

Welcome to

ZOOREKA

The race to build your ultimate ZOO!

Create and build your ultimate zoo, keeping your sharks satisfied and your cheetahs content. Dodge danger and celebrate lucky days as you collect food, animals, and shelters in a race to be the first to announce your Opening Day!



OBJECT OF THE GAME

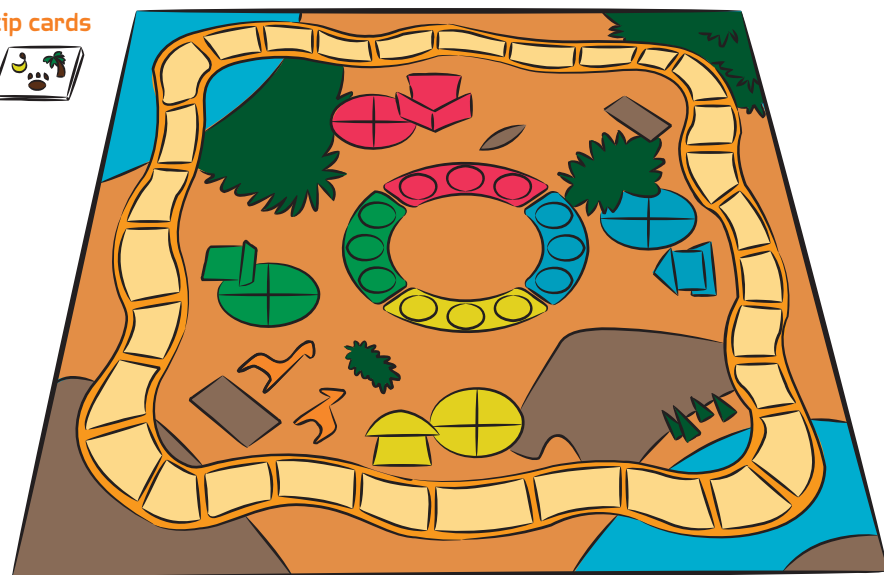
Be the first player to collect four habitats and announce your Opening Day!

GET READY

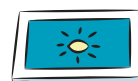
- 1 Set out the game board, tip cards, dice, movers, resource cards, habitats, lucky token, selection tokens, Blue Skies cards, and Stormy Weather cards.
- 2 Each player chooses a mover.
- 3 Put your mover on its matching hut and sit facing it.
- 4 Choose one player to be the keeper of the resource cards.
- 5 All players get a matching **selection token**, two **food cards**, one **animal card**, and one **tip card**.
- 6 The person whose birthday is coming up next goes first.



tip cards



Stormy Weather cards



Blue Skies cards



selection tokens



lucky token

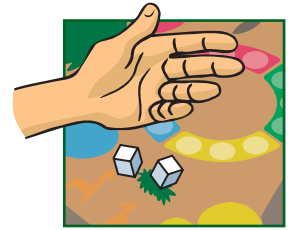


ON YOUR TURN

- 1 Everyone makes a guess!**
All players place their selection tokens on the resource they think will come up on the resource die.



- 2 You roll both dice**
Move clockwise the number of spaces you rolled on the mover die.
- Each player who **correctly guessed** the roll of the resource die **gets one matching resource card**.



ON THE BOARD



Lucky Day

If you land on this space, you get to **use the lucky token, giving you two guesses on every turn** until the next player lands on a Lucky Day.



Blue Skies or Stormy Weather

If you land on one of these spaces, draw a card, read it aloud, and follow the instructions.



Team Up

If you land on this space, roll the resource die, then have the other players each take a turn rolling it. **Each time a player matches your roll, you both get one of what you rolled.**



Roll Again

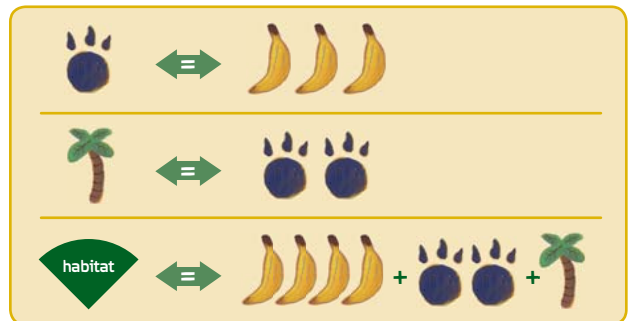
If you land on this space, you get to take another turn!



Trading Post

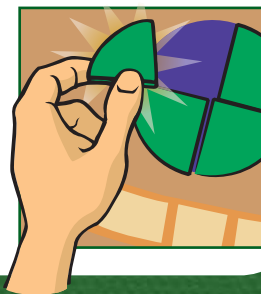
If you land on this space, you can choose to trade your food, animal, or shelter cards for other cards or for habitats.

- Trade in enough resource cards to choose the **perfect habitat** to add to your world!
- You can trade your resource cards **up or down**—exchanging an animal card for three foods, or three foods for an animal, for instance.
- You may **make as many trades as you like** during each visit to the Trading Post.



HOW TO WIN

Be the first player to fill your zoo with four habitats. Once you have all four, declare the name of your zoo and announce your Opening Day—you've won!



Winner of the Toy Industry Association's Game of the Year award three years in a row!



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