

GAME RULES

TEAM ZOO



ABOUT THE GAME



What do capybaras eat? What do muskoxen prefer? What snack is a tapirus always happy about? In this funny game you are going to feed cute animals that live in a zoo with their favourite treats.

Each animal has their own dietary habits. Sometimes it's different from what this animal eats living in the wild — zoo staff add var-

ious healthy products to their pets' usual food to make sure they will be healthy and strong.

Each round players quickly open the Food tiles trying to find the kinds of food shown on a card. The first to open the right tiles will feed the animal and take this card to themselves. The first to feed four animals will become the winner.

The people who take care of animals in the zoo are called zookeepers. Every morning their working day starts with a meeting: they tell each other how animals were behaving the previous day and what is necessary to do for them today.



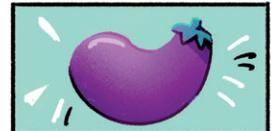
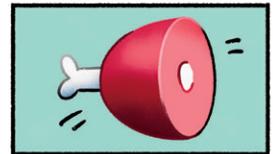
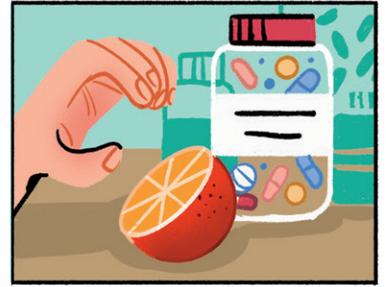
Keepers take care of enclosures and watch the animals. They keep a journal of observations to study the pets' habits and notice in time if they start behaving differently. Sometimes it may mean that the animal is in need of veterinary care.

Keepers are also in charge of refining the environment of an animal. It means that they create and set up "toys" thanks to which the animals' behaviour is going to become closer to their usual activity in the wild.





The zoo also has feeders — specialists who develop diets for each animal. Keepers prepare and cut products from the diet, adding there necessary vitamins and medicine.





When the food is prepared, a keeper divides it in portions — one for each pet in an enclosure. Then they hide it all over the enclosure — it is fun for animals to look for it!



GAME COMPONENTS

- 21 Animal cards



- 28 Food tiles:
4 colored sets,
7 tiles in each

- 14 Fake tiles with crumbs

- 3 double-sided
Cockatoo cards

- These Rules



SETUP

- 1 Each player takes a set of 7 Food tiles of one color. Each tile has 1 type of food: grass, fruit, grain, branches, meat, nuts, vegetables. Place your set of tiles in front of you face down and shuffle them.

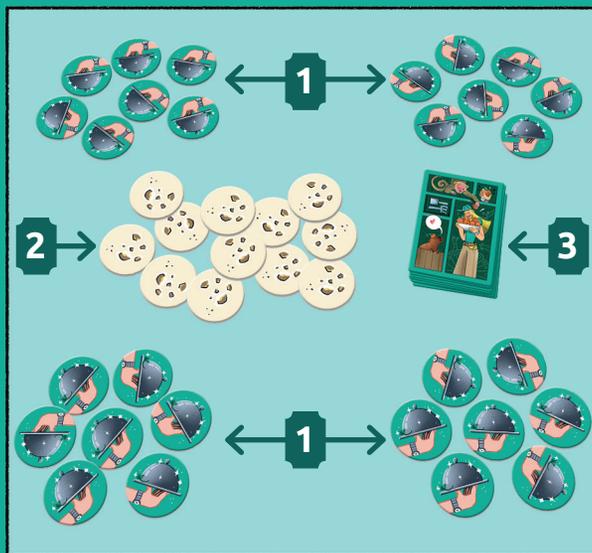


- 2 Put all Fake tiles in the middle of the table — they form a pool.

- 3 Shuffle the Animals cards deck and put it on the table face down.

We recommend you play your first game without the double-sided Cockatoo cards — put them back into the box.

You are ready to play! The first player is the one who petted an animal the last.



GAMEPLAY



1 At the start of a round the first player reveals the top Animal card from the deck. The card shows an animal and two types of food that it eats.



For example, a llama eats vegetables and branches.



2 As soon as the card is revealed, all players start simultaneously look for the depicted types of food among their Food tiles in the following manner: with their both hands they open any two tiles and look at what's shown there.

- If at least one of the tiles doesn't match the food at the revealed card, the player closes both tiles and keeps searching.
- If both tiles match the types of food at the revealed card, the player says: "I feed!" — they show the tiles to the rest of the players and places the Animal card beside them. This player is the winner of the round, and the animal is fed. If there is a tie, restart the round.



For example, in order to feed a llama, you need to open these Food tiles.



3 When the animal is fed, the round ends. The winner of the round adds one Fake tile to their Food tiles and shuffles all the tiles face down. If there are no Fake tiles left, the player just shuffles their tiles. Other players do not shuffle their tiles.

For example, Mary has fed a llama and took the card. She adds one Fake tile to her Food tiles and shuffles them. In the next round it will be a little more difficult for her to look for the necessary food, because there are now more tiles, but the other players now have a chance to catch up with her.



4 The winner of the round becomes the first player in the next round.

END OF GAME



The game ends as soon as one of the players collects 4 Animal cards. They become the best employee of the zoo. Now the animals are fed and happy, but they'll get hungry again soon — do not put the game aside for long!

You can also try to add the Cockatoo cards to the game.

COCKATOO CARDS



A playful cockatoo distracts you while you're trying to feed an animal.

The Cockatoo cards add special requirements for the winner of the round to make the task more difficult and give the other players a head start. We recommend you play with the Cockatoo cards if the kids are 6 or older or if the basic rules seem too easy for them.

Before the start of the game choose one random Cockatoo card and put it on the table any side up. You can also choose a card and its side to your taste taking into account the age and abilities of the players. This card is the only card for all the players — it stays for the rest of the game and is not replaced by any other.

Read the requirement on the card. The winner of the round has to put the card beside them and fulfil this requirement in the new round. The rest of the players do not

do that. The Cockatoo card does not cancel the basic rules: the winner of the round still has to add a Fake tile to their Food tiles and shuffle them.

For example, Mary won in the round and fed llama. In the new round she fulfils the requirement of the Cockatoo card: when she closes the unmatching tiles, she puts them farther from the rest tiles. Suddenly Nick says: "I feed!" and shows the matching tiles. Nick becomes the winner of the round. In the new round Nick is the one to fulfil the requirement of the Cockatoo card, while Mary will open and close tiles as usual.



About the animals

All the animals that you saw on the cards live in the Moscow zoo. The zoo staff who feed them helped us develop this game by telling us who eats what. You can read a detailed description of each zoo inhabitant on the official website of the zoo. And in the zoo itself you can see how the animals are fed — there is a schedule for that.



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