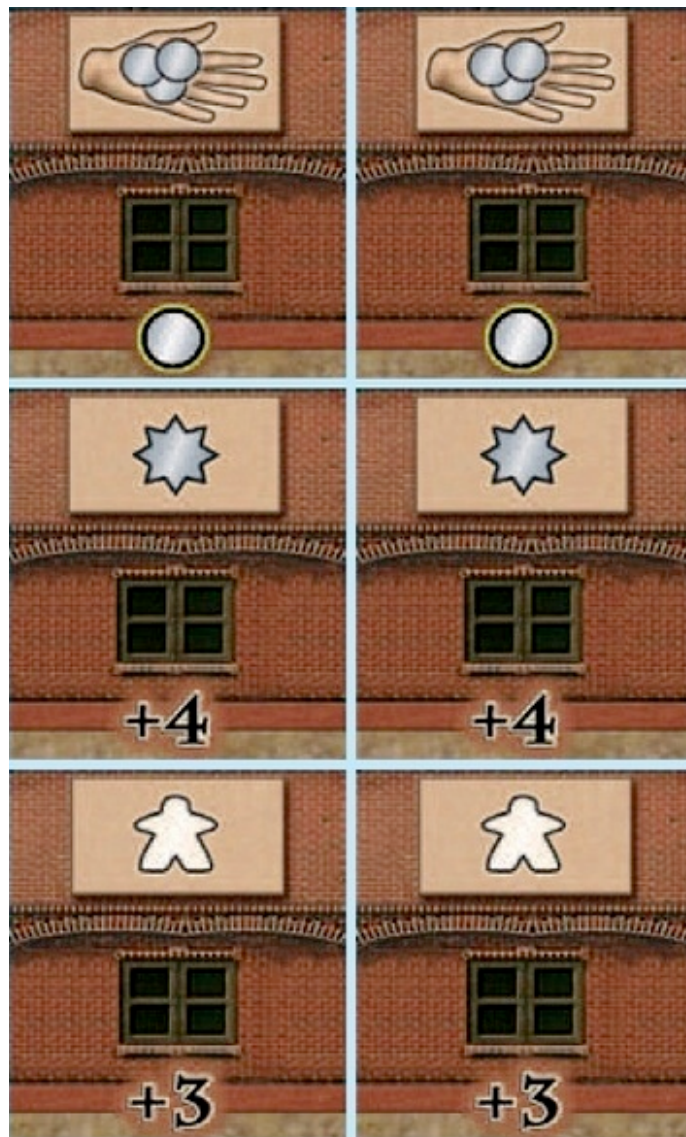
Example: Dirk has one controller and 4 donations: He'll receive $4 \times 4 = 16$ points at the end of the game.

C. Personnel Chief (x2):

When occupied by a coworker, players receive 3 points for each coworker on their office board. Players can have at most one personnel chief.

Example: Claus has a personnel chief and two coworkers in his zoo. He gets $2 \times 3 = 6$ points at the end of the game.

Note: If Zooloretto is played with Aquaretto, players receive no bonus points for their Aquaretto coworkers.



THREE COWORKER TILES

An expansion for *Aquaretto*

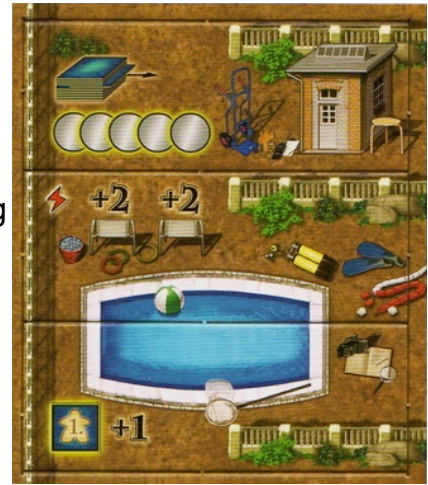
Released as a postcard in 2007 and
in *Zooloretto News*, no. 2 (2008)

CONTENTS:

- 3 new coworker tiles (The Research Station, the Training Area, and The Technical Area)

PREPARATION: Place the coworker tiles face up in the middle of the table.

PLAYING THE GAME: Follow the basic rules for *Aquaretto* with the following additions:



Whenever a player takes a coworker, they can take any one of the coworker tiles of those still available in the middle of the table.

The Research Station

Note: Players may take this tile only at the time they take their first coworker!

The owner places the tile in their play area and places the just received coworker on any animal tile in its water zoo. This coworker is a researcher. Limit one researcher. The researcher cannot be moved!

SCORING: The owner earns +1 points for each animal in the basin where the researcher is located.

The Training Area

The owner places the tile in their play area and the coworker on this tile. Limit two coworkers in the training area. Coworkers in the training area cannot be moved.

SCORING: The owner earns 2 additional points for each animal with red lightening symbols in their water park for each coworker in their training area. Thus, when the owner has 2 coworkers in their training area, they earn 4 additional points for each animal with red lightening symbols.

Additionally, animals with red lightening can be trained. If these animals are adjacent to a trainer, the player receives additional points for this trainer for each animal with a red lightening symbol.

The Technical Area

The owner places the tile in their play area and the coworker on this tile. This coworker is a caretaker. Limit one caretaker. The caretaker cannot be moved.

When the owner takes this tile, they immediately take 5 coins from the bank. If there are insufficient coins in the bank, they take the coins that are available.

The owner may move, purchase, and discard tiles from the depot, independent of the stack order. They may not change the order of tiles in the stack.



THE TRAINS

An expansion for *Aquaretto*

Released at the Internationale Spieltage SPIEL, 2012

CONTENTS:

- 18 train tiles of 5 different types: 12 railroad cars (3 each of 4 different types) and 6 curves (1 type)

PREPARATION: Shuffle the train tiles along with the other tiles.

PLAYING THE GAME: Follow the basic rules for *Aquaretto* with the following additions:

When a player takes a delivery truck with one or more train tiles, that player must immediately put them in their water park.

They may put the first train tile they take on any empty space. They must place any further tile so that it extends from one end or the other of the existing train line. *Note: A player may not have separate railroad lines in their water zoo.*

A player may place a train tile such that the line cannot be continued at that point (e.g., it ends at a basin). Though legal, this is generally not a good move. If a player cannot place a train tile, they must place it at the bottom of the stack in their depot. Train tiles cannot be moved by money actions.

SCORING: Scoring is the same as in the basic game except:

- Each different type of train tile (the curve and 4 different railroad cars) that is in the player's water zoo scores +2 points.
- Each different type of train tile (the curve and 4 different railroad cars) that is in the player's depot score 02 points. *Note: The manager in the depot also halves these minus points.*

