

RUUD NEDERPELT 

 JASON GAMBER

# TIMEZOO

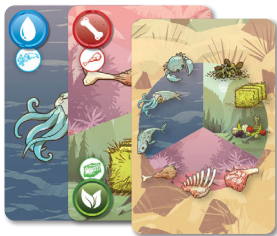


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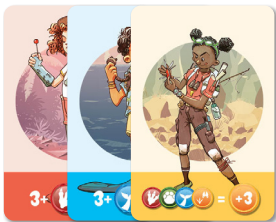
## CARDS IN THE GAME



38 Animal cards



63 Food cards



8 Intern cards



1 Professor card

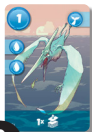
**You have managed to get the internship of your dreams! Working at Professor Darwina Anning's Time Zoo. The professor has invented a time machine that allows her to bring prehistoric animals to the present. However, on the day of the opening, things go completely wrong. Professor Anning's time machine keeps spinning and the animals are teleported everywhere. It's your job to lure all the different animals back to the Time Zoo! Are you the one who manages to obtain the highest internship compensation?**

Time Zoo is a card game for 2 to 5 players in which you have to lure prehistoric animals by playing different food cards. The animals all have different properties and are also worth points at the end of the game. The player with the most points at the end of the game is the winner and will receive the highest internship allowance from Professor Anning.

## **GAME SETUP**

Shuffle the 'Animal' and 'Food cards' and keep both piles separate. Give all players 5 Food cards and place the top Food card face up next to the pile. This is the beginning of the discard pile. Cards in the discard pile are always placed face up.

Place 5 Animal cards in a row in the center of the table. You can lure these cards by playing Food cards. All players also receive 1 Intern card, place it face up in front of you.

**1****2****3****4****5****6**

- 1) Animal cards deck
- 2) row of 5 Animal cards
- 3) Food cards deck

- 4) Discard pile
- 5) 5 random Food cards per player
- 6) 1 random Intern card per player

The player who can best imitate a Tyrannosaurus or a Mammoth (your choice) starts the game. Give this player the first player card (the card with the professor on it). The game can now begin!



## HOW DOES A TURN WORK?

In your turn you can perform 1 action.

You can either **take food** or **lure an animal**.









### Take food

You have the choice to take the top 2 Food cards from the draw pile or discard pile **OR** 1 card from the draw pile and 1 from the discard pile.

### Lure an animal

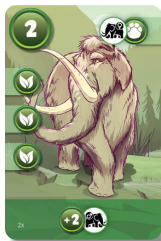
You can play Food cards to lure 1 Animal card from the row and make it part of your Time Zoo. When you take a card from the row, place it face up in front of you and the empty space is immediately filled with a new card from the Animal deck. The prehistoric animals have an action on the card that must be performed immediately or they earn extra points at the end of the game (*see the full overview of the actions at the end of this rule book*)


The Food cards in your hand are used to lure Animals out of the row. There are 3 different types of food cards for different types of animals:


- Pescatarians  - eat fish, crab and squid 
- Herbivores  - eat fruits, nuts and hay 
- Carnivores  - eat chicken, steak and spareribs 
- Omnivores  - omnivores eat everything 


Different animals in the row can be lured with specific food. Some animals eat more than others and some animals are more picky about their food.


When 1 icon of a certain food type is displayed, you can give this animal any food of that type. However, on some Animals cards there are 2 or 3 icons in a row next to each other. You then have to play 2 or 3 of the same types of food of that colour.



Play 2 of the same  food cards to take this card.

Play 3  food cards of your choice to take this card.

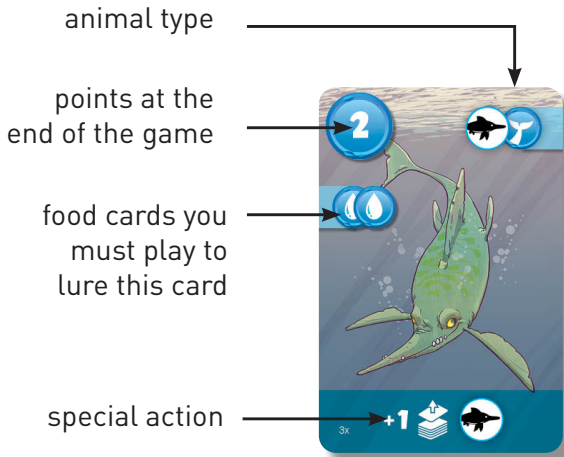
When a card has a yellow circle  without an icon as a requirement, it means that you can use any type of food to take this card from the row.

But just like with the other icons, there may also be several  in a row next to each other, which means that you have to play the same types of food of one colour to take the card from the row.




## ANIMALS cards

You lure animal cards to your 'Time Zoo' to collect as many points as possible at the end of the game.

Animal cards also have special actions that you must perform once you have lured the card. *Some animals have bonus points as their special action, these are resolved at the end of the game.*



## FOOD cards

There are 3 types    of Food Cards that you can use to lure Animals out of the row. All different colours also have 3 types of food.



Pescatarians -  
fish, crab and squid



Herbivores -  
fruit, nuts and hay



Carnivores -  
chicken, steak and ribs

Some food cards have two food icons. While playing you **must** choose one of the two.



## END OF THE GAME


When the last Animal card is placed in the row, the game is completed. Once all players have had the same number of turns, the game ends. All players add up the points of their cards. **Don't forget the bonuses from the special cards!**

The player with the most points wins the game!

**See the next pages for all the bonus points and special actions for each intern and animal card.**

## Pescetarians - special actions



Take 1 card from the food pile for each  icon you have, including the card you just lured



Take the top card of the food pile



Take the top 2 cards of the food pile and place one Food card on the discard pile.



You may lure another Animal card {You must have enough food cards}

## Vegetarians - special actions



+2 points at the end of the game if you have the other mammoth (male or female)



+1 point at the end of the game if you have a female and/or male mammoth

{Mammoth bonuses are not cumulative, the Mammoth male gets for example +2 if you have a Mammoth female, but you don't get +4 if you have two Mammoth females}



Each vegetarian food card you place under this card during the turn that you lure this animal is +1 point

## Carnivores - special actions



Take 1 random Food card from an opponent and place it on the discard pile



Take 1 random Food card from an opponent and put it in your hand



Pay 1 less  for each  icon you have when you buy a 



Remove 3 Animal cards from the row from the game.

## Omnivores - special actions



Exchange this card with an Animal card from one of your opponents






2 Dodos are worth a +4 points and 3 Dodos are worth +8 points at the end of the game









2 eggs cards will give you +3 points, 3 eggs will give you +5 points, and 4 eggs will give you +7 points at the end of the game

## INTERN cards

Intern cards give you a bonus at the end of the game;



**3+**  =  +3 points if you have at least 3  Animal cards



**3+**  =  +3 points if you have at least 3  Animal cards

**3+**  =  +3 points if you have at least 3  Animal cards

**3+**  =  +3 points if you have at least 3  Animal cards

    =  +3 points if you have 1 Animal card of each type

**+1**  This card counts as 1 Dodo 

**+1**  This card counts as 1 Egg 

## **ADVANCED rule**

Instead of handing out 1 Intern card to each player at the start of the game, you can also shuffle the Intern cards through the Animals deck.

When an Intern cards come out in the row players can choose to take an action to take one of the Intern cards (without paying any extra cost, but it will cost them their action for this round).

Intern cards will work exactly the same as described on the last page, but it will be possible to have more than 1 Intern at the end of the game.

### **CREDITS**

Game design: Ruud Nederpelt

Illustrations: Jason Gamber

Graphic design: Ruud Nederpelt

Game design consultant: Peter Kuhn (BBGS)

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