The Awesomest Petting Zoo

By Martijn van der Lee

Build fences for animal enclosures and put in all the cutest animals.

But beware! You can't put different types of animals together and the visitors won't like an enclosure that isn't filled with animals.

Who will build the awesomest petting zoo?

Goal

Fence off squares in your petting zoo to create enclosures. Then put animals of the same type together in the enclosures to fill them up. Once an enclosure is full, the larger it is, the more valuable it will be.

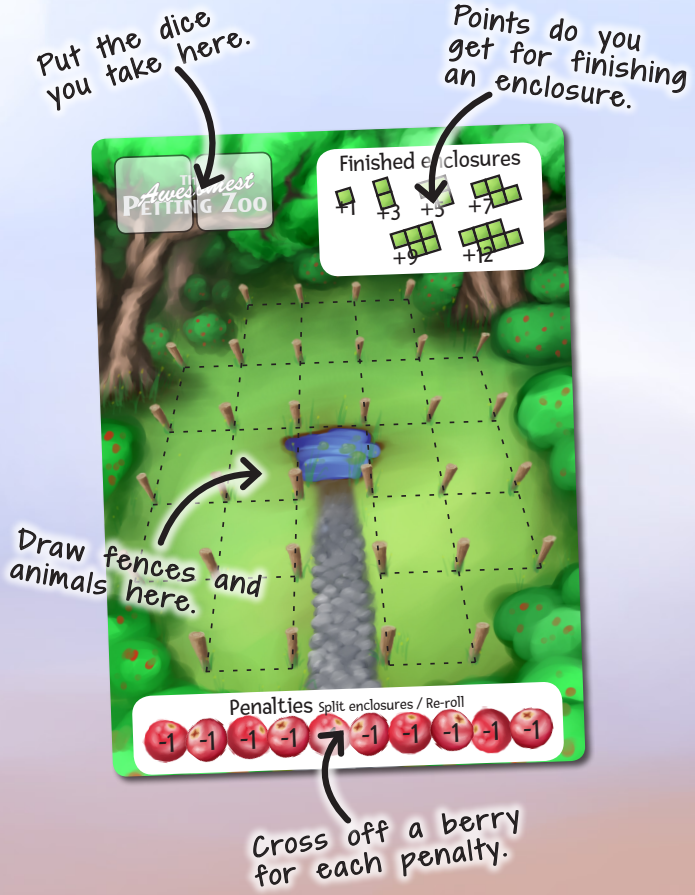
Components

Your game should include the following items:

- Manual (you're reading it now!)
- Score board
- Active player token
- 6 player boards
- 6 whiteboard markers/pens/pencils
- 36 cards (8 milestones, 8 targets, 8 awards, 12 solo challenges)
- 6 uniquely colored player tokens for the score board
- 13 standard six-sided dice.

Player board

Each player will draw on one of these!



Setup

Setting up the game is easy, by following these simple steps:

1. Use two dice for each player plus one more.
2. Put the scoreboard in the middle of the table.
3. Each player takes a player board and a pencil.
4. Each player chooses a marker and puts it at "start" on the scoreboard.
5. Shuffle the target, award and milestone cards and pick 3 at random.
6. Place the 3 cards on the spots of the central board.

Start player

The player who most recently petted an animal, starts as the active player.

The start players puts the active player token in front of her so everybody knows she's the active player this round.

Example setup for 4 players

See "single player" for special rules for dice.

How to play

Round

First, The active player throws all dice at the beginning of the round.

Second, the active player takes a die and uses it. Then all other players take and use a die in clockwise order.

Third, all players take and use a second die in reverse (counter clockwise) order, starting with the last player.

The remaining die is not used.

Re-roll

At any point during your turn, you may re-roll *all* the remaining dice. If you do, you *must* take a penalty.

You *may* re-roll the dice as many times as you like (before and after taking a die), taking a penalty each time you do.

You may re-roll when...

- Before taking any die.
- After taking any die but before using or discarding it.
- After using any die.
- After any other re-roll.

Using a die

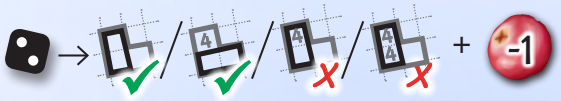
You can use a die in one of three ways:

A. Make a new enclosure.

Draw a fence around an area. The enclosure must use a number of squares equal to the number on the die.
If your new enclosure happens to fence off other squares, those also become an enclosure.
You cannot cross an existing enclosure when you create a new one.

B. Split an enclosure.

Put a new enclosure into an existing enclosure. Fence of a number of empty squares inside an existing enclosure.
Take one penalty point regardless of the number of new enclosures you end up with.
You may *only* make a new enclosure using squares without animals but you may be able to create split an enclosure into many new enclosures this way.
When you make a new enclosure in an existing enclosure, the new enclosure must be smaller than the existing enclosure.



C. Place an animal.

Put it in your petting zoo by writing the number of the die in one of the enclosures. You may only have one type of animal (number) in an enclosure but you *can* have as many enclosures with the same type of animal as you want.

D. Waste a die.

Take one of the die and don't use it for anything. You may be able to take a die the next player wants, just so they can't have it!

Finishing an enclosure

When you have an enclosure that is full of animals, it is finished. Count the number of squares in the enclosure. Look up the points for the number of squares. Add the points to the point track.

Penalties

When you re-roll the dice or split up an enclosure in two (or more) enclosures, you must take a penalty.

You may take only 10 penalties, after that you can no longer re-roll dice or split enclosures.

Instead you must waste the die if you can't use it for a normal enclosure or placing an animal.

Next round

The player to the left of the current active player becomes the active player in the next round.

End of game

The game ends at the end of the round if either;

- Any player has 16 or more animals (2 or less empty squares remaining), even if the enclosures are not finished.
- Or any player has 7 or more finished enclosures.

End score

After the game ends, you tally up your end score as such:

- Reduce your point by the number of Penalties you have taken.
- Add points for Targets and Awards cards (milestone cards have been awarded already).

The player with the highest score wins!

In case of a tie, the player with the most animals (ignoring size) wins. If players are still tied, then both your petting zoos are equally awesome!

Cards

Bonus cards

You can get extra points for bonus cards.

- **Milestone**: At the end of a round, each player that has reached the goal, gets the points. After scoring the milestone card, discard it from play. Do not replace it.
- **Target**: At the end of the game, each player that has reached the goal, gets the points.
- **Award**: At the end of the game, the most points are awarded to the player that score best for the goal.

  If there is a tie, the tied players all get the points and the next award level(s) are skipped according to the number of extra winners.

  For instance, if two players tie for first place, both players get the points for first place. If there is a third player, the next award level is skipped and the third player will be awarded the third award level, but only if that award level applies to a 4+ player game.

  If three players tie, the next two award levels are skipped. In the rare case that there is a fourth award level that applies to the number of players, that award level is awarded to the fourth player.

How many players?

Some points are only awarded if you are playing with a certain number of players.

For example; if there is a text under the points tag that says 4+, it means those points are *only* awarded if you are playing with 4 or more players.

If you are playing with less players, simply skip those points and award the next available points instead.

Single player variant

You can play the Awesomest Petting Zoo by yourself, trying to make the best possible zoo while up against the clock and trying to tackle some additional, random rules.

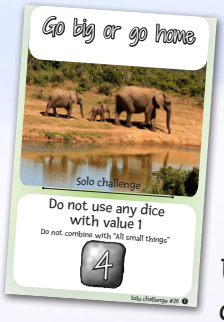
Playing solo is also a good way to learn how to play the game. It's easier to explain the game to other people if you've already played it.

Setup

To play solo, you set up and play the game as normal, with a couple of differences.

Place the Single player clock board next to the score board, with any marker token on the I space.

Use 4 dice.



Don't use the regular cards. Instead shuffle the **Solo challenge** cards and draw three cards.

Some combinations of **Solo challenge cards** are not allowed. If you draw a card that cannot be combined with a card already drawn, discard it and draw another card.

Remove a die

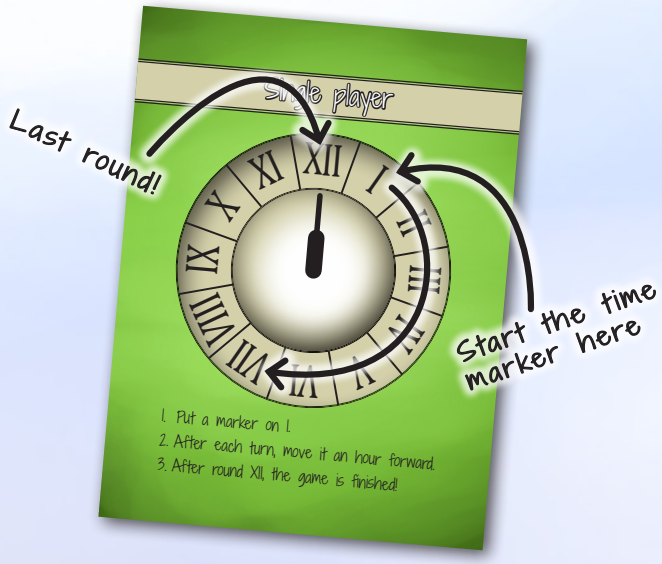
After taking your first die, remove the die with the highest value, then continue as normal.

Move clock forward

After every round, move the marker on the clock one hour forward. You must complete your petting zoo before time runs out (or at least try to make it as good as possible).

After round 12 (XII), when the marker would be moved from XII back to I again, the game ends.

If you have reached any of the normal "End of game" conditions, the game still also ends.



Scoring

Try to get the highest score you can. After the game ends, you count up your score as normal. Want to know how awesome your petting zoo is? Check the chart below to see how good your score is:

Score	Ranking
0 to 19	You can do better. Try again!
20 to 29	Now you're getting it. Keep improving.
30 to 39	Quite a decent park indeed.
40 to 49	Animals and visitors love your zoo.
50 to 59	Worthy of being called "Awesomest".
60 or more	Wow! We thought nobody could ever reach this far, but you did.

Expert: Blueprints

If you're an experienced Petting Zoo builder, you may want to increase the challenge and make the game even more competitive and cut-throat.

The Blueprints board is a shared space where new enclosures are first designed before being created.

All players draw these designs on a shared board by marking squares on it, but any squares that have already been marked off cannot be used by other players.

Setup

Find the blueprint board for the numbers of players in the game.

Place this blueprint board next to the score board, easily accessible to all players.

Designing an enclosure

Whenever you make an enclosure, you must mark the required shape on the blueprint board.

For instance, if you want to build a 2x2 pen, you must find a 2x2 empty space on the blueprint and mark it off.

You can rotate your designed enclosure however you like, but you cannot mirror or flip the shape.

You must mark off your design on the blueprint board for both new enclosures (see "Using a Die", action A) and enclosures used to split up existing enclosures (see "Using a Die", action B).

No more space

If you can't find a 2x2 empty space on the blueprint, you can't create that enclosure and will have to use a different shape of the same size.

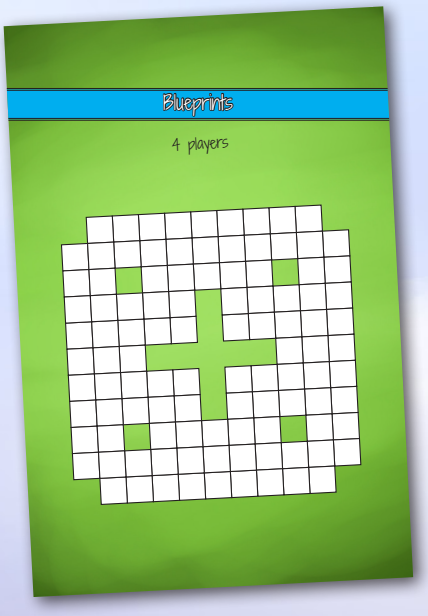
Sometimes you cannot find a usable shape for the die you've chosen. If that happens and you can't use the die to place an animal either, you must waste the die.

Not for single players!

This variant is not available for the single player variant.

The "blueprints" make the game more competitive, but in a single-player game you aren't competing so it wouldn't make much sense to use a blueprint.

If you wanted to practice anyway, just to learn how it works, you could use the 2 player blueprint board.



Credits

Gameplay design: Martijn van der Lee
Art & design: Martijn van der Lee

Many thanks to all playtesters both on- and offline.

Quick reference

Setup

1. Place score board in the middle.
2. Put 3 random cards on score board.
3. Optionally; Place blueprint board.
4. Give each player a player board, a pencil and a colored token.
5. Each player place their token on "Start" on the score board.
6. Pick number of dice (see chart).
7. Choose start player; give them active player token.

Players	*Dice*
2	5
3	7
4	9
5	11
6	13

Round

1. Active player rolls all dice.
2. Active player take **turn**.
3. Next player(s) take turns in clockwise order.
4. Last player pick take **turn**.
5. Last player pick take another **turn**.
6. Previous player(s) take turns in reverse order.
7. Active player pick take **turn**.
8. Remaining die is discarded.
9. Award points for reached Milestone cards.
10. Check for **game end**.

Turn

1. Optionally: Re-roll all remaining dice (-1).
2. Choose a die.
3. Optionally; Re-roll all remaining dice (-1).
4. Take an **action**.
5. Optionally; Re-roll all remaining dice (-1).
6. Award points for enclosures finished this turn.

Action

Take *one* of the following actions using die:

A. Make a new enclosure.

B. Split an enclosure (-1).

C. Place an animal.

D. Waste a die.

Game end

The game ends when any of the following happened:

1. Any player has 16 or more animals (0/1/2 empty).
2. Any player has 7 or more finished enclosures.

End scoring

1. Add points for Target and Award cards.
2. Subtract points for Penalties.

The player with the most points wins!

Breaking ties

In case two players are tied after end scoring, the player with the most animals wins.

If players are still tied, those players all share the same position.

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1-6 players | Ages 8+ | 15 minutes | zoo.toyls.com

Start 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49

The Awesamest PETTING ZOO

Place random card here

Place random card here

Place random card here

Game ends if { 16+ animals (0, 1 or 2 empty squares). or 7 filled enclosures.

Single player

1. Put a marker on I.
2. After each turn, move it an hour forward.
3. After round XII, the game is finished!

Active player token:

The Awesomest Petting Zoo

Active player token:

Single player

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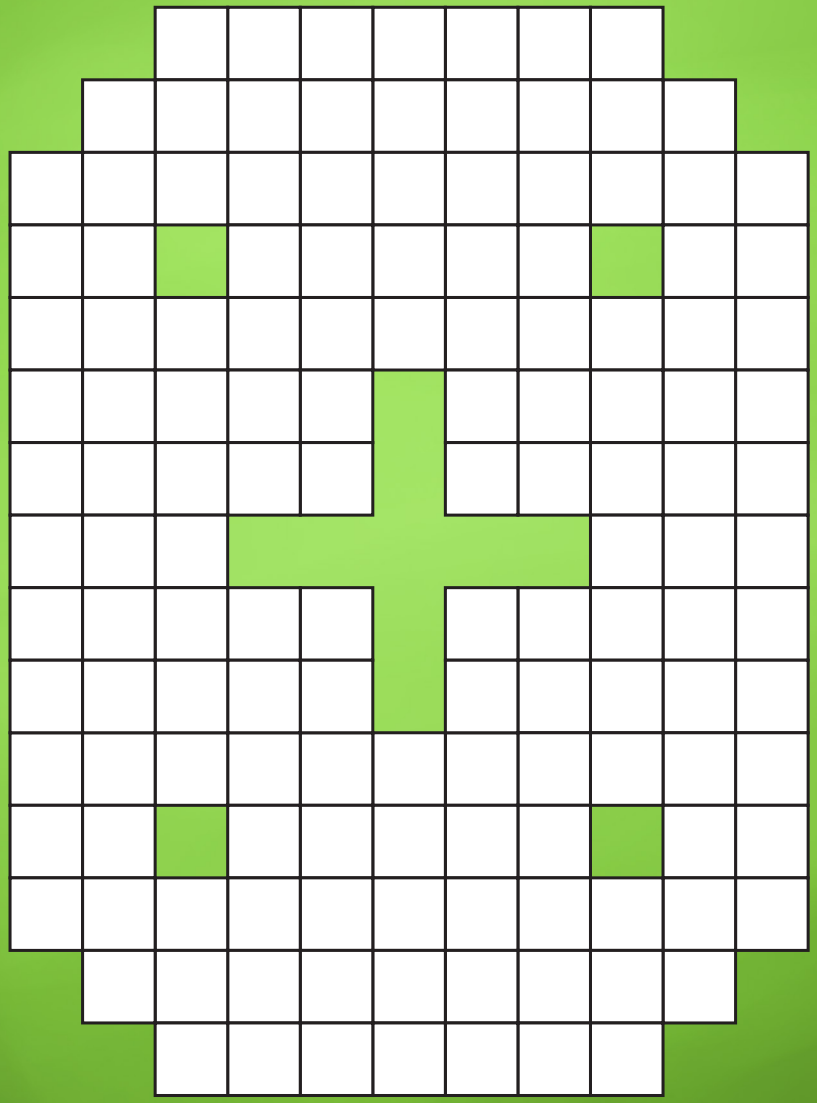
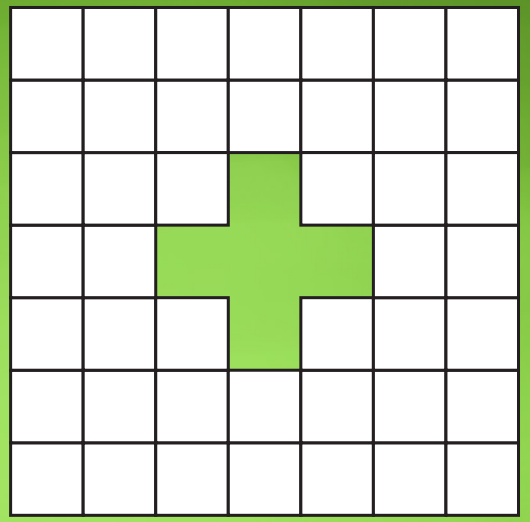
Blueprints

5 players

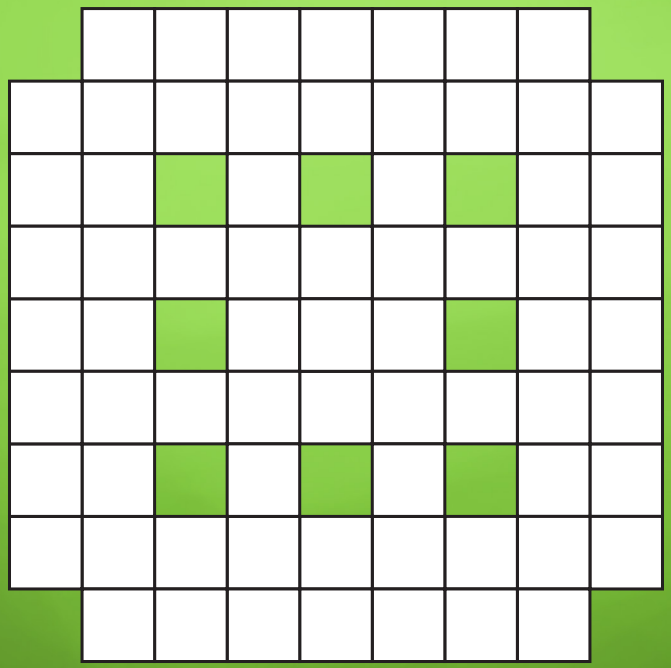


2 players



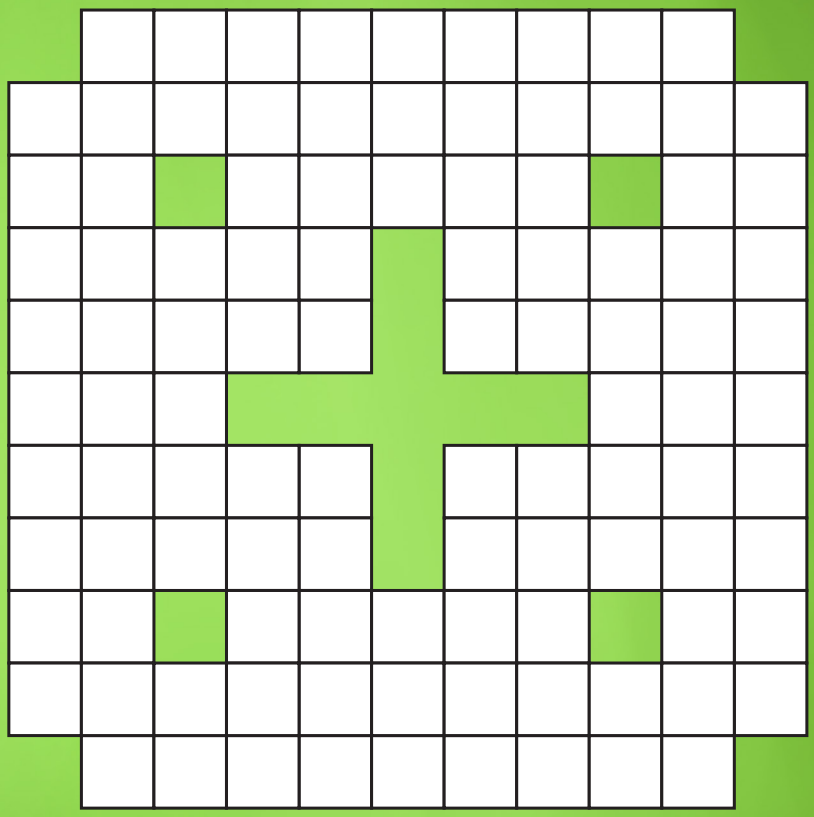
Blueprints

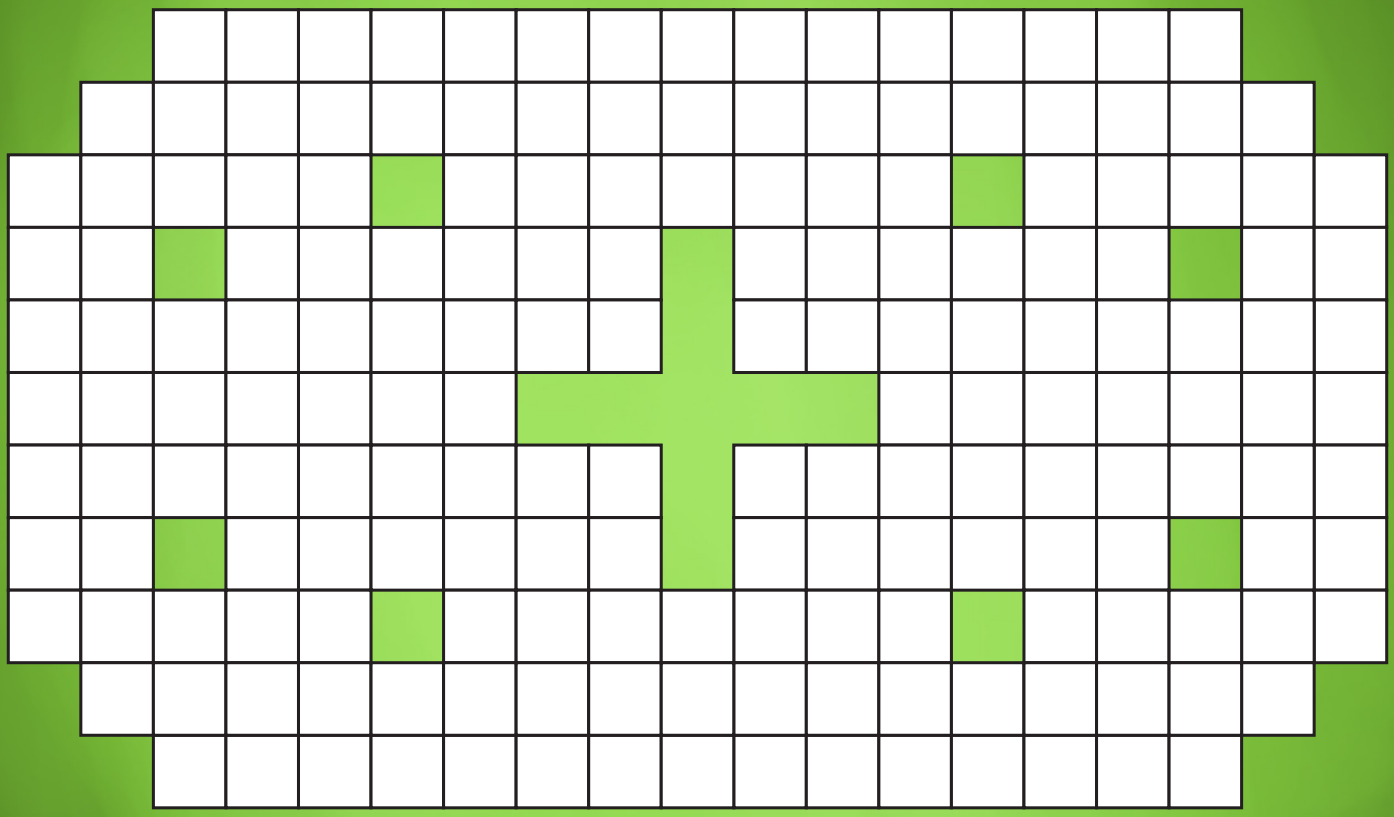
3 players



Blueprints

4 players





6 players

The Awesomest Petting Zoo
Finished enclosures
+1
+3
+5
+7
+9
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Penalties Split enclosures / Re-roll
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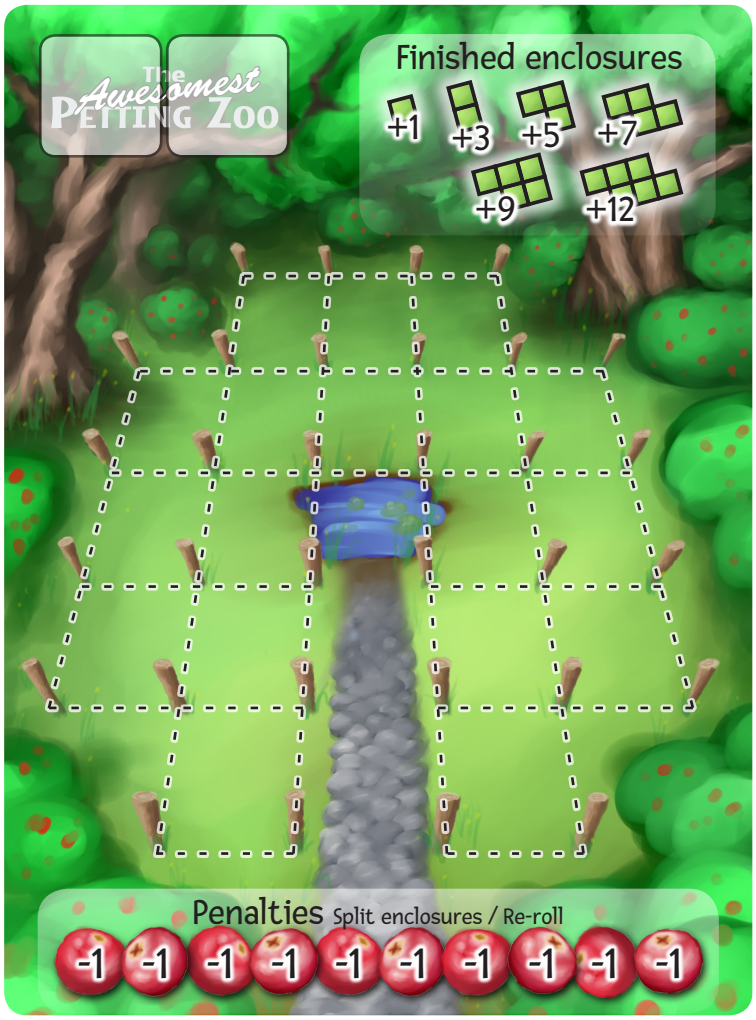
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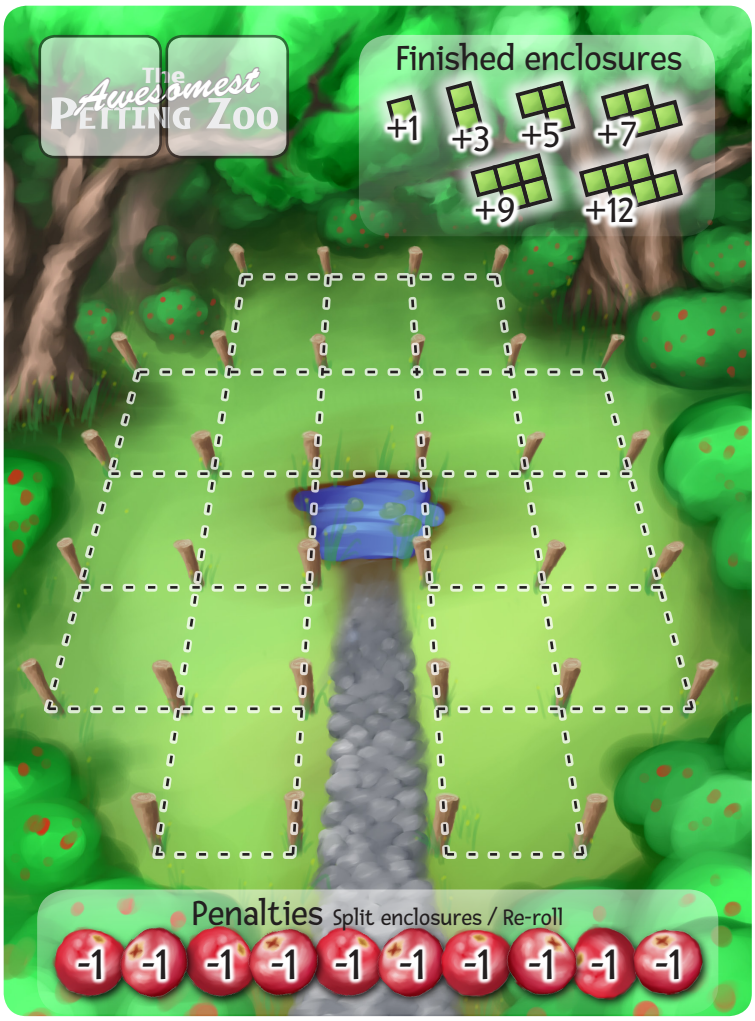
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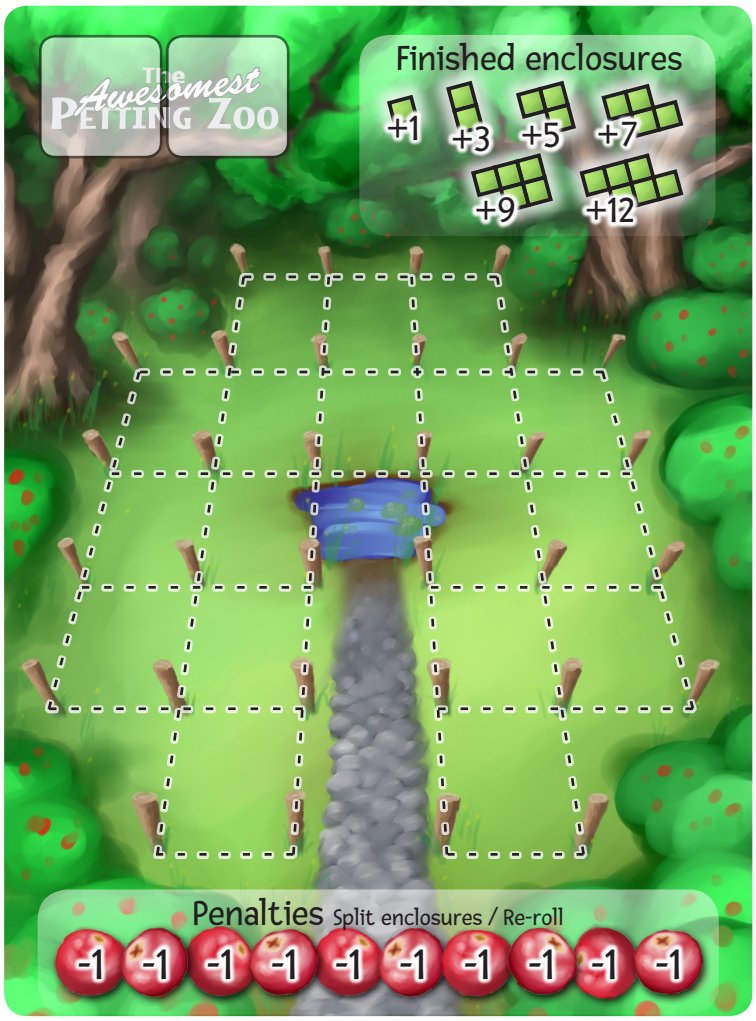
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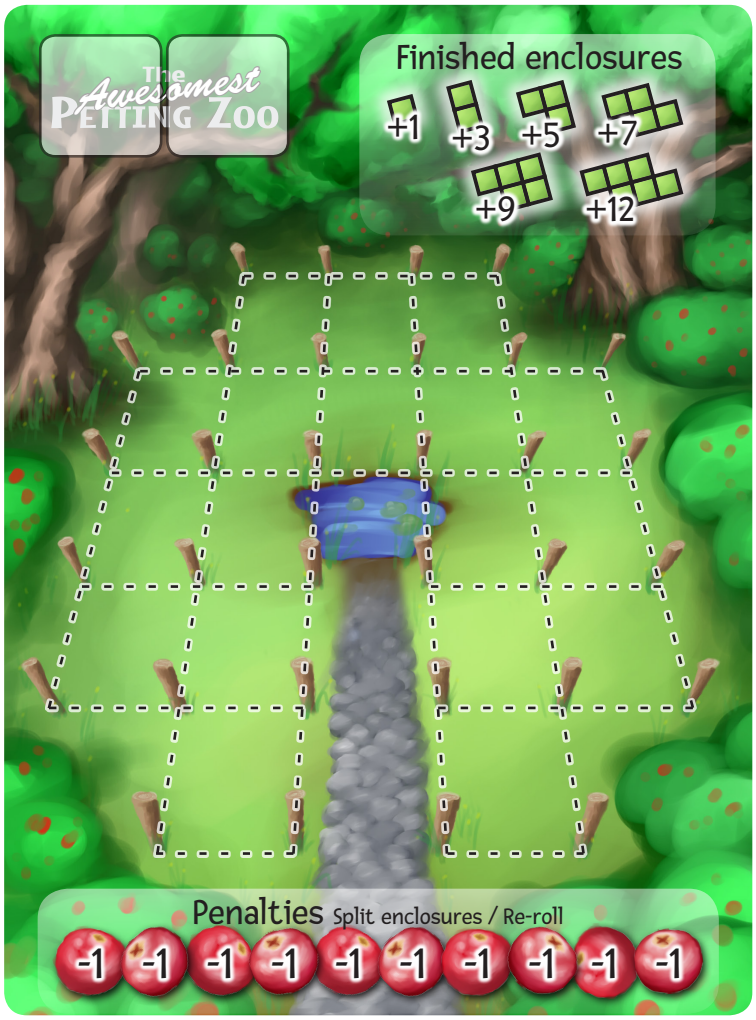
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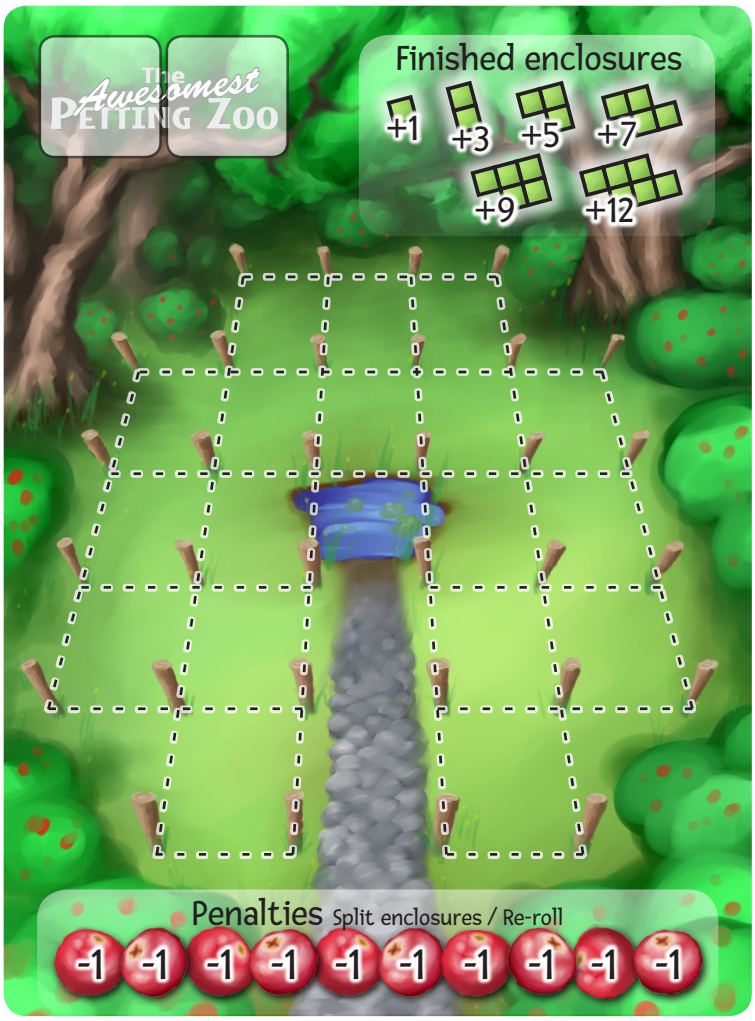
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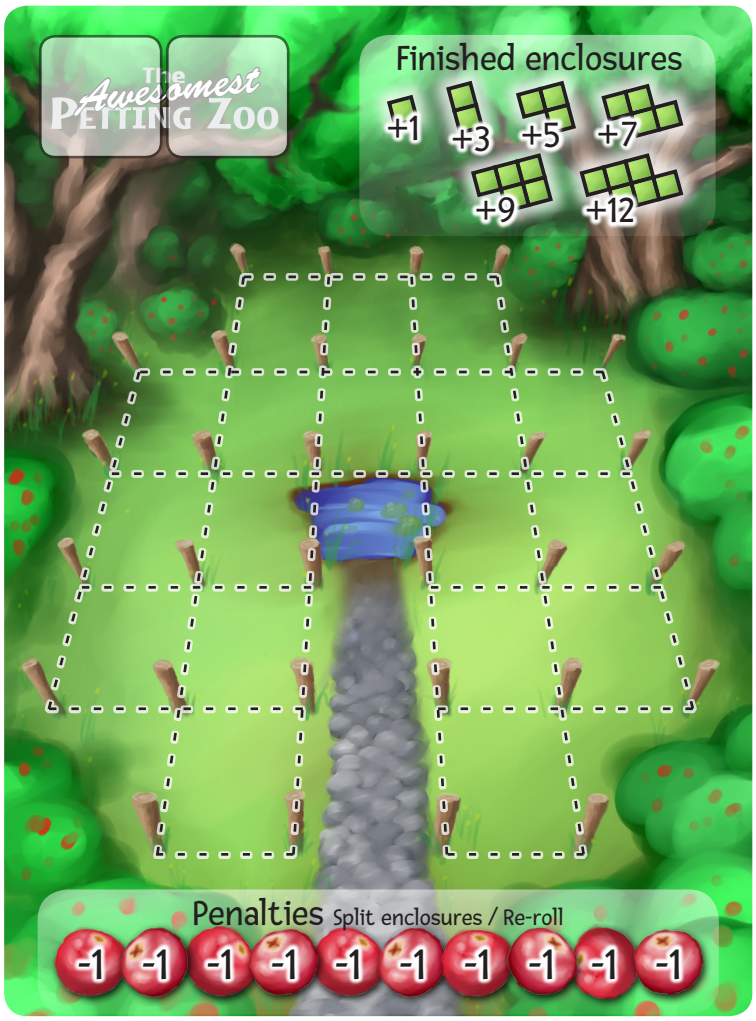
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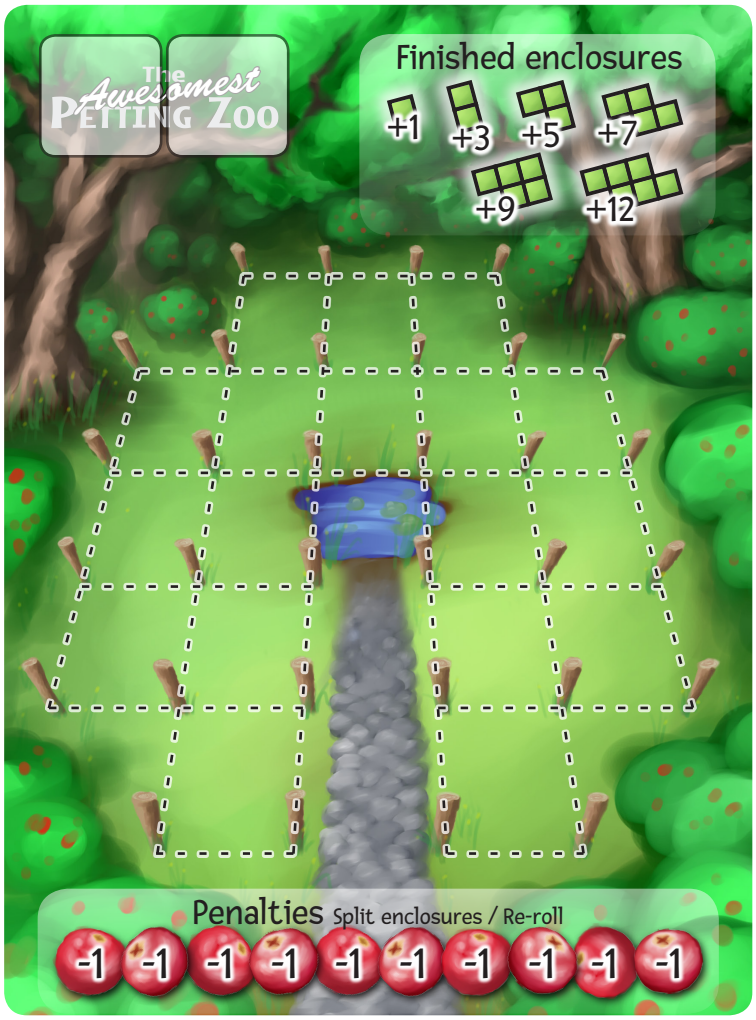
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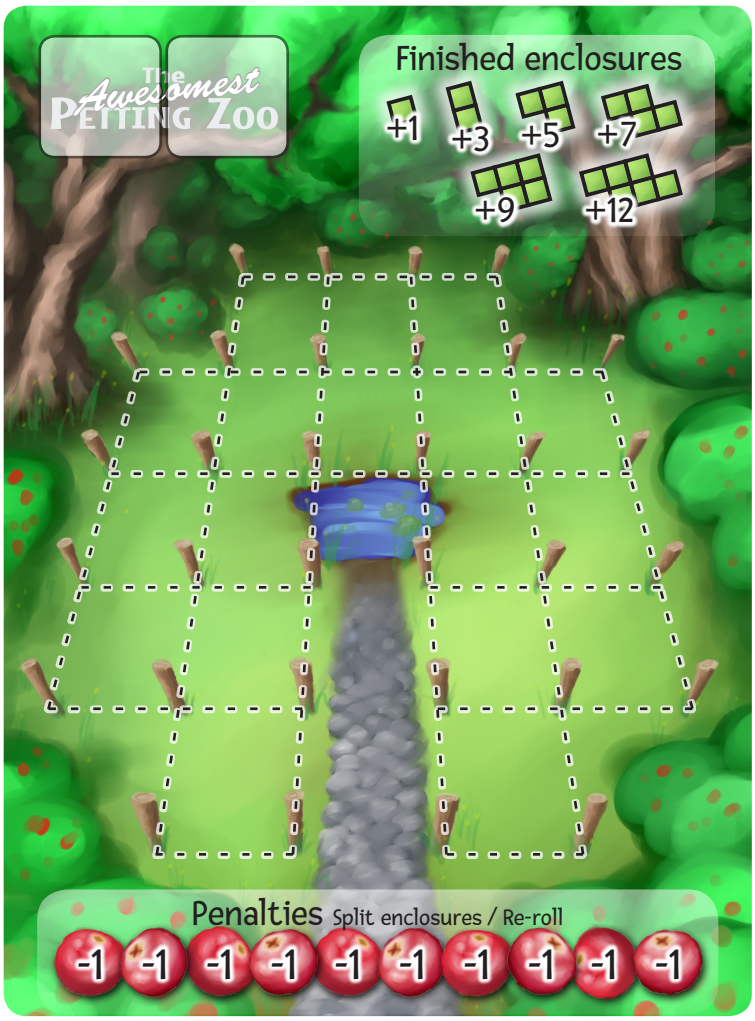
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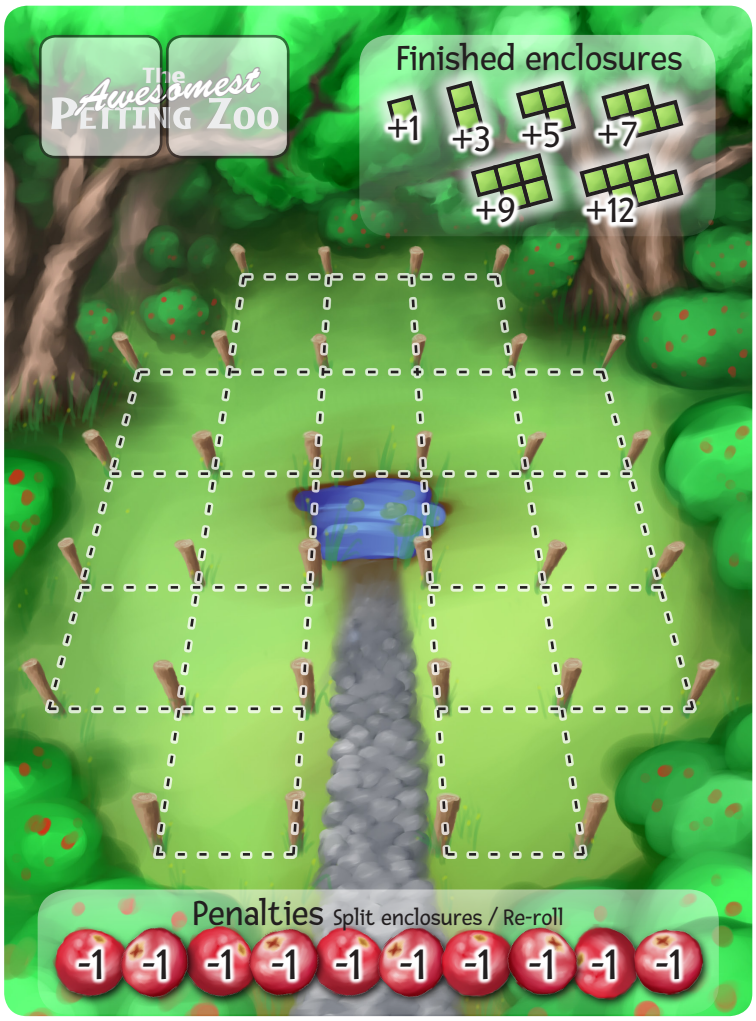
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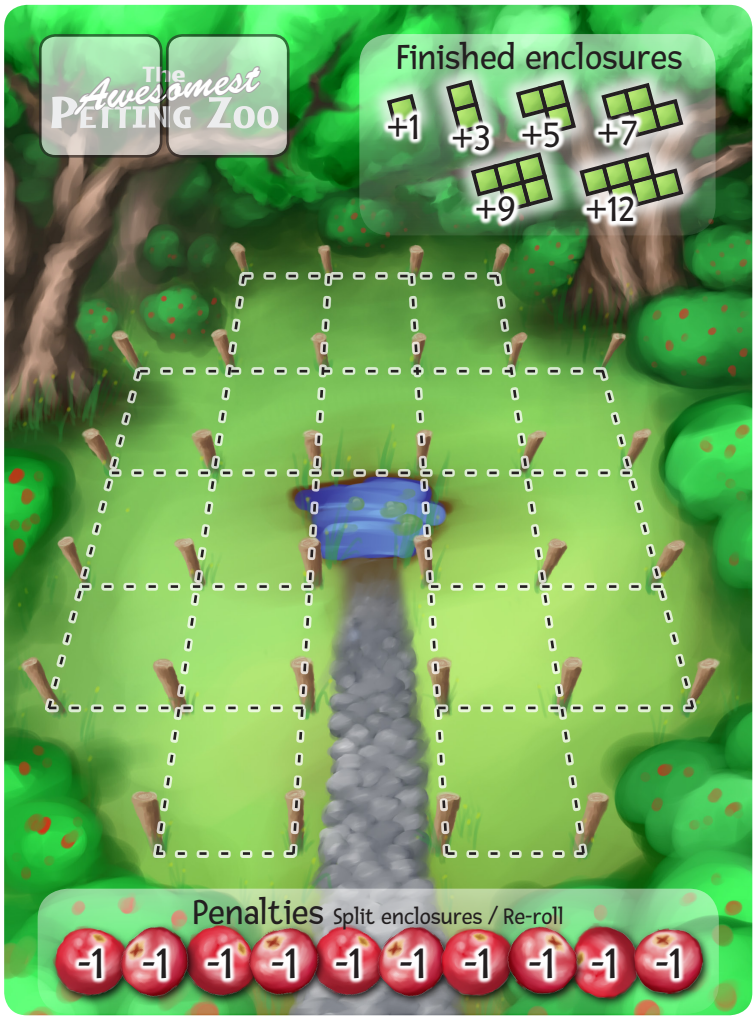
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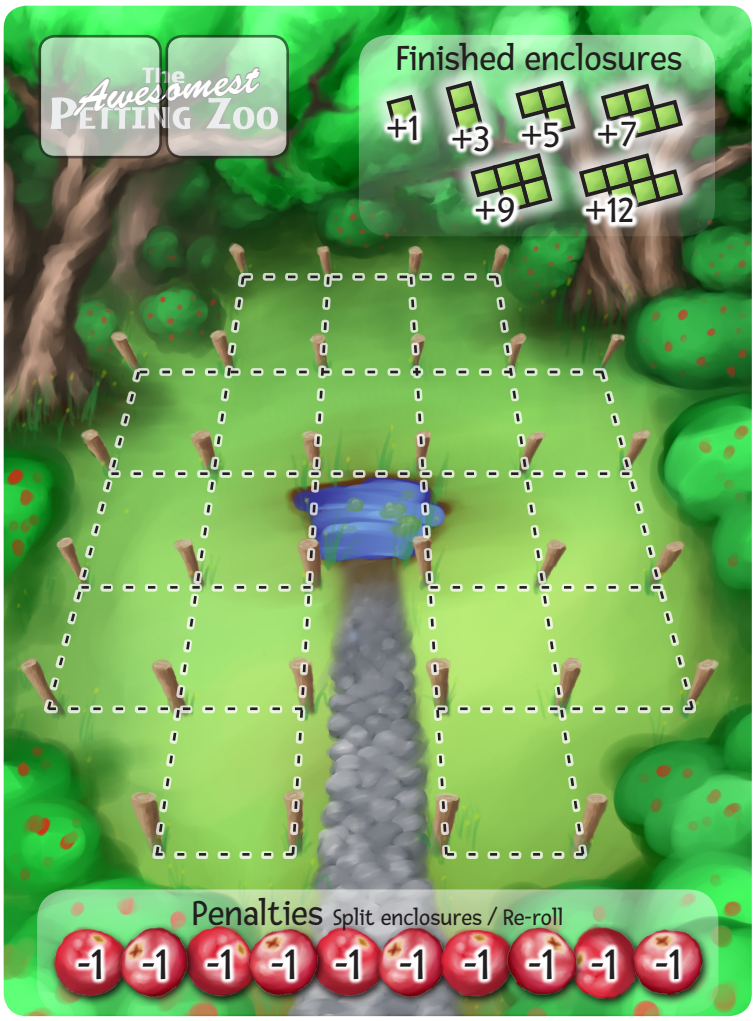
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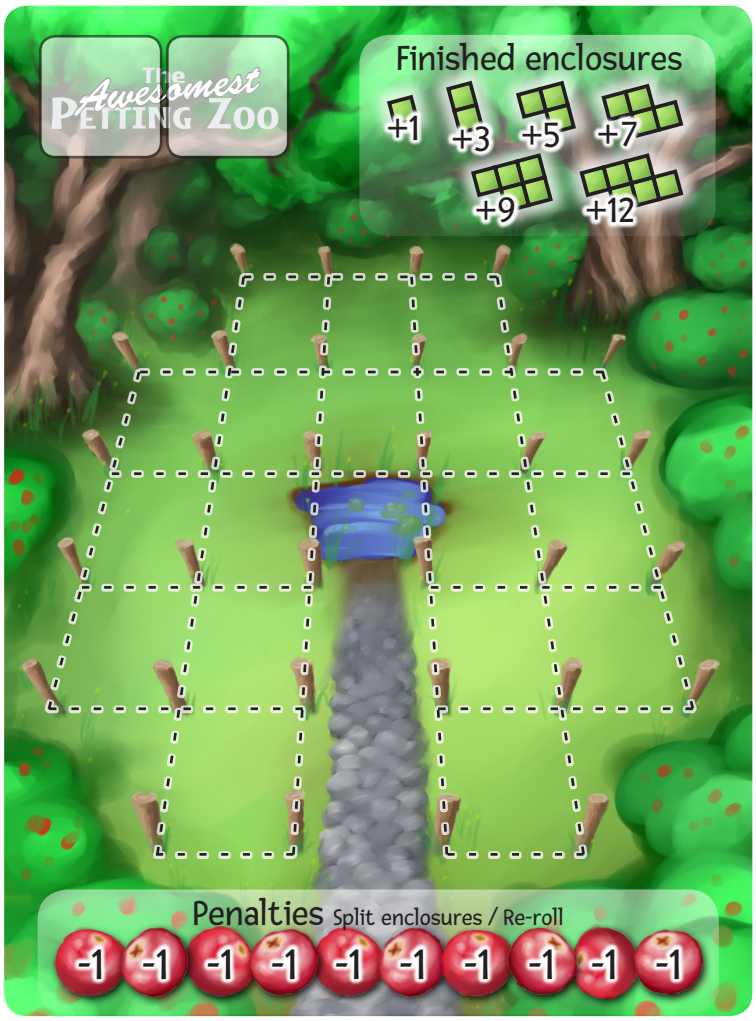
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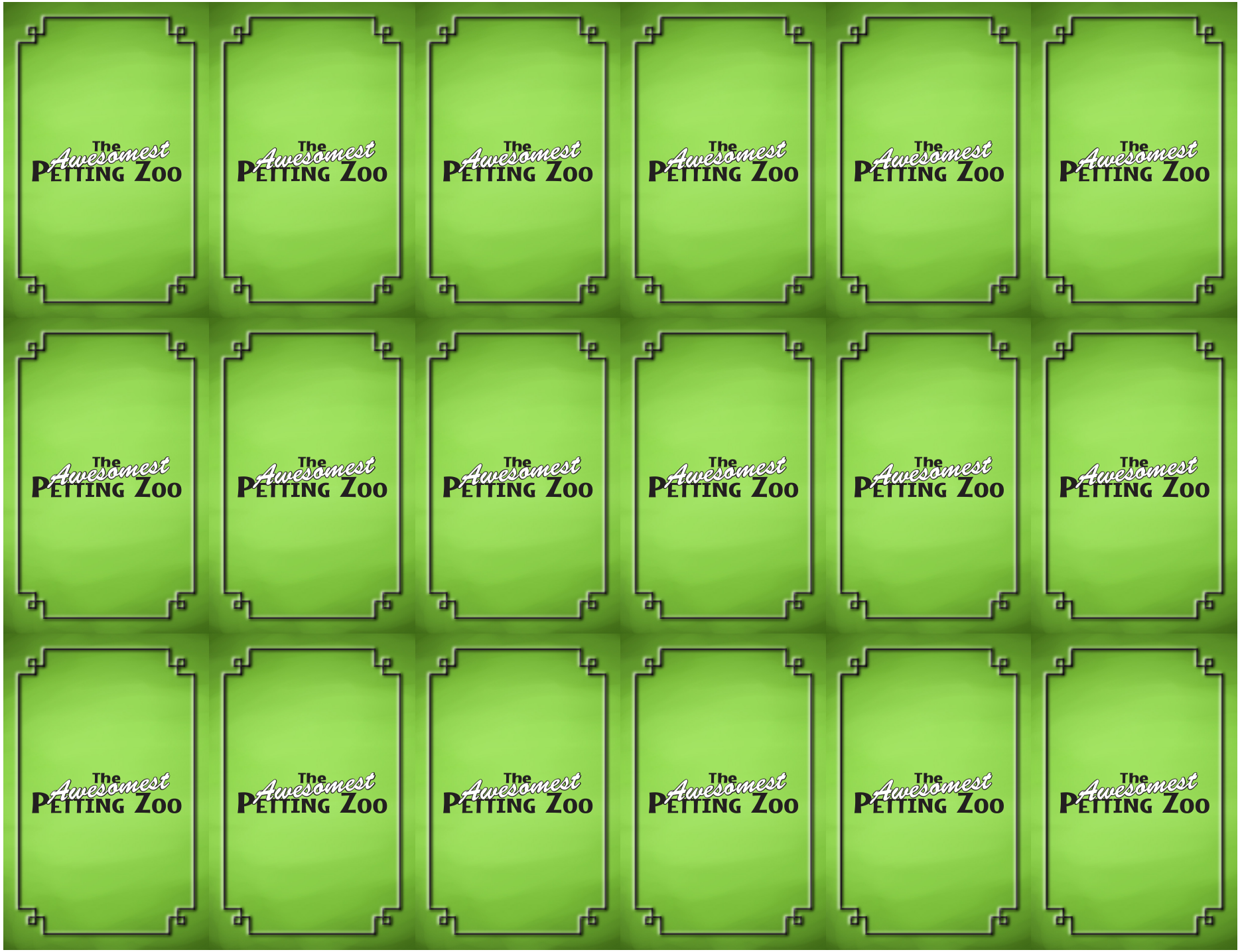
The Awesomest Petting Zoo

Above + beyond

Reward any player after end...

1 or less squares without an animal

5

Target #20

Last second

Reward any player after end...

Second most points (before other awards and targets)

3

Target #21

Bored

Penalty any player after end...

4 or less different types of animal (penalty)

-3

Target #22

?

Reward any player after end...

4 or more empty squares (regardless of enclosure)

4

Target #23

Plenty to see

Penalty any player after end...

Have 6 or more finished enclosures

-2

Target #24

Ranch

Reward any player after end...

Finished enclosure of size 6

3

Target #25

Go big or go home

Solo challenge

Do not use any dice with value 1

Do not combine with "All small things"

4

Solo challenge #26

All things small

Solo challenge

Do not use any dice with value 6

Do not combine with "Go big or go home"

6

Solo challenge #27

Right size

Solo challenge

Do not split up any enclosure

Do not combine with "Bending rules"

5

Solo challenge #28

Waste not want not

Solo challenge

Do not discard any dice

Do not combine with "Lucky cat" or "Bending rules"

4

Solo challenge #29

Lucky cat

Solo challenge

Do not re-roll any dice

Do not combine with "Waste not want not" or "Bending rules"

4

Solo challenge #30

Bending rules

Solo challenge

Use up all 10 penalties

Do not combine with "Right size", "Waste not want not" or "Lucky cat"

6

Solo challenge #31

Collector

Solo challenge

Have at least 4 pens of size 1

Do not combine with "Variety"

4

Solo challenge #32

Variety

Solo challenge

Have 5 or more different sized enclosures

Do not combine with "Collector"

5

Solo challenge #33

Breeding program

Solo challenge

Have at least 10 animals of the same size

6

Solo challenge #34

Simplicity

Solo challenge

Have at most 3 different sizes of animals

5

Solo challenge #35

Make a difference

Solo challenge

Do not use the same dice value in a single round

4

Solo challenge #36

Neat and tidy

Solo challenge

Have no empty squares in enclosures

5

Solo challenge #37

The Awesomest Petting Zoo

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