

# ARK NOVA

## ZOO MAP PACK 2



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### New general rules for multiple maps

On some of the new maps, you do not receive a card upgrade for getting your second university or your second partner zoo. Instead you receive the first reward as soon as you have both 1 partner zoo **and** 1 university. You will receive the second reward as soon as you have both 2 partner zoos **and** 2 universities.

On map 11 (Caves), you also gain a bonus as soon as you have both 3 partner zoos **and** 3 universities.



### Animal abilities found on multiple maps



#### ANIMAL ABILITY: ADAPT\*

Draw X new Final Scoring cards, then discard X Final Scoring cards (here 3).

You may discard new Final Scoring cards, Final Scoring cards you already had, or a mixture of both.



#### ANIMAL ABILITY: MARK\*

After finishing this action, place 1 of your player tokens on an **Animal card** in the display that does not have a player token

(of any player) on it.

When a card with your player token on it is discarded from the display, the card goes to your hand instead.

When a card with your player token on it leaves the display in any other way (drawn into hand or played from the display by any player, including you), gain 2 money (from the supply).

Return your player token to your supply in either case.

### Tournament Map 1

As soon as you support a conservation project and choose the recurring "Take a card within reputation range or draw a card from the deck" bonus effect, you get an additional ability for the rest of the game: Once during each of your turns, you may discard 1 card from your hand to increase the strength of an action by 1.

Even if you are allowed to do more than 1 action during your turn, you may still only use this ability for one of the actions.

You may combine this ability and X-tokens to raise the strength of an action by more than 1. You can still have and use up to 5 X-tokens, so that you can raise the strength of an action by a total of up to 6 (if you use 5 X-tokens and this ability). You may not use this ability to gain an actual X-token.



#### ANIMAL ABILITY: SCAVENGING 3

Shuffle the discard pile and draw 3 cards from it. Keep 1 and discard the others.

### Map 11: Caves



#### STORE

Place 1 card from your hand face down under an empty storage slot on the right side of your zoo map.

This map has 3 storage slots, so you can store a maximum of 3 cards at the same time. If you gain the bonus more than 3 times, for example because of Sponsor card 221 (Archaeologist) you can only use it again if one of the slots is empty again (see below).

Cards in a storage slot do not count as in your hand, so they do not count towards your hand card limit during a break and they are immune to effects like *Pilfering*.

During the income step of each break, gain 2 money for each occupied storage slot on your zoo map.

At any time, you can take a card from a storage slot into you hand. You can even do this during another player's turn, for example if they are playing an animal with the *Pilfering* ability.

You can look at the cards in your storage slots at any time.





#### ANIMAL ABILITY: EXTRA SHIFT\*

Return 1 of your association workers from the Association board to the notepad on your zoo map. You may use this worker again (as part of an Association action). You do not need to remember what task the worker performed before. If you perform that task again and there is no worker there from you, 1 worker is sufficient to perform the task. If 2 of your workers are on the same task, you may not perform that task again.

\*These abilities were first introduced in the Marine Worlds expansion.



## Map 12: Artificial Intelligence

This map has 4 bonuses that adjust the base strength of your actions. At the start of the game, place 1 player token on each  bonus. When you gain such a bonus, move the player token onto the leftmost card slot with the yellow border around it (e.g. ) that does not have a player token yet. By placing the player token there, you conceal the strength of that slot.

You gain the bonuses by covering them on your map, gaining your second university and gaining your third association worker. This bonus is a **not** a placement bonus. If you uncover one of those bonuses on your map again (for example with the Animal ability *Cut Down*), return the player token, from the rightmost card slot that has one, to the bonus space.

Whenever you perform an action in a slot that does not have a strength indicated above, use the next visible strength indicated to the right of that slot.

- That means that after gaining the first bonus, your action card in slot 1 has a strength of 2.

- After gaining the second bonus, your action cards in slots 1 and 2 have a strength of 3.
- After gaining the third bonus, your action cards in slots 1 and 2 still have a strength of 3 (because slot 3 does not have the yellow border around it, strength 3 is never concealed). Also, your action card in slot 4 has a strength of 5.
- After gaining the fourth bonus, your action cards in slots 1 and 2 have a strength of 3. Also, your action cards in slots 4 and 5 have a strength of 6.

For the Cards and Animals actions, treat an action of strength 6 as having a strength of 5.



### ANIMAL MAGNET

Add all Animal cards from the display into your hand. It does not matter whether the cards are within reputation range for you or not. If there are no Animal cards in the display at that time, the ability has no effect. At the end of your turn, replenish the display.

## Map 13: Drawing Board

On this map, you do not gain 7 appeal for completely covering your zoo map. Instead there are 4 areas of the map and you gain an immediate bonus, which is triggered again as income, for each area of your zoo map that is completely covered. The bonuses are in clockwise order from the top: 3 money, 2 appeal, 1 reputation, and *Hunter* 4.

You start the game with a size-2 enclosure at the center of your zoo map. The 4 areas of the map are located to the top, right, bottom, and left of this enclosure and are confined by the rock and water spaces. The size-2 enclosure at the center of your map does not belong to any of the areas.

If you uncover a space on your map again (for example with the Animal ability *Cut Down*) and that space was part of a completely covered area,

you do not get the income bonus for that area anymore, but you do not lose any bonuses you got before. When you completely cover an area again, you gain the immediate bonus again and also gain the income bonus again.



### ANIMAL ABILITY: CUT DOWN\*

Remove 1 empty standard enclosure from your zoo map and return it to the supply. Gain 2 money per space the enclosure covered. It's OK if this separates your remaining buildings from each other. Any placement bonuses underneath that building may be gained again if you cover them again (unless you have card 280 "Reconstruction" in your zoo).



### FIND A PERSON SPONSOR CARD

Reveal cards from the top of the deck until you reveal a **person** Sponsor card. Take this card into your hand and tuck all other revealed cards under the deck (without changing their order). To determine if a Sponsor card is a person, look at the name of the card, **not the picture**. For example "Quarantine Lab" shows a single person in the picture, but the name is clearly not a person. On the other hand "Talented Communicator" is a person, even though the picture also shows several people on the screen, as well.

Gain this bonus whenever you gain a new association worker, including your first worker at the start of the game. At the start of the game, gain the person Sponsor card after drawing your initial 8 cards, but before discarding 4. That means that you start with 9 cards in your hand, of which you get to keep 5. You may discard the person Sponsor card you found and keep 5 other cards instead.

## Map 14: Lagoon




### PLAY A PERSON SPONSOR CARD FOR FREE

You may play a person Sponsor card from your hand for free. This bonus is similar to the "play a Sponsor card for X money" effect from the base game, but you can only play a person Sponsor and you do not have to pay any money to do so.



### ANIMAL ABILITY: SHARK ATTACK\*

Discard 1 Animal card in reputation range from the display: Gain half the  of that card (round down). If there is no Animal card in reputation range, this ability has no effect. Do not replenish the display until your turn is over.



### WAVE ICON\*

When you cover this placement bonus, discard the bottommost card of the display (normally the one in folder 1) and replenish.

\*These abilities were first introduced in the Marine Worlds expansion.