

You must select the zoo map you want to play

Map 3

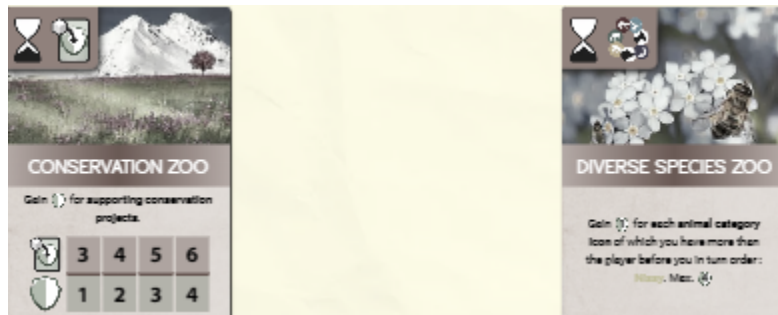
Map 6

Confirm

Mine notes are not highlighted. Tomoaki in beige. Scott Snelling in blue.

Tomoaki's guide suggests Research Area is better than Silver Lakes (which I know is controversial), so I'll go with that. Tomoaki agrees. Map selection: I thought both were viable options, but I chose Research Institute because I was first player and there were two continent conservation projects, so I felt it would probably be possible to support a conservation project in round 2.

For Silver Lake, taking a university first is often more effective, so if there were few conservation projects achievable by round 2 or if there had been a conservation project like Species Diversity that requires spending a lot of money early on, I would likely have chosen Silver Lake.



Definite keep: Expert in Herbivores (project); one of secretary bird/adder for R2 project
Possible (Okapi Stable); one of secretary bird/adder; coati, primate breeding program (though we don't have a primate, and it's not one of the projects)
Definitely discard: Free Range New World Monkeys, taipan

I would take: Expert in Herbivores, Okapi Stable, Common European Adder, Coati

Plan: 1. A (European Zoo) 2. B 1 on X 3. S. (Okapi Stable, paying 4 for Expert in Herbivores) 4. N (Adder) (Hypnosis, since we definitely will be lower than yellow in appeal). Note: since N would be on 4, it may be appropriate to C and B2, then play coati and hypnosis at the same time. This would depend on extra income, e.g from Expert in Herbivores. Cost with just adder = $2+4+(10-3)=13$. Coati costs an extra $11+2*2=15$, for 28 total costs.

Tomoaki agrees.

I suggested different strategy; that of playing for a Round 1 project (2 herbivores). Tomoaki answered:

In this game, honestly, that strategy didn't even cross my mind. Delving deeper, I think there are three main reasons for this:

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Reason 1: I needed the European partner zoo to play the Adder. To increase my income, I couldn't skip playing it alongside the Coati. (Originally, I also planned to build a kiosk in Round 1.)

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Reason 2: Given the potential of the Okapi Stable, I wanted to increase the number of Herbivore icons and aim for the second slot or higher of the conservation project.

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Reason 3: When playing the Expert, taking 2 early on might discourage other players from pursuing that icon. Especially for Herbivores, which are generally high-cost, aiming for 4 is quite challenging, and once 2 is taken, it's unlikely others will follow.

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In general, when playing the Expert, I usually intend to the third slot open for others.

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To summarize, as long as I could secure the European partner zoo, it felt natural to take Europe 2 in Round 2 and then aim for the second slot or higher for the Herbivores.



1. A. European Zoo. Tomoaki agrees.



2. Build on the X. If I think I'll get an extra 3 income, I build 2. If not, I build 1. I'd build 2, because I can afford 2 income. Tomoaki agrees,



3. S+x for Okabi Stable, paying 4 for the Expert on Herbivores. I just noted Expert in Herbivores gives me 3 itself, so I'm sure I can play Coati and adder with my current gold. Tomoaki builds 1 instead. I knew this would be needed (and it makes sense to B as early as possible, but I'm surprised because we are sacrificing 3 gold if another player plays a herbivore. Checking the opponents boards, all of them could play an animal. I don't know if they would play a herbivore, but it's likely given it's one of the projects. **HELP.** To be honest, I hadn't considered about that. From the beginning of the game, I was focused on advancing my plan to increase kiosk income to 3 within round 1, so I needed to build the one-enclosure first to achieve that setup.

I don't usually change my strategy to rely on money that I'm not sure I'll get, especially when I have enough money without additional income.



4. I overclicked. Black played a bird; the others didn't play animals. I would S+x Okapi stable:



And clever cards, so I can build the 2 animals next turn. Tomoaki agrees. Perhaps this is why he built the 1-enclosure first. He could have got one of the bonuses anyway.



5.N for both animals. With Hypnosis, we get a choice from Yellow. I'd play S for the break. This gives an income and an X, we want the break anyway, and really hurts blue (I don't know if black would have played cards to cause the break:



He has 4 already and does not have the handsize-5 university. With 13 income and no open enclosure his plan may have been to build on the "Marketing" and buy a sponsor from hand. So black's getting hurt as well. Tomoaki agrees. I missed we get two income from S. (rather than 1). It would have been ideal to build a kiosk by the hypnosis effect, but it didn't work out, so it resulted in a break. I think it was really painful for blue, but it wasn't intentional.

Rather, not being able to increase income at this point has had repercussions to me, but I was definitely conscious of not giving income to the yellow (Side Entrance), which will likely become a threat in the future.



6. A Europe. Tomoaki agrees, upgrading Association and taking a worker. I'm not sure why he took A over B (which is typical). I'd understand it if we had a project we wanted to snap from range, or wanted to donate immediately, but we don't. B is on 5, and even though we don't have any cards right now, we could have built $K+P+1+2$, which probably would have been useful. HELP. Simply put, I executed a cheap donation of 2 money in round 2 and could advance the conservation point. It's neither more nor less than that.

When I have a plan to upgrade association early and delaying the build action doesn't cause any loss of actions, as long as I have enough money for donations, I always prioritize upgrading association first. To expand on Tomoaki's comment here - there's a great post by a guy who made it to 700 Elo without upgrading Build ever.

https://www.reddit.com/r/ArkNova/comments/1cu0f15/i_just_reached_700_elo_on_bga_top_20_without_ever/

It's a great reminder that upgrading build on auto-pilot is a bad habit. Build is good, but it is NOT mandatory. Every single action has value as a first upgrade.

In the case of this game, Tomoaki already has 2 partnerships. A 3rd partnership generates an extra worker. Plus, nobody else has upgraded it, giving Tomoaki priority on donations (and with a 2nd worker, that's going to come up this round).



7. We need cards. The choice is to draw two now, or use X. Tomoaki's play makes sense if he uses 2x now for the Africa Zoo, donating and upgrading build, but it seems a strange play to me. This turn, I'd play cards and go from there. Tomaki does indeed use 2 x's for the partner zoo. We're gambling that the break will happen in the next four turns.



8. I'd like to build but I don't know what. The Dusky-leaf monkey is actually at 1 (I think), so we could snap it from range. I love Clever, but it doesn't help with any projects. Having played both my workers, I'm to break ASAP. So maybe s now, c next, so i can keep both the cards I pick up. Tomoaki instead builds, taking the monkey, and the handsized uni:

We get a great Kiosk from this:



We could have get a better one by placing our 2- next to it; we're going to fill it soon. Do I need a hansize uni now? Will I use the rep? Presumably only from snap/range, which is a way away. I just noticed we're not going to have the income to play the monkey before the break anyway. I actually wanted the university with 2 rep, but it was already gone. In any case, universities often seem hard to get at the right time, so even if I didn't need it right then, I often take the uni bonus when either of

the universities with rep is still available.



9. As I said, I like Clever, but here after playing animals I wouldn't know what to clever (and we don't have the income) I want to play S for income and C for cards, because I want the break ASAP. And I'd love the Fennec Fox; two projects for 5 money, and a Clever. Tomoaki agrees.



10. I'd snap the fox with the intention of playing both animals next turn. I don't have a plan for T11 when A is on 5. I could project Herbivores, but that seems a waste with the sponsors. I could just grab a zoo and the extra rep, using both workers at once, which of course would give me another worker. I could consider getting a uni at 4, giving me an upgrade. Tomoaki agrees.



11. N5. Tomoaki instead takes a university (2 rep), upgrading N. This is brilliant, because playing N next turn will now give a rep for another upgrade. I've annotated a lot of Tomoaki's games, this maybe the first he gets all four upgrades, and 4/15 into the second round at that. Additionally, when we N we can clever twice, and we always want to move the A up. I've noticed a lot of Tomoaki's moves are about manipulating slots. In the first round, we want to B a lot, in round 2+, with the extra worker, we want to A a lot.



12. N5. Funnily, if we had done this last turn, we could have associated the reptile breeding program now. I don't even know if that would have been better (and I didn't know Black would play it). Tomoaki agrees. Note that Hornbill is now in range, but we can't afford it ($5+13+3=21$). I didn't consider the upgrade; tomoaki upgrades cards, which is rare for him, but we do need cards here, and sponsor doesn't make sense; we can't play breeding program and water

playground is good, not great, and we can take it anyway. With Okapi Stable it makes sense to take it in hand anyway.

I didn't consider clevering. I definitely want to get A to at least 3 but maybe 5 before the break. So I'd clever S. I'd also clever C, which I doubt Tomoaki will because he just upgraded it. But I want A at 5, either to project, or to take a partnership and 2 rep. Tomoaki Clever's build then animals. I didn't consider clevering build because it's upgraded and I'd love to build a Kiosk and Pavillion before the next break. After playing the animals, we have 3 gold, so we can't do that anyway! And if we had, we could still do it at $b=2$. Money was also crucial, so I struggled quite a bit with whether to upgrade C or S. Actually, herbivores weren't appearing much, so I was having a hard time with money, and I seriously considered S.

What decided it for me was that the Reptile Breeding Program had come out, so I could see that I might be able to increase my reputation at some point. If the pace of increasing rep is slow, then I probably would have upgraded S.



13. The break is at 8/15. I'm unwilling to risk waiting another two rounds to A, so I'd take a partnership now. Asia's the best when you're unsure, and I like the Tiger more than any other animal on the display, though we would need to connect the research institute before playing it. Tomoaki instead breaks 5, which seems amazing to me with a spare worker. He can't imagine he's getting to project this round, surely. Although the other players have lots of money and N5. Are we intending to C next turn to break and lose our worker? Maybe it's a hate play on Blue, who has the highest ELO but the lowest current score and income? HELP. If I can secure the second slot of the Reptile Breeding Program, along with the 1 rep from N5, I'll reach 8 rep and gain a worker. So, there's no immediate need to take a partner zoo at this point.

With 3 workers in this sequence, I can execute 2 conservation projects in the next round and still have enough workers left.

In fact, I thought hurrying conservation projects would be stronger. I don't like hate play and am not at all aware haha. However, the yellow of this game was really threatening, so I always moved with vigilance.

Since the Research Institute has 2-clever cube, the Association's freedom in the second half is higher than other maps. This time, I used X-tokens (getting 3 with 5-conservation bonus) without using this and got a partner zoo.



14. Given Tomoaki's last play, I assume he will C here to cause the break. I'd snap the Playtus because it's an affordable herbivore. I'd love a herbivore even more if I had a good sponsor in hand (e.g. Water playground). A break now would hurt blue (spare worker, same as us), and arguably black but no more so than next turn since he has no open enclosures. Tomoaki does play C but draws four and discards 1. I understand this in retrospect. The platypus is a good card but the chances of getting something even better drawing four is good.



15. Our first turn this round and we're already 7/15 of the way through. We can associate the reptile program or predators. Africa/herbivores makes less sense with Northern Giraffe in hand.

Yellow can also associate the reptile program (though there are two slots left). Blue can associate predators but has the Spotted Hyena Compound so I assume would be more ambitious. I would associate the reptile breeding program at 2 rep/1CP, taking 3X. Reputation is important because with our cards upgrade we can advance past nine. 1CP is enough to get the 3X bonus. And I'd like to remove a cube. Given our low-ish income I'd take the 5 income/break cube. Tomoaki agrees accept he takes snapping, taking the Barbary Macaque. It has an African Icon, and is small which helps with the Waza Small Animal program. It's also very cheap. $2*2+10 = 14$ money gives me 5 money from my biggest rival (from pilfering) and 6 appeal. Northern Giraffe Costs $3*2+13 = 19$. Assuming we get the 5 from pilfering, we can afford both. And we're lined up for b->a. So I think this is a better play. Also worth having considered here is taking the 2x Clever. This would allow cycling Cards then Sponsors back down, increasing our ability to A:5 quickly (without using those valuable Xs).

In this case, though, it definitely is the wrong play, because while another 2 conservation is nice, we need 3 more to snag that juicy 2 reputation bonus marker from the conservation track, and we only have 2 predators in play + hand + display.

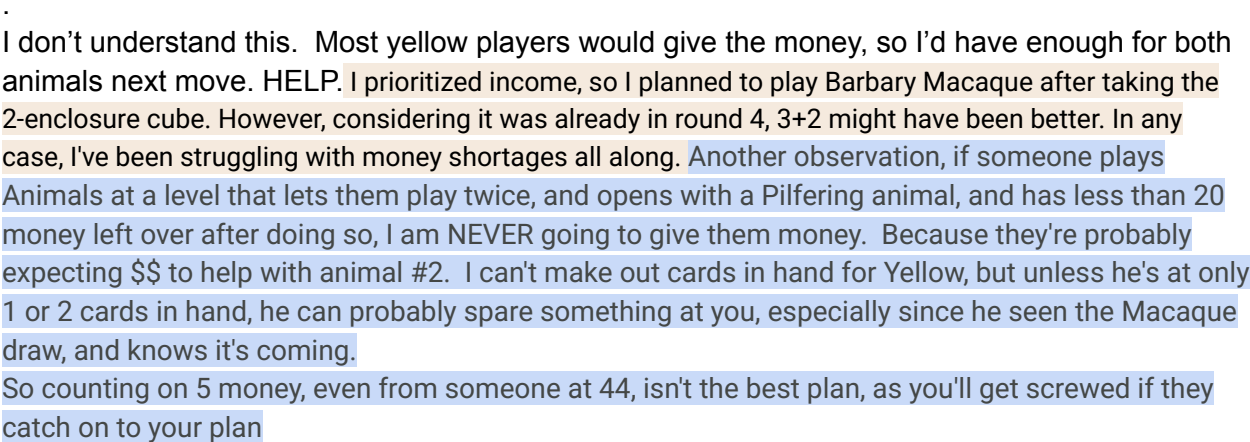
If we had 4 predators (including hand/display to play with N:4 or 5), I think taking Clever would have been the best option, then B5 N5 A5 for predators at the mid tier.



16. I'd build 3+2, with at least one next to the kiosk. I don't want snap from range because I'll save that for the Asian elephant. I don't really want a X because I have 4 already. If I spend an X I can get to the 1-rep placement bonus, but this seems unnecessary with Animals next. So I'd avoid all the bonus, something like:



Tomoaki instead builds 3+1+1+1:





17. We got an extra 3 gold from the Expert in Herbivores. I just thought that perhaps Tomoaki's plan is to release the macaque (the extra rep from N2 will give the needed worker to A5 again). If this is true, we would play the macaque first. I still don't understand not building to play both in one turn; an empty size 2 exposure isn't bad. Tomoaki instead plays the Giraffe, uses the Okabi Stable to pay for the waza small animal program, and boosts sponsors to 1. At the end of the turn, he still has 16 gold. Waza small animal program gave 8. So he had 8, enough for the Macaque with pilfering. Perhaps, he thought yellow would offer a card (it shows he has seven but the replay often glitches this; we don't have 39.), but I don't think I've seen a player give a card instead of money, if he had the money. We didn't need the extra three gold from an opponent playing a herbivore for the math to work out.



18. I would play cards, taking from the display the elephant and federal grants. This would put the break to 9/15. I assume black will play cards (->11/15). Rune could cause the break, but

has a spare worker. He may think it's not worth trying to get to A5, so maybe it's too risk. An alternative is to use A + 4X, using a worker to grab a partner zoo (Probably Asia), which gets us another worker, then project, either releasing fennec fox or fulfilling predators 2. I'd hate to release the fox when it contributes to two projects (even though it gets me to the 8CP bonus), so I'd go with predators, taking the 2 enclosures so I can play macaque next turn, and placing it on the X since I just spent my stack. Tomoaki plays the Cards.



19. Tomoaki was right to wait a turn. I would now do the turn I suggested above, though saving an X. Tomoaki agrees. I did not notice that freeing the last worker gives 2CP, so even with predators I gate the 8CP bonus. At first I thought take marketing for the federal grants, but Tomoaki instead takes the 2 rep which simultaneously increases his range to card 5, and allows him to snap from range, so he takes the red deer. This is a great animal; a herbivore that helps towards a project, can fit in an existing enclosure, activates expert in herbivores and Okabi stable for the federal grants.



20. Paying an X for the break is attractive since our opponents have spare workers; though black can't do anything useful with it this turn; blue could take his last partnership but there's no reward, or pay an X for a university, and yellow could take a university or a zoo. On the other hand, 22 is enough to get out red deer and macaque and federal grants through okapi stable if yellow gives us money. Federal grants gives us 3 income, the extra 11 from red deer/macaque would give us another three income, for six total. So I'd break, even though I have income. I am worried about yellow; he has 42 points and a huge income lead, and 3 europe. Tomoaki plays the animals.



21. No-one played their worker. And I don't understand why the animal card hasn't moved to slot one. I would play cards for break, drawing 1 and snapping the Angthong National Park. The plan would be build 5, place elephant, Herbivores 5, release elephant. After the break we will have 41 gold, enough to build and enclose the elephant. Tomoaki instead breaks with the

sponsor for the income. We can snap and build a 2-enclosure. I would grab the Anghong National Park (but if Tomoaki wanted that he could have played cards. With the 2 enclosure I'd either grab the X or the Rep. Probably the rep since the bonuses are nice. Tomoaki snaps the anaconda (makes sense with the free 2 enclosure, though we don't have the partnership, nor research institute connected. Maybe it was just a defense play since we have the most CP) and the 5 money.



22. I'd build 5, snapping Anghong from range Science Library (which is really in "5") is also an option. Tomoaki takes the science library. Releasing the elephant is only $5 \times 3 - 8 = 7$ points, the same as research 2, so maybe not so important. Releasing the Tamarin gives $3 \times 3 - 4 = 5$ points, and the tamarin gives an extra rep.



23. I don't know what happened to the Asian Elephant; (note: it was pilfered). I'd play animals for that and the Tamarin. Tomoaki instead plays cards which makes sense because we need A

on 5, so makes sense to play now in case we find anything we want. Tomoaki draws 3 and snaps the Pygmy. Being pilfered Asian Elephant due to a 1 in 5 bad luck was really tough, and I thought I would lose at that point. Drawing the Grevy's Zebra afterward really saved me!

I chose not to give away money with Pilfering because I was in a situation where I wouldn't have enough money to play Pygmy Hippopotamus directly from the display alongside Asian Elephant. So, I took a risk.

However, I overlooked the fact that I could have put Pygmy Hippopotamus in hand by C and then played it, so this might be considered a mistake.

At this stage the replay glitched out. Tomoaki's remaining moves (without commentary):
24.

Move 704 :	6:44:16 PM
Tomoaki Tokunaga pays 1  for increasing card strength	
Tomoaki Tokunaga chooses action card  II with strength 35	
Tomoaki Tokunaga gains  (max strength Animals)	
Tomoaki Tokunaga gains  (reputation track bonus)	
Move 705 :	6:45:19 PM
Tomoaki Tokunaga buys Indian Peafowl from display for  and places it in a size-5 enclosure	
Move 706 :	6:45:23 PM
Tomoaki Tokunaga gains  (Indian Peafowl)	
Move 707 :	6:45:30 PM
Tomoaki Tokunaga adds a pavilion (Indian Peafowl)	
Tomoaki Tokunaga gains  (building a pavilion)	
Move 708 :	6:45:43 PM
Tomoaki Tokunaga adds a pavilion (Indian Peafowl)	
Tomoaki Tokunaga gains  (building a pavilion)	
Tomoaki Tokunaga gains  (placement bonus)	
Tomoaki Tokunaga gains 1  (reputation track bonus)	
Move 709 :	6:45:58 PM
Tomoaki Tokunaga plays Pygmy Hippopotamus for  and places it in a size-2 enclosure	
Tomoaki Tokunaga gains  (Expert In Herbivores)	
Tomoaki Tokunaga gains  (Pygmy Hippopotamus)	
Tomoaki Tokunaga places action card Animals at position 1 (finishing action)	
.	
Move 710 :	6:46:40 PM
Tomoaki Tokunaga chooses action card  I with strength 4	
Move 711 :	6:46:53 PM
Tomoaki Tokunaga plays Science Library	
Tomoaki Tokunaga gains  (Science Library)	
Tomoaki Tokunaga gains  (Science Library)	
Tomoaki Tokunaga places action card Sponsors at position 1 (finishing action)	

25.

Move 736 :

Tomoaki Tokunaga chooses action card  II with strength 

Move 737 :

Tomoaki Tokunaga supports a conservation project on the first slot : **Africa**

Tomoaki Tokunaga gains  (Africa)

Move 738 :

Tomoaki Tokunaga donates to an association

Tomoaki Tokunaga donates  to get 

Tomoaki Tokunaga places action card Association at position 1 (finishing action)

Move 739 :

Tomoaki Tokunaga places Build at position 1 (Clever effect)

Move 740 :

Tomoaki Tokunaga places Cards at position 1 (Clever effect)

26.

Move 756 :

Tomoaki Tokunaga pays 2  for increasing card strength

Tomoaki Tokunaga chooses action card  II with strength 

Move 757 :

Tomoaki Tokunaga supports a conservation project on the first slot : **Herbivores**

Tomoaki Tokunaga gains  (map bonus space)

Tomoaki Tokunaga gains  (Herbivores)

Move 758 :

Tomoaki Tokunaga donates to an association

Tomoaki Tokunaga donates  to get 

Tomoaki Tokunaga places action card Association at position 1 (finishing action)

27.

Move 806 :
Tomoaki Tokunaga chooses action card  II with strength 
Tomoaki Tokunaga gains  (max strength Animals)
Move 807 :
Tomoaki Tokunaga takes Guided School Tours in reputation range from the display
Move 808 :
Tomoaki Tokunaga plays Grevy's Zebra for  and places it using Flocking ability
Tomoaki Tokunaga gains  (Expert In Herbivores)
Move 809 :
End of game triggered: everyone except Tomoaki Tokunaga will get a last turn to play
Tomoaki Tokunaga gains  (Grevy's Zebra)
Tomoaki Tokunaga gains  (Grevy's Zebra)
Tomoaki Tokunaga gains  (reputation track bonus)
Move 812 :
Tomoaki Tokunaga snaps Guinea Pig from the display
Tomoaki Tokunaga places action card Animals at position 1 (finishing action)
Move 813 :
Tomoaki Tokunaga places Sponsors at position 1 (Boost effect)

The spacious enclosure housed the peafowl, and ultimately, all enclosures filled up, culminating in a surprise finish with the Grevy's Zebra.

A 27 turn win.