

MESOZOOIC™

JURASSIC MINI EXPANSION

As franchise owners of Mesozoo Inc., you can now play cooperatively to build the most exciting zoos and keep Corporate happy by fulfilling their mandates.

Then get an edge over your competitors by adding mandates to your normal *Mesozoic* games, and hire mascots to draw in bigger crowds.

CONTENTS



18 Mandate Cards



2 Level Cards
(double-sided)



8 Mascot Cards

COOPERATIVE VARIANT

You can use the mandate cards to play *Mesozoic* cooperatively instead of competitively. In this variant, each player owns a franchise of Mesozoo Inc., and you must work together to build successful zoos while completing corporate mandates.

Each round, players total their scores, then lose points for any failed mandates. Score well in all three rounds and you win, but score too low for your chosen difficulty level and you immediately lose the game.

Play the game normally, with the following changes:

SETUP

Shuffle the 16 mandate cards that show the cooperative icon in the bottom-left corner and place them in a facedown pile in the middle of the table to create the mandate deck. Return the two remaining mandate cards to the box.



Co-op Icon

Then choose a difficulty level. Place the corresponding level card faceup on the table, and return the other level card to the box.

When creating the deck, **do not include neutral or advanced cards**; you will use only the players' basic cards, so no cards from the deck are left out each round.

PLAYING THE GAME

In the cooperative variant, you play three rounds as normal, but your goal each round is to collectively meet or exceed the score shown on your chosen level card.

Choose

At the start of the choose step, deal one card from the mandate deck faceup to each player, then place two cards faceup in the middle of the table. Cards dealt to players are personal mandates, which can be completed only by that player. Cards in the middle of the table are general mandates, which can be completed by any player.

If the mandate deck ever runs out, shuffle the discard pile to create a new facedown deck.

Note: During the choose step, players **cannot discuss strategy**. However, players' personal mandates are always visible, so you can use them to influence your decisions.

Score

After all players have scored their zoos, add up all players' scores for the round.

Then, check if mandates have been completed; the requirements for each mandate are explained in detail on pages 3–5. Discard each completed mandate card in a faceup discard pile near the mandate deck.

For each incomplete mandate, **subtract 10 points** from the total score for the round. If the final total is lower than the value shown on the level card (based on the number of players), the players **immediately lose the game**. Otherwise, play continues as normal.

End of the Round

To prepare for the next round, place all incomplete mandate cards in the middle of the table; they will be general mandates in the next round (you will still place two new general mandates).

END OF THE GAME

If the players complete three rounds without losing, the players win the game! The players can win even if there are still incomplete mandates.



COMPETITIVE MANDATES

You can also use mandate cards in a normal competitive game of *Mesozooic* as a new way to score points. Each round, three mandate cards are available to all players, and players score 3 extra points for each mandate they complete.

To add mandates to competitive *Mesozooic*, play the game normally with the following changes:

SETUP

Shuffle the 12 mandate cards that show the competitive icon in the bottom-left corner and place them in a facedown pile in the middle of the table to create the mandate deck. Return the six remaining mandate cards and the level cards to the box.



Competitive
Icon

PLAYING THE GAME

At the start of each round, draw the top three cards of the mandate deck and place them faceup within view of all players. These are the mandates players can complete during the round.

Score

In addition to the normal scoring rules, check if your zoo completes any of the faceup mandates.

For each mandate you complete, score 3 points. You can score up to 9 points this way each round. **Multiple players can complete the same mandates.**

End of the Round

Discard the three faceup mandate cards in a faceup discard pile near the mandate deck.



MANDATE CARDS

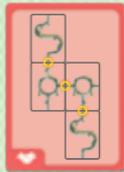
To complete a mandate, you must meet its requirements. The specific requirements to complete each mandate are described on the following pages.



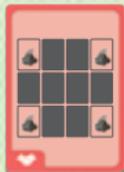
Your zoo contains at least 2 completed carnivore enclosures **or** 2 completed herbivore enclosures.



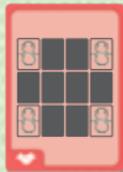
Your zoo contains at least 1 completed carnivore enclosure **and** 1 completed herbivore enclosure.



Your zoo contains at least 3 continuous monorail connections (4 cards) in a line or branching.



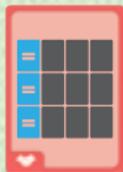
There is a truck in each corner of your zoo (your director has a truck).



There is a monorail in each corner of your zoo.



Your individual score equals or exceeds the value shown (based on the difficulty level).



The cards in the left column of your zoo all share at least one type of feature*.

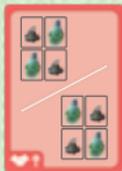


The cards in the right column of your zoo do not share any type of feature*.

*There are 5 basic types of features: enclosures, attractions, trucks, monorails, and topiaries.



Your zoo contains an attraction with at least 3 trucks next to it (not blocked by enclosures).



Your zoo contains a block of 4 alternating attractions and trucks (not blocked by enclosures).



Your zoo contains at least 1 completed enclosure, 1 monorail connection, and 1 scoring attraction.



Your director is in the top-left corner of your zoo.



You have a completed herbivore enclosure in the central spaces of your zoo.



You have monorails in the central spaces of your zoo that are connected to each other.



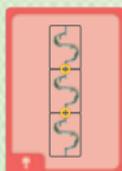
There is a topiary in the center-right space of your zoo.



Your director is next to a topiary (not diagonally).



Your zoo contains at least 2 completed enclosures of any type(s).



Your zoo contains at least 2 continuous monorail connections (3 connected cards).



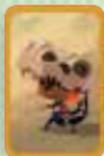
MASCOTS

Mandates aren't the only way to outplay your competitors—you can also hire costumed mascots to entertain your visitors for extra points. Each mascot corresponds to a type of feature, and each round, players race to grab a mascot and place it into their zoo near those features.

To add mascots to a game of *Mesozoic*, play the game normally with the following changes:

SETUP

Gather the eight mascot cards; if you are not playing with advanced cards, return the advanced mascot to the box.



*Advanced
Mascot*

PLAYING THE GAME

At the start of each round, shuffle the mascot cards facedown. Then take mascots equal to the number of players and place them faceup in the middle of the table, within reach of all players. These are the available mascots during this round.

Build

At any time after the timer is flipped, when you do not want to slide any more cards, you can take one available mascot from the middle of the table. You can take only one mascot per round. **After you take a mascot, you cannot slide any more cards during that round.**

After time runs out, you can still take a mascot as quickly as possible. When each player has taken one mascot, proceed to the score step.

Score

Place your mascot at the intersection of 4 cards in your zoo. For each card the mascot overlaps that shows the corresponding feature, score 1 point. You can score up to 4 extra points this way each round.



*Score 3 extra points for
the 3 surrounding cards
with monorails.*

MASCOT TYPES



Enclosures (x2)



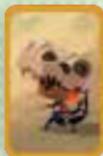
Attractions and Trucks (x2)



Monorails (x2)



Topiaries (x1)



Advanced Cards (x1)

CREDITS

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