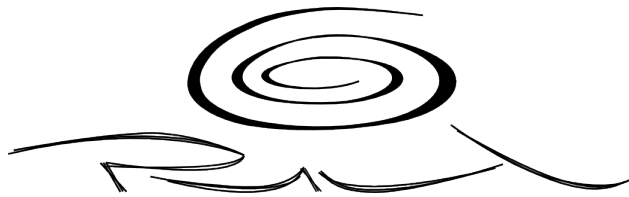# SAFARI SABANA

Card game
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SAFARI SABANA cards game

1. **CONTENTS:**

   1.1 96 cards as follow:
   1.1.1 **Animal cards (green frame):**
   - 5 cards of "5 LION"
   - 5 cards of "5 RHINO"
   - 5 cards of "4 ELEPHANT"
   - 5 cards of "4 LEOPARD"
   - 5 cards of "4 TRIBES"
   - 5 cards of "3 CROCODILE"
   - 5 cards of "3 BABOON"
   - 5 cards of "3 HYENA"
   - 5 cards of "2 WILDEBEEST"
   - 5 cards of "2 HIPPO"
   - 5 cards of "2 WARTHOG"
   - 5 cards of "2 GIRAFFE"
   - 5 cards of "1 MEERKAT"
   - 5 cards of "1 IMPALA"
   - 5 cards of "1 GAZELLE"
   - 5 cards of "1 ZEBRA"
   1.1.2 **Action cards (grey frame):**
   - 2 cards of "SCAVENGING VULTURES"
   - 2 cards of "FURTIVE HUNTER"
   - 2 cards of "COBRA BITE"
   - 3 cards of "HUNGRY LIONS"
   - 3 cards of "HUNGRY TRIBES"
   - 4 cards of "TRAP"

2. **OBJECT OF THE GAME:**

   2.1 To be the first player how collect the entire herd (5 cards of the same animal) still "alive" in the Savannah.

3. **GAME PLAY:**

   3.1 Once the cards are shuffled the deck is dealt to all player so each one has his/her own deck placed face down.

   3.2 Each player picks 3 cards from the top of his/her deck and keep them in his/her hand, the player can see the cards in his/her hand, whatever move he/she does always keeps the 3 cards until there is no more in his/her deck.

3.3 In the first round any player can start the game, next round will be who won the last game.

3.4 Is a turn based game in clockwise sense, that means next player will be the person to the left of the dealer.

3.5 In the player turn he/she may decide to attack or to live an animal, understanding that the fist player of the first round only may live an animal.

3.6 It's not possible to skip turn so the player must to attack or to live an animal.

3.7.1 To live an animal.

3.7.1.1 Is said "to live an animal in the Savannah" to the action of placing an animal card face side up, from his/her hand to the table, the player can play a single animal or the same from a species, thus ending his/her turn.

3.7.1.2 If animals are equals are place one above the other allowing all player to see theirs names and how many animals or herds the player has in his/her Savannah.

3.7.1.3 If there are a single animal in the player's Savannah, this only have the self indicated card score, If the player has a herd, they act as a group where the score is the sum of each herd animal score.

3.7.2 To attack an animal.

3.7.2.1 Alternatively, the player can attack the other opponent's animal or herd but only if score is higher, for example: the LION with score 5 attack a herd composed with two GIRAFFE, as each GIRAFFE score 2 the herd score is 4 (2+2=4), in this case the LION can attack because 5 is higher than 4.

3.7.2.2 To attack an opponent, move the animal until the objective animal to start the battle, remember the herd act as a group.

3.7.2.3 The player can attack with his/her Savannah cards or hand cards, (see "THE BATTLE" for more info).

3.8 To live an animal or to attack an animal is considered as different actions, if the player decide to live an animal he/she cant attack in this turn, on the contrary, if the player attack with hand's cards the remaining alive animals from the battle can live in the offensive player's Savannah.

4. **ACTION CARDS:**

    4.1 The action cards aren't animals, so they cant attack or live in a turn, they only can be used to defend or "to ambush", can be played for any player in any battle to take pray as a reward.

    4.2 An Ambush is when a player use an action card to defend from a attacking animal in others players battle, score rule is the same.

    4.3 The functions of the actions cards are set out below:

4.3.1 **Scavenging vultures:** *Always lurking and unexpected, vultures steal all the dead of a battle regardless of score.* A player can use this card to take all dead animals under his/her deck.

4.3.2 **Furtive hunter:** *Ruthless and stealthy, the hunter out of the shadows and with an accurate shot take his prey as a reward.* The player can use this card to attack or ambush a same or lower score animal or herd.

4.3.3 **Cobra bite:** *¡Watch where you step, you never know that hides in the bushes, when you hear the rattle will be to late!.* The player can use this card to attack or ambush a same or lower score animal or herd.

4.3.4 **Hungry lions:** *Fast and ferocious, you never know where they will attack from, but one thing is certain, they are hungry!.* The player can use this card to attack or ambush a same or lower score animal or herd.

4.3.5 Hungry tribes: *Quiet, strategists, tribal hunters choose the lower prey so you must be very careful.* The player can use this card to attack or ambush a same or lower score animal or herd.

4.3.6 Trap: *Like a stone in a shoe, they are small and annoying, one does no hut but many do.* The player can use this card to attack or ambush a same or lower score animal or herd.

4.4 They player who defend or makes the ambush can add the individuals action card score that owns to take the objective prey.

4.5 The player who has used these cards will take from his/her deck as many cards as used in order to keep 3 cards in hand.

5. **THE BATTLE:**

5.1 In his/her turn, the player may decide to attack with the Savannah animals or hands animals

5.2 Only it's possible to attack an single animal (without herd) or the entire herd at a time and just one attack by turn, the player must attack the opponent that suits for strategy and moving the/them animals until the objective according the score rules.

5.3 If there is not defend or ambush the offensive player will take the dead animals under his/her deck and alive animals (attacking animals) come back to the offensive player's Savannah.

5.4 In a battle, the offensive player can not defend from other players attacks, so one must be careful when starting a battle.

5.5 The objective player can only defend with actions cards according to theirs scoring rules, if the defense is higher this player takes the dead animals to his/her own deck.

5.6 If the objective player has not enough defense (action cards) to block the attack, he/she can only block the animals in herd until his/her action card score, this way the player can dissolve the attacking herd and taking the dead animals to his/her deck.

5.7 The remaining alive animals can continue the battle following the scoring rules.

5.8 Likewise, any other player can use one or more action card to ambush in this battle and take a prey to his/her own deck.

5.9 Players involved in this battle must take from the top of theirs decks as many cards used in order to keep 3 cards in hands.

6. **WINNER AND LOOSER:**

6.1 The winner, as indicated in object of the game, is the first who can collect the entire herd, the others loose the game.

6.2 Sometimes it can happen to run out of cards in the deck so that player must use their alive animals from his/her Savannah very carefully.

REMEMBER:

- Each player with his/her own face side down deck and only 3 cards in hand.
- Whatever you do always keep 3 cards in hands.
- Turn based game and clockwise.
- In your turn you may decide between live or attack.
- Only one movement by turn.
- Can not skip turn.
- Same animals in hand can play together.
- Animals cards are green frame.
- Action cards are grey frame.
- Actions cards cant attack, only defend or ambush.
- More than one animal of a same species is a herd.
- Herd plays as a group.
- In your turn, play your hand or Savannah cards.
- Attacking player cant defend or ambush.
- You can attack is your animals score higher than the objective.
- You can defend/ambush is your animals score equal or higher than the objective.
- If only action cars in hand, play with your Savannah cards.
- Every dead animal you've got from a battle, go under your deck.
- Actions cards used also go under your deck.
- Remaining alive animals from a battle continues living in the Savannah's owner.
- The first who collect the entire herd wins (5 animals of a same species).