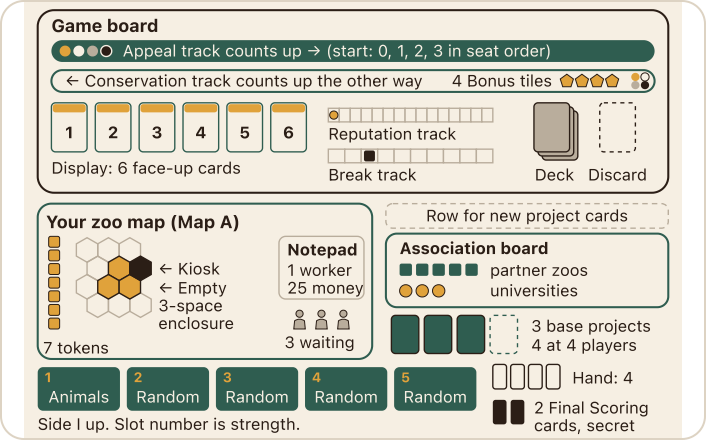
THE LUDARIUM · TEACH SHEET

Teach Ark Nova in ten minutes

1 to 4 players · 90 to 150 minutes · Ages 14 and up

The goal: Build the best zoo: raise appeal and conservation until your two counters cross, then score the most points.



On your turn

1. Pick one action card. Its slot number, 1 to 5, is its strength.
2. Spend X-tokens for +1 strength each if you like. Then do the action.
3. Move the used card to slot 1. Slide the cards from its left one slot right.
4. Cards: move the break 2. Draw from the deck, or at strength 5, snap from the display.
5. Build: one building up to the strength in size. Pay 2 money per space.
6. Animals: one animal at strength 2 to 4, two at 5. Pay the cost, fill an empty enclosure.
7. Association: a worker does one task: 2 reputation, partner zoo, university, or a project.
8. Sponsors: play a sponsor up to the strength, or move the break that far and take that much money.

Three tips for your first game

1. Plan two turns ahead. The card you use now waits at strength 1.
2. Early appeal is income. Late conservation is points.
3. Take a partner zoo that matches your animals. It saves 3 money per continent icon.

Setup

1. Board in the middle. Break token on the start space for your player count.
2. Put 4 random Bonus tiles on the blank yellow Bonus spaces.
3. Shuffle the Zoo cards. Deal 6 face down to the display.
4. Association board: 1 partner zoo per continent, 1 of each university, 3 base projects below (4 at four players).
5. Each player: Map A, empty 3-space enclosure by the kiosk, action cards side I, Animals in slot 1.
6. Counters on the first spaces. Appeal starts at 0, 1, 2, 3 in turn order.
7. Take 25 money, 1 active worker, 7 tokens on the map's left edge, 2 secret Final Scoring cards.
8. Draw 8 Zoo cards, keep 4. Then flip the display face up.

Scoring

- Appeal comes mostly from animals. It also sets your income at every break.
- Conservation comes from projects, some cards, and Final Scoring cards.
- Up to 10 conservation, each point counts for 2 appeal. After 10, each counts for 3.
- End: score your Final Scoring card and any end-game sponsor cards.
- Final score: your appeal plus the small number on your conservation space.
- Tie: the player who supported the most conservation projects wins.

Game end: The end triggers when a player's two counters meet or cross. Everyone else takes one last turn (everyone, if it happens in a break), then score.

Free course: theludarium.com/academy/ark-nova/

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