

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.