


GLOSSARY

Both the designer and the publisher have made every effort to be realistic in the implementation of this expansion. As with the base game, however, concessions have been made for the sake of the game mechanics in rare cases. For example, the wolverine has the subclass bear, although he does not belong to the bear family. The same applies to the fact that you can place one large sea animal across different aquariums, which does not correspond to reality.

New Bonus tiles

Keep a **gray** Bonus tile with the  icon until you decide to use it as a one-time bonus. You can use it at any time during any of your turns. Flip the tile after using it. Yellow effects are immediate effects (as usual).



You may ignore up to 3 conditions on 1 Animal card when playing it. Flip the tile after use.



Return 1 of your association workers from the Association board to the note pad on your zoo map (Animal ability *Extra shift*). Flip the tile after use.



You may use this tile as any icon when supporting a base conservation project. Flip the tile after use.



Place 3 free kiosks/pavilions in any combination (Animal ability *Posturing*).



Draw 3 new Final Scoring cards, then discard 3 Final Scoring cards (Animal ability *Adapt*).



Top: Immediately and once – Snap 1 card.

Bottom: Ongoing effect – Your hand card limit is increased by 1. (Either to 4 or 6, depending on if you have the university increasing your hand limit.)

Credits

Game design: Mathias Wigge • **Graphics design:** Christof Tisch
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Also thanks to Arne Aßmann for the idea of the Underwater Tunnel and to Dennis Beck for the idea of the Final Scoring card Accessible Zoo.

Looking for more information or missing something?

<https://capstone-games.com/board-games/ark-nova-marine-worlds>

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Action Card Clarifications



Animals

- 1 | If the strength of the action allows you to play 2 Animal cards, but you play only 1, you may ignore 1 condition on that Animal card. (Side I: strength 5; Side II: strength 3+)
- 2 | After finishing this action, you may reveal your hand to show that you have no Animal cards in your hand. If you do, reveal the X topmost cards of the deck. Choose 1 Animal card from these and add it to your hand. Discard the other cards. (Animal ability *Hunter X*) (Side I: X=4 cards; Side II: X=6 cards)
- 3 | Side I: Reduce the cost of the first animal you play with this action by 2 (to a minimum of 0). Side II: For each animal you play with this action and only once per animal, you may pay 2 additional money to gain 1 additional appeal. (Do not reduce the cost of the first animal like you did on Side I.)
- 4 | Side I: After finishing this action: Place 1 of your player tokens on an Animal card in the display that does not have a player token (from any player) on it yet. 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), gain 2 money (from the supply). Return your player token to your supply in either case. (Animal ability *Mark*) Side II: When playing an Animal card from the display that has one of your player counters on it, you gain 1 reputation (in addition to the 2 money from the *Mark* ability). Then, after finishing this action, Animal ability *Mark*.



Association

- 1 | Side I: If you use this action to take a partner zoo, you must take it from the supply, not from the Association board. You may take a partner zoo you already have (even if you already have more than 1 of it). If there are no more instances of a partner zoo in the supply, you can no longer take it, even if the last instance is still on the Association board. (If all of you already have a specific partner zoo, don't replenish it during the break.) If you have multiple partner zoos of the same continent, each of them reduces the cost of each animal you play from that continent. Side II: Same as Side I, but it also applies to universities. You can also take any new university that is still available. Take it from beside the Association board and leave the generic university where it is. Having multiples of the university that sets your hand limit to 5 does not increase your hand limit even further.
- 2 | Side I: When using the Conservation project work task, you may hire an association worker instead of supporting a conservation project. Place the new worker next to the worker carrying out that task. During the next break, take both workers back into your supply. You cannot use the same task again before the break, because you already have 2 workers there. You do not need to be able to support a conservation project to hire the new worker instead. Side II: When carrying out an association task, you may place 1 additional worker on the task to reduce the value needed for that task by 2. You can do this multiple times. *Example: With all 4 association workers at your disposal, you want to support a conservation project and gain a partner university. Normally that would require a strength 9 action. By placing 2 additional workers on either task (both on the same task or 1 on each), you reduce the cost of the tasks by 4 and a strength 5 action is enough for both tasks.*
- 3 | Side I: If the strength of your action is higher than required for the task you carry out (not merely equal), gain 1 X-token. Side II: Every time you use this action to make a donation, pay 1 money less for each X-token on your notepad (to a minimum of 0 money). You don't have to discard the X-tokens.

- 4 | **Side I:** When using this action card at a strength of 5, you may opt to do nothing but move the action card to slot 1 and then do another action after that (Animal ability *Determination*). You do not need to have an association worker in your supply to do this. **Side II:** Instead of making a donation, you may draw 1 card from the deck or from within reputation range. Do this at the end of the Association action and you must have performed at least 1 association task during this action to do this (just like you would need to make a donation).



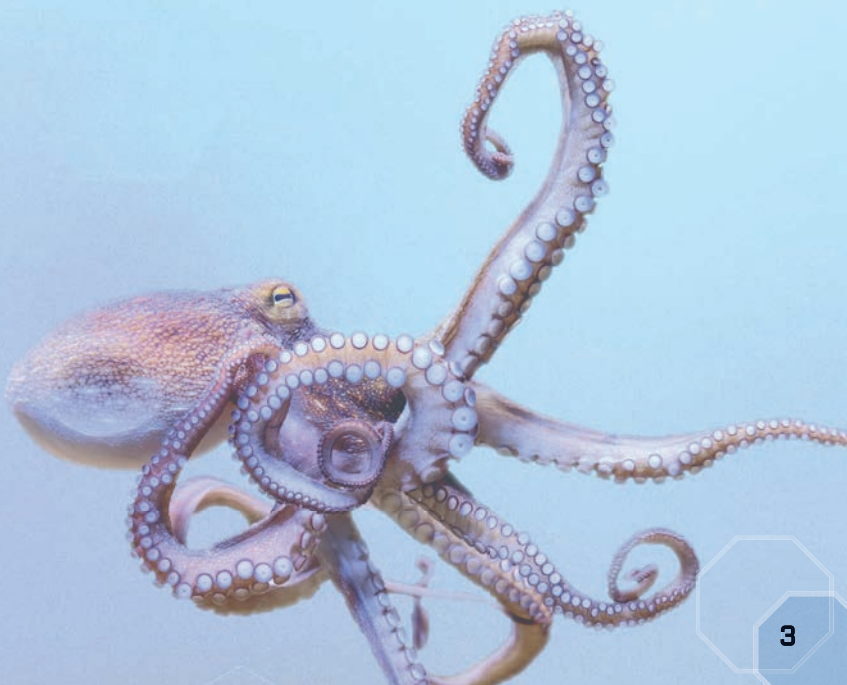
Build

- 1 | **Side I:** You may build 1 additional pavilion. You may do this even if you build a pavilion as part of your regular build action and even if you exceed the strength of your build action by 1 by building this pavilion. Pay a total cost of 3 money for the additional pavilion (the regular cost of 2 plus an extra cost of 1). You may build all buildings (including the additional pavilion) in an order of your choice. **Side II:** Same as Side I, but the cost for the additional pavilion is reduced to 2 money (the regular cost).
- 2 | See Build 1. Here: Kiosk instead of pavilion.
- 3 | **Side I:** You may build with a strength of X+1. **Side II:** Same as Side I, but you may build as many of each standard enclosure as you want (the limit of X+1 strength does still apply). This does not allow you to build more than 1 kiosk and 1 pavilion.
- 4 | **Side I:** You may pay 2 money to cover 1 water or rock space as if it were a building space. This only applies when using this action, not when building in any other way or when placing a unique building. **Side II:** Same as Side I, but instead of having to pay 2 money, you gain 2 money when you cover a water or rock space. You may still only build on 1 water or rock space per action.



Cards

- 1 | No matter the strength of your action, keep all cards drawn. You do not need to discard 1 card.
- 2 | Choose up to X times: Discard 1 card from the display and replenish OR discard 1 card from your hand to draw 1 from the deck (Animal ability *Digging X*). Do this before drawing new cards. (**Side I:** X=1; **Side II:** X=2)
- 3 | You may snap instead of drawing cards with lower strength than usual (**Side I:** strength 3+; **Side II:** strength 2+). **Side II:** When the strength of your action is 5, you may snap 2 cards. Don't refill in between.
- 4 | **Side I:** After finishing this action, you may pay 2 money to place any Action card on card slot 1 (Animal ability *Clever*). **Side II:** Same as Side I, but you do not have to pay money to place an Action card on card slot 1.



@ Sponsors

- 1 | Side I:** In addition to your action, you may pay 1 X-token to gain 5 money or pay 5 money to gain 1 X-token. You may do this before or after your *Sponsors* action. You may do this no matter whether you play a Sponsor card or choose the Break option. You may not use the new X-token to increase the strength of this *Sponsors* action. **Side II:** As Side I OR you may pay 1 X-token or 5 money to gain 1 reputation.
- 2 |** Gain X extra money when you gain money because of this *Sponsors* action (no matter how much money and from how many sources). That includes using the break option, playing a Sponsor card that gives you money itself, and any effects giving you money that are triggered because of a Sponsor card you play. **Side I:** X=3 money; **Side II:** X=5 money)
- 3 | Side I:** In addition to your action, you may discard 1 Sponsor card to gain 4 money. You may do this before or after your *Sponsors* action. You may do this no matter whether you play a Sponsor card or choose the Break option. **Side II:** Same as Side I, but you may discard any card (not just a Sponsor card) to either gain 4 money (like Side I) or to reduce the level of a Sponsor card you play with this action by 2.
- 4 | Side I:** In addition to your action, you may discard 1 Sponsor card to snap any 1 Sponsor card from the display. You may do this before or after your action. You may do this no matter whether you play a Sponsor card or choose the Break option. **Side II:** When choosing the Break option, you may discard any card (not just a Sponsor card) to play a Sponsor card from your hand by paying X money, where X is the level of the card. You may do this before or after gaining money from the Break option.

Conservation Project Clarifications

134 to 139 (Management Plan): Gain the bonus in the bottom right corner immediately when playing the card (and only at that time).

Final Scoring Card Clarifications

012 | DESIGNER ZOO: Each shape only counts once, no matter how many buildings you have in your zoo with that shape. A 1-space standard enclosure, a kiosk, and a pavilion all have the same shape, so do a 2-space standard enclosure, the small aquarium, the water and adventure playground, and so on.

013 | SPECIALIZED HABITAT ZOO: Choose 1 continent icon for which you have not supported a single-continent base conservation project (cards 103 to 107). If such a project card was added to the top row thanks to the *Assertion* ability, it does **not** count as a base conservation project.

014 | SPECIALIZED SPECIES ZOO: Like 013. Here: animal category icon instead of continent icon and cards 108 to 112 and 133.

015 | CATERED PICNIC AREAS: Count the number of kiosks and pavilions in your zoo. The lower of these 2 numbers is the number of sets you have. It does not matter where on your zoo map these buildings are located.

016 | ACCESSIBLE ZOO: Conditions are located on the left edge of your cards, underneath the cost (Animal cards) or level (Sponsor cards) of the card. If a card has multiple conditions on it, each of them counts. It does not matter what kind of conditions the cards have, nor does it matter whether you fulfilled them or were able to ignore them to play the card.

017 | INTERNATIONAL ZOO: Like 009. Here: continent icons instead of animal category icons. Also, your continent icons on partner zoos count as 2 icons each. The same does not apply to your opponent's partner zoos.

Animal Ability Clarifications

Adapt: Draw X new Final Scoring cards, then discard X Final Scoring cards. You may discard new Final Scoring cards, Final Scoring cards you already had, or a combination of both.

Camouflage: You may ignore 1 condition on 1 animal you play after this animal, but still on the same turn.

Cut Down: Remove 1 empty standard enclosure from your zoo map and put it back into the supply. Gain 2 money per space the enclosure covered. Its 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 the "Reconstruction" (280) in your zoo).

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 did before. If you do that task again and there is no worker there from you, 1 worker is sufficient to do the task.

Glide: You may choose the same effect multiple times when discarding multiple icons. When discarding the Longcomb Sawfish, you count both of its icons. You may discard cards without a sea animal icon on them, but gain no effect for doing so. Place the kiosk for free and according to the usual building rules.

Helpful: This animal is a Reef Dweller, so it activates the Reef Dweller effects of all Reef Dwellers already in your zoo; however, it does not have a Reef Dweller effect of its own.

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.

Marketing: You may play a Sponsor card from your hand by paying X money, where X is the level of the card. (The icon is already known from the base game, the ability now has a name).

Monkey Gang: Reveal cards from the top of the deck until you reveal a card with a primate icon. Whether this card is a Sponsor or an Animal card, take it into your hand and tuck all other revealed cards under the deck (without changing their order).

Scuba Dive: If there are no Sponsor cards among the revealed cards, you must discard all of the revealed cards.

Sea Animal Magnet: Like *Sponsor Magnet*. Here: Sea animals instead of Sponsor cards.

Shark Attack: If there is no Animal card in reputation range, this ability has no effect. If you use Shark Attack 2 and there is only 1 Animal card in reputation range, discard only that 1 card. If you use Shark Attack 2 and discard 2 cards, round down the sum of their appeal, not the appeal of each card individually. Do not refresh the display until your turn is over.

Symbiosis: Gain 1 effect of another sea animal in your zoo, except for a Reef Dweller effect. You may neither gain the effect to trigger all Reef Dweller effects, nor gain a single Reef Dweller effect. If an animal has more than 1 effect on its card, you must choose 1 of them. If the effect you gain is an "after finishing" effect, you also use it after finishing the current action.

Trade: You may either pay 1 X-token to gain 5 money or pay 5 money to gain 1 X-token.

Individual Sponsor cards

- 265 | FRANCHISE BUSINESS:** ● You may place 1 kiosk on your zoo map for free. The usual building rules apply, including the distance rule for kiosks. ● In the income phase of each break, gain 1 money per kiosk all **other** players have on their zoo maps, no matter how much income these kiosks generate for their owners. ● Gain 1 conservation point if you have 5 or more kiosks in your zoo.
- 266 | MARINE BIOLOGIST:** ● For each sea animal icon that is played in any zoo, gain 3 money (per icon).
- 267 | FARM CAT:** ● Gain 1 appeal if the **sum** of your kiosks and pavilions is 1 to 3, 3 appeal if it is 4 to 6, or 5 appeal if the sum is 7 or more. ● Gain 1 conservation point for each of your kiosks with at least 3 empty building spaces next to it (up to a maximum of 3 conservation points). Building spaces are all spaces on your zoo map except rock and water spaces.
- 268 | CONFERENCE ON EUROPE:** ● Gain 2 money for 1 to 2 Europe icons, 5 money for 3 to 4 Europe icons, or 10 money for 5 or more Europe icons in your zoo. ● For each Europe icon you play into your zoo: Place 1 of your player tokens on an Animal card in the display that does not have a player token (from any player) on it yet. 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), gain 2 money (from the supply). Return your player token to your supply in either case. (Animal ability *Mark*) ● Gain 1 conservation point if you have made at least 3 donations during the game. (You can always tell how many by counting your player tokens on the Association board. For this purpose, place a token on the board even if you have to pay 12 money to make a donation.)
- 269 | CONFERENCE ON AUSTRALIA:** ● For each Australia icon you play into your zoo, replace 1 standard enclosure in your zoo with an enclosure that is 1 size larger. If the enclosure is occupied, gain 2 appeal. The new enclosure must cover the same spaces as the old one, plus 1 additional space. If the additional space covers a placement bonus, you get it. You do not get a placement bonus again for covering the spaces of the old enclosure again. ● Gain 1 appeal for each pouched card (using other cards with the Animal ability *Pouch* or zoo map 7) in your zoo (up to a maximum of 5 appeal). If you released an animal into the wild that had a pouched card, or sent the Expert on Australia on an expedition, their pouched cards do not count anymore.
- 270 | MARINE RESEARCH EXPEDITION:** ● For each sea animal icon you play into your zoo, you may either do a) or b):
- a) Discard 1 of your played person Sponsor cards (not from your hand) to gain 1 conservation point. 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 more than 1 person on the screen. You lose all future benefits of the person Sponsor card and any icons on it, but you do not have to give back anything you gained from the person before.
- b) Reveal the 3 topmost cards of the deck. Choose 1 Sponsor card and add it to your hand. Discard the other cards. If there are no Sponsor cards among the revealed cards, discard all revealed cards (Animal ability *Scuba Dive*).
- 271 | EXCAVATION SITE:** ● Place the excavation site unique building on your zoo map. Gain any placement bonuses you get for placing this unique building twice in a row. ● Gain 1 conservation point if all placement bonuses on your zoo map are covered.
- 272 | EXPANSION AREA:** ● You may place a 3-space standard enclosure for free (the usual building rules apply). ● Treat any 3-space enclosure on at least 1 border space as if it is a 5-space enclosure (after it is placed there). ● Gain 1 conservation point if all border spaces on your zoo map that are building spaces are covered.

273 | PUBLICATIONS: ● You may make 1 donation. You do not need to have your *Association* Action card upgraded to do this. The usual rules apply. ● Every time you make a donation, pay 1 money less for each research icon in your zoo (to a minimum of 0 money).

274 | MASCOT STATUE: Gain 1 appeal when you play this card. ● Place the mascot statue unique building on your zoo map. ● In the income phase of each break, gain 1 appeal. ● Gain 2 appeal for each other player whose zoo has more appeal than yours (in the solo game, you cannot gain appeal this way). Gain these points after all players have taken all other appeal they gain at the end of game.



275 | HORSE WHISPERER: ● Search the **discard** pile for any 1 Petting Zoo Animal of your choice and take it into hand. If there are no Petting Zoo Animals in the discard pile, you gain nothing. You may not search the discard pile at any other time (for example before playing this card). ● For every Petting Zoo Animal icon that is played in any zoo, gain 2 money (per icon).

276 | LANDSCAPE GARDENER: ● You may place 1 pavilion for free (the usual building rules apply). Also gain 1 appeal for every pavilion in your zoo (so for the free pavilion you usually gain a total of 2 appeal). ● For each pavilion you build or place, gain 1 X-token. You cannot gain more than 1 X-token per action or break (from income effects) that way.

277 | FIELD RESEARCH TYPE D ORCAS: Gain 3 reputation when you play this card.

278 | AMAZON HOUSE: Gain 1 reputation, 2 conservation points and 4 appeal when you play this card. ● Place the Amazon house unique building on your zoo map (adjacent to at least 1 rock and 1 water space).




279 | UNDERWATER TUNNEL: Gain 2 appeal when you play this card. Each space of the Underwater tunnel tile does count as 1 water space (the tunnel is underneath the water) and the tunnel counts as adjacent to water. Neither the requirements on this card nor the unique building itself count as water icons in your zoo though. ● Place the Underwater tunnel unique building on your zoo map, covering 2 water spaces (adjacent to another building, as usual). ● You may accommodate sea animals in this building (as if it is an aquarium special enclosure). It provides place for up to 2 player tokens. ● Gain 3 appeal for 1 adjacent aquarium special enclosure (large or small) or 5 appeal for both adjacent aquarium special enclosures.








280 | RECONSTRUCTION: ● You may rearrange up to 3 buildings on your zoo map. Take up to 3 buildings off your zoo map and then place them again for free (the usual building rules apply). It's OK if this separates your buildings from each other. You may also place 1 pavilion and/or 1 kiosk for free (the usual building rules apply). You do not get placement bonuses for placing any of these buildings, nor do you get new Sponsor cards for covering the  icons on zoo map 8. If your zoo map is fully covered, you do not gain the bonus for that again by repositioning buildings. ● For every placement bonus (and every  icon on zoo map 8) you cover, do not get the bonus. ● Gain 5 appeal if you have completely covered your zoo map (all spaces except the rock and water spaces).






ICON OVERVIEW

	Different animal category icons
	Different continent icons
	Different animal category and continent icons
	Animal category icons of 1 category
	Continent icons of 1 continent
	Condition: have any partner university
	Condition: have a kiosk in your zoo
	Cards in hand
	Discard pile

	<i>Reef Dweller:</i> Gain all Reef Dweller effects in your zoo, (including the one on the icon itself) in an order of your choice.
	Top – No Reef Dweller effect of its own. Bottom – Reef Dweller effect: Gain 3 money.
	The effect described after this icon is a Reef Dweller effect.
	Whenever you replenish the display and add a card with this icon, discard the card in folder 1 and replenish again (repeat if you add another card with this icon). <i>Example: see rulebook page 5.</i>

	Animal ability <i>Mark</i> After finishing place 1 token on an empty animal card in the display. • Discarded: Gain card. • Leaves display any other way: Gain 2 money.
	Animal ability <i>Extra Shift</i> Retrieve 1 of your association workers.
	Animal ability <i>Shark attack X</i> Discard X animal cards from display within  . Gain 1/2 of their appeal (rounded down).
	Animal ability <i>Hunter X</i> Draw X cards (deck). Take 1 animal card. Discard rest. <i>X = as depicted or own</i> 
	Animal ability <i>Digging X</i> Choose X times: • Discard 1 card from display, replenish. • Discard 1 card from hand, draw 1 (deck).

	Gain 1 reputation for each 2 research icons in your zoo.
	Reveal cards from the top of the deck until you find a card with the depicted icon. Take that card into hand and tuck the other cards under the deck.
	Reveal cards from the top of the deck until you find a small or large animal. Take that card into hand and tuck the other cards under the deck.

