

You must select the zoo map you want to play

Map 6

Map 1

Confirm

I would choose Map 6 (Research Institute). Tomoaki agrees.



0. Definite Keep: Reptile Breeding Program, Veiled Chameleon, Chinese Water Dragon, European Grass Snake, Aquarium (and yes, I know that's 5!). The problem with aquarium is that I need 3 rep to play it so need a uni (2-rep, or 1-rep + placement bonus). Reptile Breeding program requires a university. If I had to guess, I would guess both rep unis will be taken before we have a chance, but I'd keep aquarium for later anyway. To make sure I can get the reptile breeding program, I'd get rid of one of the asia reptiles, probably the chameleon. I can then get out water dragon and grass snake round 1. Cards are at 5 so I can draw 3 and have something to sunbathe. I imagine the first few rounds going something like:

Turn		Slots:	1	2	3	4	5
0							
1	c (draw 3)						
2	b (1) (on 1 rep if hand-size uni still available)						
3	b (1)						

4	a snap uni (if available, then sponsor aquarium, or europe/asia partnership zoo)	a b c n s
5	s (aquarium if possible, if not 5 income)	s a b c n
6	n (both reptiles)	n s a b c

Tomoaki agrees.



1. Hydrologist is clearly an excellent card on this map, and we can play it next turn. Blue is on Silver Lakes, so I would expect him to snap it if we let him. My plan would therefore be:

Turn		Slots:	1	2	3	4	5	App+	Appeal	CP+	CP	Points	M-	Money
0			n	a	b	s	c		1					25
1	c (hydrologist)		c	n	a	b	s		1					25
2	s (hydrologist)		s	c	n	a	b		1					25
3	(assuming uni's taken): b1		b	s	c	n	a		1			1		24
4	b1		b	s	c	n	a		1			1		23
5	a (partnership; asia or europe)		s	a	b	c	n		1					23
6	c (extra 2 cards for sunbathing)		c	s	a	b	n		1					23
7	n (dragon + snake)		n	c	s	a	b	6	7			13		10

Tomoaki agrees



2. Surprisingly to me, both partnerships I want and the 1-rep uni are still available. So I can prioritize aquarium or reptile breeding program. I could build 1, take the uni, play the aquarium (before hydrologist) build another 1, then play both animals to get an extra 4 appeal. The other option is to take hydrologist, and play the animals before getting the aquarium out, so probably taking asia partnership and getting the reptile breeding project out round 2. Since I get a free uni on this map from the placement bonus, the first uni will also get me an upgrade. On the other hand, the reptile breeding program would give me the two rep I need to play the aquarium. Should also note that Blue took the Americas partnership (on silver lakes), so must have a great animal. He hasn't built an enclosure, so I don't know what size.

Option 1 (Aquarium):

Turn	Slots: 1 2 3 4 5 App+	Appeal	CP+	CP	Points	M-	Money	Income (Appeal)	(Kiosk)	(Other)	(Total)	X Break (End t)	(Start t-1)	Rep+	Rep
0								25							1
1	c n a b s	1						25							1 2
2 b(1) (1 rep)	b c n a s	1				2	23								2
3 a (1 rep uni)	a b c n s	1					23								2
4 b 1	s a b c n	1			2	21									1 3
5 s ( aquarium)	b s a c n	1				-5	26								3
6 c (extra 2 cards for sunbathing)	c b s a n	1					26								3
7 n (dragon + snake); sunbath 2, clever b	b n c s a	10	11			8	18								3
Next break: get partnership from association, R3 get reptile breeding program.															
8 Get 2-rep uni from placement bonus getting 2 upgrades															
								18							2 5



Option 2: Hydrologist/Reptile Program

Turn	Slots: 1 2 3 4 5 App+	Appeal	CP+	CP	Points	M-	Income (Appeal)	(Kiosk)	(Other)	(Total)	X	Break (End t)	(Start t-1)	Rep+	Rep
0															1
1	c n a b s	1					25								1
2 s (hydrologist)	s c n a b	1					25								1
3 b 1	b s c n a	1			1	24									1
4 b 1	b s c n a	1			1	23									1
5 a (partnership)	a b s c n	1			-5	28									1
6 c (extra 2 cards for sunbathing)	c b s a n	1				28									1
7 n (dragon + snake); sunbath 2, clever b	b n c s a	10	11			5	23								1
Next break: R2 reptile breeding program (gives 2 rep to get to three for aquarium, which gives extra 4 money when placed with hydrologist. Get 2-rep 8 uni from placement bonus getting 2 upgrades							23							2	3

The uni is good because of the second uni placement bonus which gives me upgrades. The hydrologist gives an appeal for every water icon in my zoo, so I think it's fine, even better, to play the aquarium and animals first. Therefore I'd go with option 1 and build now, on the one rep.

Tomoaki builds 2. We have the money; we must think expansion towards the middle of the map is worth an extra \$2. Perhaps he is going to build the aquarium before the second build, building another two to get the uni bonus this turn, grabbing the one-rep uni while using the worker to take a partnership. This is the best of all worlds, and much better than my plan. Actually, it doesn't work, because we need the uni before playing the aquarium. We could use it to get the draw from range bonus sooner.



3. Following the plan I'd take the 1-rep uni, planning to play the aquarium, then build:

Turn		Slots: 1 2 3 4 5 App+	Appeal	CP+	CP	Points	M-	Money	Income (Appeal)	(Kiosk)	(Other)	(Total)	X Break (End t)	(Start t-1)	Rep+	Rep
0									25							1
1									25							2
2		b c n a s	1						25							2
3 a (uni)		a b c n s	1					1	24							1 3
4 s (aquarium)		s a b c n	4	5				1	23							3
5 b( 2, draw rep)		b s a c n		5				-5	28							3
6 c (extra 2 cards for sunbathing)		c b s a n		5					28							3
7 n (dragon + snake); sunbath 2, clever b		b n c s a	10	15				5	23							3
Next break: R2 reptile breeding program (gives 2 rep to get to three for aquarium, which gives extra 4 money when placed with hydrologist. Get 2-rep uni from placement bonus getting 2 upgrades									23							2 5

Tomoaki agrees. When Marine Worlds is out, the extra placement uni will have more flexibility, since there will be 4 uni's on offer.



4. I would play the aquarium, getting the 5 income. Tomoaki agrees.



5. I would build for the dragon/snake. I like the bird breeding program, especially with birds being a project, and we have plenty of money, so I'd build 2 to take it. We have the hand-size uni so can think medium term. Tomoaki instead just builds 1, on the eastern border, and I'm not sure why.

I already had the Reptile Breeding Program and felt it was sufficient, so I didn't consider taking the Bird Breeding Program.

By the way, the 1-enclosure should have been built in the southeast to make it easier to get 1CP at the end of the game with the Hydrologist, but I mistakenly built it on the eastern border. (I realized this right after, but it was too late...)



6. I would C before sunbathing. The break is unlikely to happen before next turn. Tomoaki instead plays animals now and does not use sunbathing. This lets us snap next turn, but nothing looks so great to me, so I don't understand this play.

The main reason I played animals without C was that if the Anaconda was played by blue, constriction would limit me to playing only one animal card. (Since I had already played the Aquarium, my appeal was at 5.) Although the likelihood of Anaconda appearing was lower compared to Capuchin or Scarlet Macaw, it was still possible and couldn't be ignored. In this situation, where the animals I wanted to play early were cheap and I could expect a substantial income due to the significant appeals from the Aquarium and Hydrologist, the loss of tempo due to constriction was more critical than pilfer. Given this relatively ample financial situation, I decided it was more beneficial to skip sunbathing and keep cards in hand, which is another reason I chose N first. Generally, early sunbathing is powerful and it's rare not to utilize it, so this was an exception.



7. Blue pilfers, which hits us. I think this may have been foreseeable since taking the americas zoo was strange, and he build an open 2 enclosure. (Perhaps another reason to take the cards). We can take cards now and sponsorship next to get the hydrologist out. Do we snap or draw. Not playing cards last time makes me think Tomoaki wants to snap, but I'm not sure what. If it was sloth bear or bird breeding program we could have just build on the draw/ren. I'd draw 3.

Tomoaki snaps the platypus. Venom doesn't hit anyone and none of the icons help with a project, but it does have a water icon which gives 2 extra appeal, and we want to build on the uni after the break anyway. This explains Tomoaki's play on turns five and six. Ignoring the build cost, since we want to build anyway, and ignoring the venom because it may not hit anyone, we are getting 6 appeals for 10 gold, which is a great deal. So I think Tomoaki's play is justified.

As mentioned above, I took the risk of pilfer intentionally. To be precise, I accepted the high probability loss of 5 money to avoid the risk of constriction.



8. The break happens. With Blue and especially Yellow being able to take the two rep uni we want from the placement bonus, I would build now. This gives us two upgrades; one from 5 rep and one from 2 uni. One should probably be build. The other should probably be association, to let us donate, even though we might not want a third uni. It would let us release the platypus from range, if we wanted, perhaps next round. We don't need to upgrade animals or sponsors or cards right now. In a vacuum, playing the hydrologist first would give us an extra 2 money, but I don't think it's worth the risk here.

4				4	5		1	23					3
5					5		-5	28					3
6					5			28					3
7		c	a	n	b	s	10	15		10	18		3
8	b (2) (2 rep uni) (upgrade B, A)	B	c	A	n	s		15		2	16		2 5
9	n (platypus)	n	B	c	A	s	6	21		10	6		5
10	s (hydrologist)	s	n	B	c	A	6	27			6		5
11	if Australia in range, release platypus. If not, grab a partnership	A	s	n	B	c		27			6		5
12	c (draw cards)	c	A	s	n	B		27			6		5

Tomoiki upgrades Animals instead of Association. I'm not sure why. We can't play the white stork from range anytime soon, since B is now on one. Perhaps we can go for the bear, though we are a long way from the research institute, and yellow and red already have bear icons. Perhaps it's a way to get an extra rep which, with the reptile breeding program, will give us an extra worker. Though I expected us to play N for Platypus on 4, before the hydrologist, to get the extra appeal. Perhaps it's to play the python.

While I mentioned that 5 money was an acceptable loss, it did mean I couldn't use the money for donation, so I prioritized securing a guaranteed rep, leading to upgrading Animals. Indeed, until this moment, the main plan was to play Platypus before the Hydrologist, but I reconsidered and thought that a difference of 1 appeal wasn't significant enough to worry about.

The release of the Platypus was somewhat appealing, but given the possibility that blue might take it first, I wasn't overly hopeful at this point.



9.Both partnerships were taken, so I'm not sure what to do with association this turn. We could snap the National Park in 3 turns, Blue will probably snap it first to release their tasmanian devil. Though, if that were Blue's plan, he wouldn't have taken the partnership. On the other hand, we're still only on round 2 which is kind of early for a release since we need the income from appeal. Additionally the platypus helps with the

hydrologist and aquatic zoo end goals. We could take the Australia zoo to save us \$3 on the platypus, but if we are not upgrading Association I'd want Europe and Asia to be my two partner zoos. Perhaps in a couple of turns the National Park will be in range and I can snap it with the placement bonus. My next two turns will be hydrologist and platypus. I can't get the venom either way. Hydrologist first loses and appeal but gains a reputation. I think, according to how the game is balanced, those two are roughly equal. Here I'd rather have the appeal because the rep won't do anything for me until I play reptile breeding program. Another possibility is to combine the rep from N with 2rep from Assoc 2. But then we'd have 8 Rep already, and perhaps upgrade cards as our next upgrade. I'm not sure what we'd do with our second worker, perhaps the National Park. Something like:

Turn	Slots:	1	2	3	4	5	App+	Appeal	CP+	CP	Points	M-	Money	Income (Appeal)	(Kiosk)	(Other)	(Total)	X Break (End t)	(Start t-1)	Rep+	Rep
8		B	c	a	N	s		15		0		14								5	
9 a (2 rep)		a	B	c	N	s		15		0		14								2	7
10 s (hydrologist)		s	a	B	c	N	5	20		0		14								7	
11 N (platypus); extra worker from Rep		N	s	a	B	c	6	26		0		10	4							1	8
12 c (Blue Mountain National Forest)		c	N	s	a	B		26		0		4								8	
13 Build ?		B	c	N	s	a		26		0		4								8	
14 Release Platypus (Upgrade C)		a	B	c	N	s		26	3	3		4								1	9

But this seems very slow and the break could happen by then. Nonetheless I'd probably go for it, so take the 2 rep now.

Tomoaki instead plays the Hydrologist.

Indeed, the unexpected scenario of both partnerships being taken forced me to change plans. Since my reputation was likely to overflow without upgrading Cards, acquiring partner zoos was necessary, and taking 2 rep was not an option. Ideally, I should have taken a partner zoo with A here. Choosing S instead was a mistake. This delayed the rotation of A, pushing back future support for conservation projects by one turn.

My intention was to use S first to control the timing in case the break didn't occur soon, but it didn't delay much and only made a difference of S4 or S5, which wasn't worth prioritizing.



10. I assume the plan is to play the platypus now. Tomoaki instead takes the Australia partnership to save \$3. 2 rep is generally considered better value than just \$3, but we are closer to the 2-partnership upgrade.



11. I'm assuming we go for the Platypus. Tomoaki instead builds 3 and draws the National Park:



Because of the Australia partnership, we have the money to do this. It's obviously a great kiosk, and we can build 5 towards the research institute for the bear after the break.



12. This is my third turn saying platypus, but with the break drawing closer it seems obvious.

Tomoaki agrees.



13. The break hasn't happened yet, so by drawing we can get an X as well. After the break we'll have \$25, so the python can be built for and played, and constrict yellow (if played before gaining any CP). I looked at 46 possible draws, and would rather have the 3 cards 25/46 times. Since we have the room, I'd draw 3. Tomoaki instead snaps the python. Maybe already being in such a dominant position he'd rather play safe. You're absolutely right, I've played it safe at almost every juncture so far. However, there were some minor mistakes too.



14. European Zoo will allow the predator breeding program, if we can find another worker (probably from another rep).. So we can either release the platypus, or play animals at 5. We'll constrict yellow even with an extra 3CP, so that's not a worry. Alternatively, we could just play the Platypus and Project 2 Asia. Another alternative is to get another worker this turn by Assoc 2. Another is to release the platypus and get the worker at 2CP (instead of a card upgrade). Notice the reward for getting out 4 workers (3 more) is 2CP on this map. We could get 3 workers from 8rep, 2CP, project bonus.

We lose an upgrade, but can upgrade cards from the second partner zoo. It's late for a sponsor upgrade, and association isn't as vital if we're not going for a 3rd partnership. The Dugong would also be great for us since it has 2 aquatic conditions for the aquarium. It costs  $5*2+19=29$ , but we can sponsor 5 now to have enough money. We get 2 back from the hydrologist, but that's not enough without the sponsorship money. In terms of releasing, the dugong gets us 5CP for 9 appeal, the platypus 3CP for 4 appeal. I'd rather have the 5CP since it gets us to the 5CP reward.

So after all that discussion, I would just break 5 for the money and decide next turn which path to go down. Yellow could draw from range or red could snap one of the first three cards.

Tomoaki agrees with just breaking 5.



15. Blue surprisingly takes free-range new world monkeys from range. He's on silver lakes so it's a much better card than on other maps. With Dugong in range I would spend a X to build 5, getting 2 back from the hydrologist, then play Dugong from range.  $5*2-2+(19+3)=30$ . Playing association, either Xing or for 2 rep, saves an X and gives us a reputation, but we need to wait a while to associate again and the break may happen. Tomoaki releases the platypus instead of going for the Dugong. I'm not entirely sure why; maybe he wants the 5 appeal more than the 3CP at this stage. Tomoaki also releases from the north, rather than the south, which surprises me because the south is also next to a rock. I just noticed releasing from the south would affect the kiosk. My bad. Maybe this is also a reason to keep the Dugong (which will go next to the kiosk). Also, releasing the platypus (rather than dugong) gives a place for the python. Tomoaki takes the 5 income bonus.

For 2CP I would either upgrade association, planning on upgrading cards with the second partner zoo, or take the worker, for the reasons above. I think I'd take the worker and hope to get the european zoo before the break. Tomoaki upgrades association.

The reason I didn't aim to release the Dugong was simply that it would delay the rotation of A. Given the situation where I could release the Platypus immediately, using B (with X) and N would effectively delay the timing to support the next conservation project by three turns.

Considering my ongoing need to support conservation projects, this would be a significant loss. In fact, although I was worried about red taking the Dugong, delaying the Association action here, even with the favorable situation, wasn't an option. So, I took the risk (probably low risk) and waited.



16. I would build 5, drawing Dugong from Range. 13 appeal and a CP for \$19; sign me up for that! Tomoaki agrees.



17. Replay glitched, but I'm playing Dugong. For digging, I like my other two cards in hand, so I guess it's just hate-digging.  
Tomoaki agrees.



18. I can release the Dugong after all! For Cards, I'm tempted by the Polar bear exhibit because of the aquatic symbol (and it's a good card anyway), but we are kind of late for it. My next projects will probably be Dugong release and reptile breeding program. This will move me past 9 rep so I want a zoo. Yellow may take Asian Zoo and Red European Zoo. This turn I'm going to aim for workers in partnership and one project, so I would take the European Zoo now, intending to possibly snap the Eurasian Eagle Owl next, since it works for Europe and Birds. I would upgrade cards, and donate 2.

Tomoaki agrees. With the 5CP bonus, I would draw 3 from range. One of these can be the eagle owl. Tomoaki instead takes the reputation and uses draw from range to get the Owl.

At this point, releasing the Dugong was still not the top priority. Since the Reptile Breeding Program would score higher, I was observing the situation.



19. I would draw cards. From range I would take the lesser bird of paradise and the polar bear exhibit, if nothing else came up.

Tomoaki agrees but also takes the reindeer (which can flock with the dugong) and the frilled lizards, which I don't understand. He discards the python. We're winning by so much that constriction doesn't hit anyone. Yellow has quarantine lab.

Taking the Frilled Lizard and discarding the Indian Rock Python was a mistake. Although it was a very challenging situation to refine the details towards the endgame, I failed to realize that the adjacency condition to rocks could become a hindrance depending on the development.

And it's unfortunate that the replay stopped at a good point, but soon I'll have the Association hypnotized and will be able to draw two cards with C.

The replay glitched out here, and refreshing a couple of times didn't help. I'm not at the level where I can think from just text; maybe one day. The rest of the game:

Move 424 :	10:12:50 AM
Dark_Tweek chooses action card  II with strength 3	
Dark_Tweek advances break token of 2 space(s), now at 4/15	
Move 425 :	10:13:11 AM
Dark_Tweek draws 2 card(s) from the deck	
Dark_Tweek places action card Cards at position 1 (finishing action)	
Move 426 :	10:49:04 AM
Louxor-ya pays 2  for increasing card strength	
Louxor-ya chooses action card  I with strength 5	
Move 427 :	10:49:19 AM
Louxor-ya supports a conservation project on the first slot : Europe	
Move 428 :	10:49:22 AM
Louxor-ya gains  (Europe)	
Move 429 :	10:49:34 AM
Louxor-ya gains  (from university)	
Move 430 :	10:49:38 AM
Louxor-ya upgrades  II	
Move 431 :	10:50:16 AM
Louxor-ya upgrades  II	
Move 432 :	10:50:39 AM
Louxor-ya draws 1 card(s) from the deck	
Move 433 :	10:50:54 AM
Louxor-ya takes Predator breeding program in reputation range from the display	
Move 434 :	10:50:58 AM
Louxor-ya takes Expert In Small Animals in reputation range from the display	
Louxor-ya gains a new Association worker	
Louxor-ya places action card Association at position 1 (finishing action)	
Move 435 :	10:51:05 AM
The display is replenished with Sumatran Tiger, Talented Communicator	

Move 440 :	12:46:46 PM
NotASynth chooses action card  II with strength 	
Move 441 :	12:47:04 PM
NotASynth plays Indian Cobra for  and places it in a size-2 enclosure	
Move 442 :	12:47:07 PM
NotASynth chooses to hypnotize Tomoaki Tokunaga	
NotASynth gains  (Indian Cobra)	
Move 443 :	12:47:14 PM
NotASynth buys Donkey from display for  and places it in the Petting Zoo	
Move 444 :	12:47:18 PM
NotASynth gains  (Petting Zoo Animal action)	
NotASynth gains 1  (Inventive)	
NotASynth places action card Animals at position 1 (finishing action)	
Move 445 :	12:47:26 PM
NotASynth pays 1  for increasing card strength	
NotASynth chooses action card  II with strength 	
Move 452 :	12:49:29 PM
NotASynth takes a new Partner zoo	
Move 453 :	12:49:30 PM
NotASynth upgrades  II	
Move 454 :	12:49:33 PM
NotASynth donates to an association	
NotASynth donates  to get 	
Tomoaki Tokunaga places action card Association at position 1 (finishing action)	
Move 455 :	12:49:39 PM
The display is replenished with Laughing Kookaburra	

## Turn 20:

Move 456 :	1:43:05 PM
Tomoaki Tokunaga chooses action card  II with strength 	
Tomoaki Tokunaga advances break token of 2 space(s), now at 6/15	
Move 457 :	1:43:25 PM
Tomoaki Tokunaga takes Sumatran Tiger in reputation range from the display	
Move 458 :	1:43:31 PM
Tomoaki Tokunaga takes Aquatic in reputation range from the display	
Move 459 :	1:43:38 PM
You discard Frilled Lizard	
Tomoaki Tokunaga discards 1 card(s)	
Tomoaki Tokunaga places action card Cards at position 1 (finishing action)	

Getting Aquatic just seems unfair! Sumatran Tiger is obviously great at this stage of the game also.

With a lot of cards being taken from the display, both Sumatran Tiger and Aquatic, which were very valuable to me, appeared, so I used C to obtain them. Normally, I try to avoid taking Cards actions as much as possible, but this was an extraordinary case, and it was probably the first time in my long Ark Nova experience that I took C consecutively.

With the acquisition of Sumatran Tiger, I had the option to house it in the enclosure freed by releasing Dugong. However, although I don't remember the details, if I could support a conservation project within round 4, it would have been more beneficial to use Reptile Breeding Program without releasing Dugong. I believe taking 2-enclosure here allowed room to build a new enclosure for Sumatran Tiger.

Move 460 :	1:44:55 PM
The display is replenished with Low Mountain Range, Greater Rhea	
Move 461 :	2:22:07 PM
Dark_Tweek chooses action card  II with strength  5	
Move 462 :	2:22:25 PM
Dark_Tweek pays  for building a size-2 enclosure	
Dark_Tweek gains  1 (Geologist)	
Move 463 :	2:22:34 PM
Dark_Tweek pays  for building a size-3 enclosure	
Dark_Tweek gains 1  (placement bonus)	
Dark_Tweek gains  2 (Geologist)	
Dark_Tweek places action card Build at position 1 (finishing action)	
Move 465 :	2:43:56 PM
Louxor-ya chooses action card  I with strength  5	
Move 466 :	3:44:01 PM
Louxor-ya plays Expert In Small Animals	
Louxor-ya gains  1 (Expert In Small Animals)	
Louxor-ya places action card Sponsors at position 1 (finishing action)	
Move 468 :	5/14/2024 1:29:00 AM

## Turn 21:

Move 472 :	1:45:18 AM
Tomoaki_Tokunaga chooses action card  II with strength  3	
Move 473 :	1:45:28 AM
Tomoaki_Tokunaga plays Lesser Bird-of-paradise for  1 and places it in a size-1 enclosure	
Move 474 :	1:45:32 AM
Tomoaki_Tokunaga gains  1 (Lesser Bird-of-paradise)	
Move 475 :	1:45:49 AM
Tomoaki_Tokunaga adds a pavilion (Lesser Bird-of-paradise)	
Tomoaki_Tokunaga gains  1 (building a pavilion)	
Move 476 :	1:46:03 AM
Tomoaki_Tokunaga buys Laughing Kookaburra from display for  10 and places it in a size-2 enclosure	
Tomoaki_Tokunaga gains  1 (Iconic animal)	
Tomoaki_Tokunaga places action card Animals at position 1 (finishing action)	

The display is replenished with Giant Panda	2:38:56 AM
Move 478 : Dark_Tweek chooses action card  II with strength 	2:39:00 AM
Move 479 : Dark_Tweek plays Komodo Dragon for  II and places it in a size-3 enclosure	2:39:10 AM
Move 480 : Dark_Tweek gains  I (Iconic animal)	2:39:13 AM
Dark_Tweek gains  II (Komodo Dragon)	2:39:21 AM
Move 481 : Dark_Tweek plays Sun Bear for  I and places it in a size-2 enclosure	2:39:29 AM
Dark_Tweek gains  I (Sun Bear)	2:39:29 AM
Dark_Tweek places action card Animals at position 1 (finishing action)	2:39:29 AM
Move 482 : Dark_Tweek pays 1  for increasing card strength	2:39:29 AM
Dark_Tweek chooses action card  I with strength 	2:40:16 AM
Move 483 : Dark_Tweek supports a conservation project on the first slot - Asia	2:40:16 AM
Move 485 : Dark_Tweek adds a size-2 enclosure for free	2:40:26 AM
Dark_Tweek gains  I (placement bonus)	2:40:26 AM
Dark_Tweek gains  II (placement bonus)	2:40:26 AM
Dark_Tweek gains  III (Asia)	2:40:26 AM
Dark_Tweek gains  IV	2:40:26 AM
Move 487 : Dark_Tweek upgrades  II	2:40:38 AM
Dark_Tweek places action card Association at position 1 (finishing action)	2:40:38 AM
Move 489 : Louxor-ya chooses action card  II with strength 	4:54:11 AM
Move 490 : Louxor-ya increases reputation	4:54:14 AM
Louxor-ya gains  I (association board)	4:54:14 AM
Move 491 : Louxor-ya donates to an association	4:54:17 AM
Louxor-ya donates  I to get 	4:54:17 AM
Move 493 : Louxor-ya discards 1 scoring card	4:54:51 AM
Move 494 : Dark_Tweek discards 1 scoring card	5:03:06 AM
Move 495 : NotASynth discards 1 scoring card	5:05:17 AM
Move 496 : You discard Conservation Zoo (scoring card)	9:05:18 AM
Tomoaki Tokunaga discards 1 scoring card	9:05:18 AM
Louxor-ya places action card Association at position 1 (finishing action)	9:05:18 AM

Move 497:	10:08:35 AM
NotASynth chooses action card  II with strength <b>5</b>	
NotASynth advances break token of 2 space(s), now at 8/15	
Move 498:	10:08:36 AM
NotASynth draws 1 card(s) from the deck	
Move 499:	10:08:45 AM
NotASynth draws 1 card(s) from the deck	
Move 500:	10:08:49 AM
NotASynth takes Greater Rhea in reputation range from the display	
Move 501:	10:08:54 AM
NotASynth takes Bolivian Red Howler in reputation range from the display	
Move 502:	10:09:00 AM
NotASynth discards 1 card(s)	
NotASynth places action card Cards at position 1 (finishing action)	

### Move 503 :

The display is replenished with Lesser Flamingo, Savanna

## Turn 22:

Move 504:	10:16:30 AM
Tomoaki Tokunaga chooses action card  I with strength <b>5</b>	
Move 505:	10:16:39 AM
Tomoaki Tokunaga plays Polar Bear Exhibit	
Move 507:	10:16:53 AM
Tomoaki Tokunaga adds a unique building for free	
Tomoaki Tokunaga gains  (placement bonus)	
Tomoaki Tokunaga gains  (Hydrologist)	
Move 508:	10:17:01 AM
Tomoaki Tokunaga gains  (Polar Bear Exhibit)	
Tomoaki Tokunaga gains  (Aquarium)	
Tomoaki Tokunaga places action card Sponsors at position 1 (finishing action)	
Move 510:	10:36:58 AM
Dark_Tweek chooses action card  II with strength <b>4</b>	
Dark_Tweek advances break token of 2 space(s), now at 10/15	
Move 511:	10:37:05 AM
Dark_Tweek takes Giant Panda in reputation range from the display	
Move 512:	10:37:14 AM
Dark_Tweek draws 1 card(s) from the deck	
Move 513:	10:37:22 AM
Dark_Tweek draws 1 card(s) from the deck	
Move 514:	10:37:39 AM
Dark_Tweek discards 1 card(s)	
Dark_Tweek places action card Cards at position 1 (finishing action)	
Move 515:	10:37:43 AM
The display is replenished with Raccoon	
Move 516:	10:39:09 AM
Louxor-ya chooses action card  II with strength <b>5</b>	
Move 517:	10:39:15 AM
Louxor-ya pays  for building a size-3 enclosure	
Move 518:	10:39:20 AM
Louxor-ya pays  for building a Kiosk	
Move 519:	10:39:25 AM
Louxor-ya pays  for building a pavilion	
Louxor-ya gains  (building a pavilion)	
Louxor-ya gains  (placement bonus)	
Louxor-ya places action card Build at position 1 (finishing action)	

Move 521 :	11:10:02 AM
NotASynth pays 1  for increasing card strength	
NotASynth chooses action card  with strength  5	
Move 522 :	11:10:06 AM
NotASynth advances break token of 5 space(s) and reach the last space of the Break track. At the end of the turn, all players must take a break	
NotASynth gains 1  (triggering break)	
NotASynth gains 	
NotASynth places action card Sponsors at position 1 (finishing action)	
Move 523 :	11:10:13 AM
Starting a new break	
Move 524 :	11:22:10 AM
Louxor-ya discards 2 cards during break	
All tokens are removed from player cards	
All workers go back to each player's reserve	
Replenishing partner zoos and universities	
Removing first two cards of the display: Expert On Europe, Talented Communicator	
The display is replenished with Waza Large Animal Program, Ecuadorean Squirrel Monkey	
NotASynth gains  (map bonus space)	
Move 525 :	11:35:53 AM
NotASynth gains  (appeal income)	
NotASynth gains  (kiosk income)	
NotASynth gains  (map income)	
NotASynth gains 1  (Technology Institute)	
Move 526 :	11:36:00 AM
Tomoaki Tokunaga gains  (map bonus space)	
Tomoaki Tokunaga gains  (appeal income)	
Tomoaki Tokunaga gains  (kiosk income)	
Move 528 :	11:36:56 AM
Dark_Tweek adds a size-2 enclosure for free	
Dark_Tweek gains 1  (placement bonus)	
Dark_Tweek gains  (appeal income)	
Dark_Tweek gains  (kiosk income)	
Dark_Tweek gains  (Federal Grants)	
Move 530 :	11:40:04 AM
Louxor-ya gains  (appeal income)	
Louxor-ya gains  (kiosk income)	
Louxor-ya gains  (map income)	
Move 531 :	11:40:11 AM
Louxor-ya snaps Savanna from the display	
Move 532 :	11:40:16 AM
End of the break	
The display is replenished with Guinea Pig	

Turn 23:

Tomoaki Tokunaga pays 1 for increasing card strength	
Tomoaki Tokunaga chooses action card II with strength 5	11:49:46 AM
Move 534 :	
Tomoaki Tokunaga supports a conservation project on the first slot : Bamboo Forest	11:49:46 AM
Tomoaki Tokunaga releases Dugong into the wild and loses 1 and frees a size-5 enclosure	
Move 535 :	11:49:52 AM
Tomoaki Tokunaga gains 5 (Bamboo Forest)	11:49:52 AM
Move 536 :	11:49:57 AM
Tomoaki Tokunaga gains 10	11:49:57 AM
Tomoaki Tokunaga gains a new Association worker	
Move 537 :	11:50:02 AM
Tomoaki Tokunaga donates to an association	11:50:02 AM
Tomoaki Tokunaga donates 7 to get 1	
Tomoaki Tokunaga places action card Association at position 1 (finishing action)	

As a result, taking time for C meant I couldn't support the conservation project within round 4, and I had to support it twice in round 5. This required using the first support to obtain a worker, leaving no room for build and making the release of Dugong mandatory. While the score was slightly reduced from the initial plan, it wasn't a major issue.

Dark_Tweek pays 1 for increasing card strength	
Dark_Tweek chooses action card II with strength 5	
Move 540 :	11:52:54 AM
Dark_Tweek pays 10 for building a size-5 enclosure	11:52:54 AM
Dark_Tweek gains 2 (placement bonus)	
Dark_Tweek gains 2 (Geologist)	
Dark_Tweek places action card Build at position 1 (finishing action)	
Move 541 :	11:53:02 AM
Dark_Tweek places Sponsors at position 1 (Clever effect)	11:53:02 AM
Move 543 :	2:13:23 PM
Louxor-ya chooses action card II with strength 5	2:13:23 PM
Louxor-ya advances break token of 2 space(s), now at 2/15	
Move 544 :	2:13:30 PM
Louxor-ya snaps Low Mountain Range from the display	2:13:30 PM
Louxor-ya places action card Cards at position 1 (finishing action)	2:13:36 PM
Move 545 :	2:13:36 PM
The display is replenished with African Spurred Tortoise	2:13:36 PM
Move 546 :	2:14:26 PM
NotASynth chooses action card II with strength 5	2:14:26 PM
Move 547 :	2:16:11 PM
NotASynth supports a conservation project on the second slot : Asia	2:16:11 PM
Move 548 :	2:16:14 PM
NotASynth gains 3 (Asia)	2:16:14 PM
NotASynth gains 1	
Move 549 :	2:16:24 PM
NotASynth pouch 2 card(s) for 1	2:16:24 PM
Move 550 :	2:16:30 PM
NotASynth donates to an association	2:16:30 PM
NotASynth donates 7 to get 1	
NotASynth gains 1	
NotASynth places action card Association at position 1 (finishing action)	

Turn 24:

Move 552 :	Tomoaki Tokunaga chooses action card  II with strength  5	5:44:56 PM
Move 553 :	Tomoaki Tokunaga pays  for building a size-2 enclosure	5:45:13 PM
	Tomoaki Tokunaga gains 1  (placement bonus)	
	Tomoaki Tokunaga gains  2 (Hydrologist)	
Move 554 :	Tomoaki Tokunaga pays  for building a Kiosk	5:45:26 PM
Move 555 :	Tomoaki Tokunaga pays  for building a pavilion	5:45:34 PM
	Tomoaki Tokunaga gains  3 (building a pavilion)	
Move 556 :	Tomoaki Tokunaga pays  for building a size-1 enclosure	5:45:43 PM
	Tomoaki Tokunaga places action card Build at position 1 (finishing action)	
Move 557 :	Tomoaki Tokunaga places Cards at position 1 (Clever effect)	5:45:50 PM

I placed the 2-enclosure directly aiming for Lesser Flamingo from the display, but it was taken by the next turn. owl (in hand) would take one more turn to end the game. If I had kept the Indian Rock Python in hand, there wouldn't have been any problem, so that mistake is now impacting. The lesson is that appeals are crucial in the endgame, and one should strive to get even one more appeal point.

Move 559 :	10:17:34 PM
Dark_Tweek chooses action card  II with strength  5	
Dark_Tweek gains  (max strength Animals)	
Move 560 :	10:17:53 PM
Dark_Tweek takes Guinea Pig in reputation range from the display	
Move 561 :	10:18:03 PM
Dark_Tweek plays Mandrill for  and places it in a size-5 enclosure	
Move 562 :	10:18:08 PM
Dark_Tweek gains  (Mandrill)	
Move 563 :	10:18:14 PM
Dark_Tweek gains  (Mandrill)	
Dark_Tweek adds a multiplier token on action card  II	
Move 564 :	10:18:44 PM
Dark_Tweek places action card Animals at position 1 (finishing action)	
Move 565 :	10:18:48 PM
The display is replenished with Golden Lion Tamarin	
Move 566 :	6/15/2024 3:33:04 PM
Louxor-ya chooses action card  II with strength  5	
Louxor-ya gains  (max strength Animals)	
Louxor-ya gains a new Association worker	
Move 567 :	3:33:24 PM
Louxor-ya plays Eurasian Lynx for  and places it in a size-3 enclosure	
Move 568 :	3:33:27 PM
Louxor-ya gains  (Eurasian Lynx)	
Louxor-ya gains  (Iconic animal)	
Move 569 :	3:33:40 PM
Louxor-ya buys Raccoon from display for  and places it in a size-1 enclosure	
Move 570 :	3:33:44 PM
Louxor-ya gains  (Raccoon)	
Move 571 :	3:33:47 PM
Tomoaki Tokunaga gains  (Polar Bear Exhibit)	
Move 573 :	3:34:12 PM
Louxor-ya adds a Kiosk for free	
Louxor-ya places action card Animals at position 1 (finishing action)	
Move 574 :	3:34:23 PM
Louxor-ya places Association at position 5 (Boost effect)	
NotASynth pays 4  for increasing card strength	
NotASynth chooses action card  I with strength  6	
Move 587 :	4:27:08 PM
NotASynth plays Barred Owl Hut	
Move 588 :	4:27:30 PM
NotASynth draws 2 card(s) for perception effect	
Move 589 :	4:27:37 PM
NotASynth keeps 1 card(s) and discards 1 card(s) for perception effect	
Move 590 :	4:28:38 PM
NotASynth adds a unique building for free	
Move 591 :	4:28:43 PM
NotASynth takes Lesser Flamingo in reputation range from the display	
NotASynth places action card Sponsors at position 1 (finishing action)	
Move 592 :	4:28:47 PM
The display is replenished with Jaguar	

## Turn 25:

Using the clever of the Ecuadorian Squirrel Monkey made up for the mistake in turn 5, minimizing the damage, but it still required an extra turn.

Move 605:	Dark_Tweek chooses action card  II with strength 	12:24:05 AM
Dark_Tweek advances break token of 2 space(s), now at 4/15		
Move 606:	Dark_Tweek draws 3 card(s) from the deck	12:24:15 AM
Move 607:	Dark_Tweek discards 1 card(s)	12:24:32 AM
Dark_Tweek chooses action card  II with strength 		
Dark_Tweek uses a multiplier token		
Dark_Tweek advances break token of 2 space(s), now at 6/15		
Move 608:	Dark_Tweek draws 1 card(s) from the deck	12:24:40 AM
Move 609:	Dark_Tweek draws 1 card(s) from the deck	12:24:45 AM
Move 610:	Dark_Tweek takes Golden Lion Tamarin in reputation range from the display	12:25:10 AM
Move 611:	Dark_Tweek discards 1 card(s)	12:26:00 AM
Dark_Tweek places action card Cards at position 1 (finishing action)		
Move 612:	The display is replenished with Expert On Africa	12:26:06 AM
Move 616:	Louxor-ya chooses action card  I with strength 	4:38:43 AM
Louxor-ya advances break token of 4 space(s), now at 10/15		4:38:47 AM
Louxor-ya gains 		
Louxor-ya places action card Sponsors at position 1 (finishing action)		
Move 619:	NotASynth chooses action card  II with strength 	4:59:54 AM
NotASynth gains 		
NotASynth gains 		
Move 620:	NotASynth plays Greater Flamingo for  and places it in a size-3 enclosure	5:00:18 AM
Move 621:	NotASynth gains 	5:00:28 AM
NotASynth adds a pavilion (Greater Flamingo)		
NotASynth gains 		
Move 624:	NotASynth draws 2 card(s) for perception effect	5:00:55 AM
Move 625:	NotASynth keeps 1 card(s) and discards 1 card(s) for perception effect	5:01:06 AM
Move 626:	NotASynth plays Greater Rhea for  and places it in a size-2 enclosure	5:02:00 AM
Move 627:	NotASynth gains 	5:02:18 AM
NotASynth draws 1 card(s) for sprint effect		
Move 629:	NotASynth draws 2 card(s) for perception effect	5:02:28 AM
Move 630:	NotASynth keeps 1 card(s) and discards 1 card(s) for perception effect	5:02:40 AM
NotASynth places action card Animals at position 1 (finishing action)		
NotASynth places Cards at position 1 (Clever effect)		

Turn 26:

Tomoaki Tokunaga chooses action card  II with strength  4	
Move 640 :	5:19:18 AM
Tomoaki Tokunaga pays  for building a pavilion	
Tomoaki Tokunaga gains  (building a pavilion)	
Tomoaki Tokunaga gains  (Hydrologist)	
Move 641 :	5:20:09 AM
Tomoaki Tokunaga pays  for building a size-2 enclosure	
Tomoaki Tokunaga gains 1  (placement bonus)	
Move 642 :	5:20:29 AM
Tomoaki Tokunaga places action card Build at position 1 (finishing action)	
Dark_Tweek chooses action card  II with strength  4	
Move 645 :	9:12:54 AM
Dark_Tweek pays  for building a size-2 enclosure	
Dark_Tweek gains  (Geologist)	
Move 646 :	9:13:17 AM
Dark_Tweek pays  for buying sponsor card	
Dark_Tweek plays Water Playground	
Move 648 :	9:13:31 AM
Dark_Tweek adds a unique building for free	
Dark_Tweek gains  (placement bonus)	
Dark_Tweek gains  (Water Playground)	
Move 649 :	9:13:44 AM
Dark_Tweek places action card Build at position 1 (finishing action)	
Louxor-ya chooses action card  II with strength  5	
Move 652 :	9:21:19 AM
Louxor-ya supports a conservation project on the second slot: Savanna	
Louxor-ya plays a new conservation project: Savanna	
Move 653 :	9:21:29 AM
Louxor-ya releases Eurasian Lynx into the wild and loses  and frees a size-3 enclosure	
Louxor-ya gains 3  (map bonus space)	
Move 654 :	9:21:35 AM
Louxor-ya gains  (Savanna)	
Louxor-ya gains  (adding a new release conservation project)	
Move 655 :	9:21:58 AM
Louxor-ya places action card Association at position 1 (finishing action)	
NotASynth chooses action card  II with strength  5	
Move 658 :	9:27:49 AM
NotASynth pays  for building a size-2 enclosure	
Move 659 :	9:27:54 AM
NotASynth pays  for building a pavilion	
NotASynth gains  (building a pavilion)	
NotASynth gains 1  (placement bonus)	
Move 660 :	9:32:12 AM
NotASynth places action card Build at position 1 (finishing action)	

Turn 27:

Move 652:	10:14:26 AM
Tomoaki Tokunaga pays  for increasing card strength	
Tomoaki Tokunaga chooses action card  with strength 	
Move 653:	10:14:34 AM
Tomoaki Tokunaga takes a new Partner zoo	
Tomoaki Tokunaga gains a new Association worker	
Tomoaki Tokunaga gains  (last worker bonus)	
Move 654:	10:15:01 AM
Tomoaki Tokunaga supports a conservation project on the first slot : Aquatic	
The rightmost project card is discarded: Angthong national park	
Tomoaki Tokunaga plays a new conservation project: Aquatic	
Tomoaki Tokunaga gains  (map bonus space)	
End of game triggered: everyone except Tomoaki Tokunaga will get a last turn to play	
Tomoaki Tokunaga gains  (Aquatic)	
Move 655:	10:15:12 AM
Tomoaki Tokunaga donates to an association	
Tomoaki Tokunaga donates  to get 	
Tomoaki Tokunaga places action card Association at position 1 (finishing action)	

A 27 turn win for our hero. Tomoaki commented that the Aquarium gave him 25 points overall. In this game, I scored 124 points in 27 turns, but if there hadn't been mistakes in turn 5 and 19, I would have finished in 26 turns with 119 points.