

ZOO CREW

Place animals and attractions to create the finest zoo!

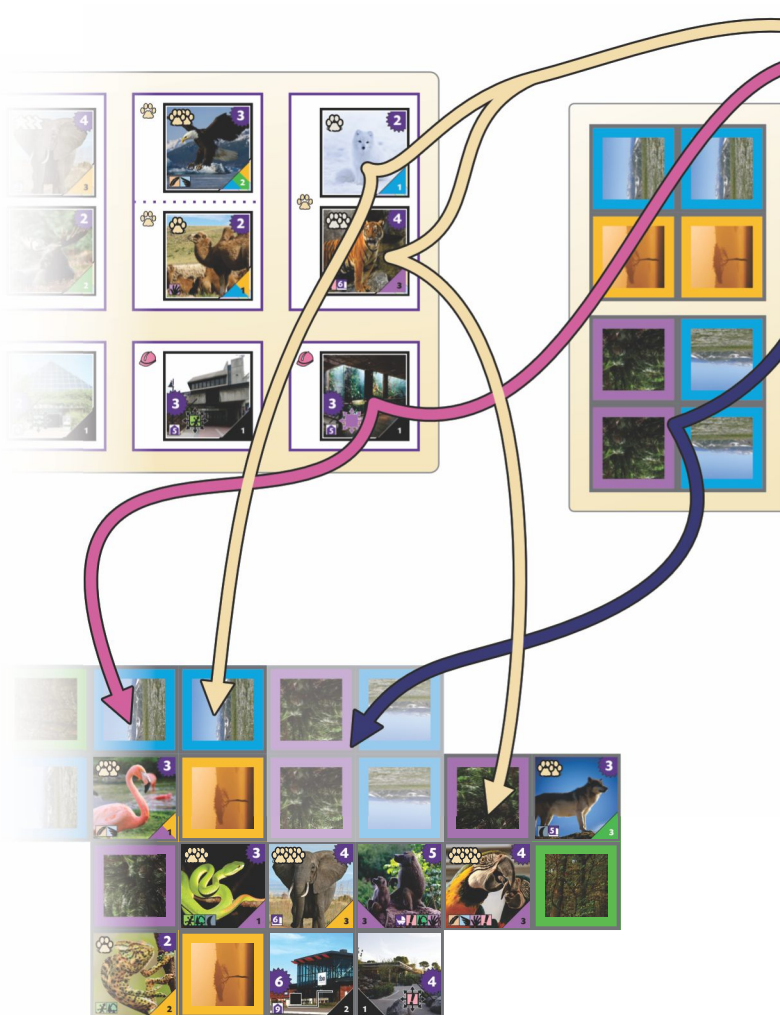
Designed by Marc Gurwitz

In this light strategy action-selection and tile-placement game, players will build their own zoo, competing to collect animals and buildings, and expand and improve their exhibits.

In the end, the player with the most exciting zoo will win!

Features

- Different worker types can complete different simple actions
- Overlapping tile laying with many combinations enables different strategy each game
- Includes 95 different animal tiles and 17 different buildings for plenty of replayability
- Light strategy level, easy for new players to pick up and play quickly
- Dynamic market makes each players' decision relevant, interesting, and fun



Gameplay

Assign one or more of your workers:

- Veterinarians can add animals to your zoo and breed them
- Builders can add new buildings or upgrade existing ones
- Landscapers can increase the size of your zoo and move exhibits
- Between rounds, hire more staff and add new animals and buildings to the game
- After 5 rounds, the player with the best zoo wins!

Components

- 152 exhibit tiles (95 Animals, 43 Buildings, 14 Upgrade)
- 40 land tiles
- 73 worker cards (43 Vets, 15 Builders, 10 Landscapers, 5 Interns)
- 5 player markers
- 2 action boards
- 1 round marker
- 2 bags



For information contact:
Marc Gurwitz • marc@g-wiz.ca