

# Night at the Zoo

## Latecomers

Albi

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Night at the Zoo: Latecomers  
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*The Zoo has opened four new enclosures, welcoming more animals into the park. Under cover of darkness, these curious beings joined their friends and escaped! Help them to return to the Zoo safely, but be careful – some of those new arrivals have more complicated ways to move!*

This expansion doesn't alter any of the base game rules; it adds variety to the pool of animals to choose from.

### Contents:

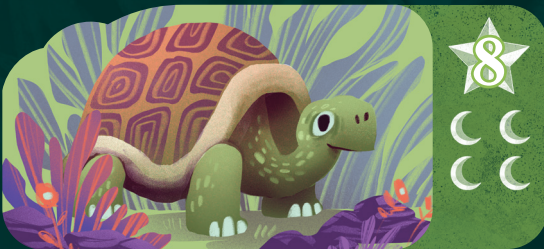
4 Animal tiles  
12 Animal figures  
12 Monkey movement tokens  
EN rulebook



## Game Setup

During the base Game Setup, in Step 4, you can add these four new animals into the **Animal tiles** pile, to offer you a greater selection. The total level of difficulty (number of moons ☾) of the three chosen tiles must be at least 6.

## Special Animal Rules



### Turtle

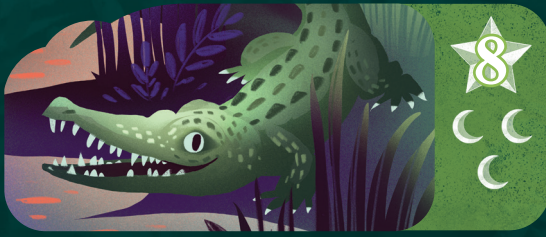


The Turtle requires 2 movements to move to an adjacent tile. After the first movement, place it on the connection **between the two tiles**. If the Turtle stands on a tile edge, consider it for all game effects as if it occupies both tiles (even when entering the Zoo). The Turtle cannot stand on an edge of a single tile with a neighboring empty space.

Each Turtle that reaches the Zoo scores 8 VPs at the end of the game. Each Turtle scores an additional 1 VP for each **other** animal (including other Turtles) that reaches the Zoo.



*Example: Charles discards a Sand tile from his Warehouse. As a result, he may move his Turtle standing on a Sand-Grass tile edge onto the Grass tile.*



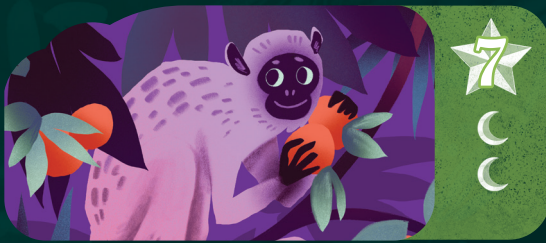
# Crocodile



At any time of the game, if there is another animal on the same tile as the Crocodile, that animal is eaten (not at the Zoo!). Remove its figure from the game and gain 3 VPs immediately. A Crocodile cannot eat other Crocodiles.

Each Crocodile that reaches the Zoo scores 8 VPs at the end of the game.

*Example: Ann's Penguin moves through a tile with a Crocodile, is therefore eaten and removed from the game. Ann scores 3 VPs immediately.*



# Monkey

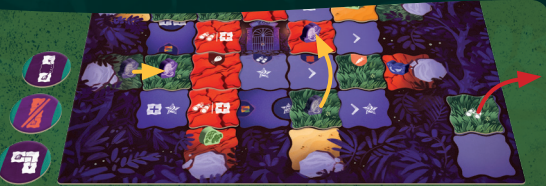


During the Game Setup, each player takes a set of 3 special Monkey movement tokens.

When performing a special move (by discarding a tile), the Monkey may use and flip face-down one available special movement token instead of performing its default 1-tile move (the shapes on the tokens may be rotated or mirrored). Each token may be used to move exactly one Monkey figure at a time. Refresh the tokens immediately after the last one have been used.

Each Monkey that reaches the Zoo scores 7 VPs at the end of the game.

*Example: Charles performs a special move by discarding a tile. Two of his Monkeys are on the Grass tile, and each of them may use one available special movement token. He uses a jump token for the first Monkey. The remaining token cannot be used by the second Monkey, so it performs just a 1-tile move.*



# Meerkat



Before moving, check if there is at least one other animal in the same row or column as the Meerkat. If there is, the Meerkat performs an additional 1-tile move (in any direction).

Each Meerkat that reaches the Zoo scores 6 VPs at the end of the game.

*Example: There is a Turtle in the same row as the Meerkat. The Meerkat performs an additional 1-tile move.*

