# Setup

[M] = Marine World additions or changes

## Player

* Choose Map; [M] then draft 1 of 3 action cards (keep 2)
* $25, 2 Final Scoring & 8 Zoo cards (keep 4)

## Board

* Marine World: Bonus tile at end of reputation track

# Turn Sequence

1. Commit X amplifiers
2. Slide card down
3. Pay Costs
4. Take action(s) at power level
5. Execute effects and chain reactions
6. Move card to power level 1
7. Execute AFTER FINISHING effects

# Reminders

* Upgraded ANIMAL, ASSOCIATION, or SPONSOR can play cards within REPUTATION range from DISPLAY at additional cost shown on card’s folder tab.
* ANIMAL II at 5 gives 1 REPUTATION at start of action.
* Cover all available map spaces: 7 APPEAL.
* Bonus giving reptile/bird house doesn’t require BUILD II.
* Release selection sequence: (1) reptile/bird house with rock/water requirement, (2) Smallest occupied standard enclosure that fulfills the rock/water requirements, (3) Reptile/bird house that is not next to rock/water, (4) Flip occupied standard enclosure that does NOT have the rock/water requirement, (5) Release an animal without flipping an enclosure.
* Tags on cards also count towards all EFFECTS (immediate, recurring, AND end game) on that same card itself.
* University discount is 3 PER tag in upper right of a card.
* No duplicate Universities allowed.
* Reputation, after maxing, gives APPEAL instead.
* End game triggered during break: All players get a final turn; otherwise, remaining players get a final turn.
* APPEAL minus (lowest) CONVERATION = VP
* POUCH: Tuck card under map
* Special enclosure cubes can be spread (e.g., different aquariums) when placed but not when releasing to the wild.