



savannah

setup

Put the game board on the edge of the table with the number side up. Each player chooses a ducky and places it next to the game board near the 1 space. Your ducky will be used to track your score.

Choose a dealer. The dealer shuffles the 66 game cards and deals five to each player face down.

Now divide the deck into two roughly equal piles. Place one pile on the edge of the game board in front of the space labeled 1st. Put the other pile in front of the space labeled 2nd.

the playing space

This game is played on an imaginary grid of squares - the savannah, which holds all the cards as they get played. The grid has no borders, and extends as far as is needed in every direction.

overview

2-3 Players, ages 8+

Score points by finding and building patterns on the table with cards.

beginning the first phase

The dealer chooses a card from her hand and places it onto the playing space. Now each other player in turn chooses one card and places it onto the grid so that it is touching one other card on one corner.



example a

The beginning of a 3-player game may look something like this.

The game now begins with the dealer and proceeds to the left.

on your turn

When it's your turn, carry out the following steps, in order:

Step A: Play a card

Step B: Score your play

Step C: Find unplayable spaces

Step D: Draw a card

Each of these steps is explained below. After finishing your turn, play goes clockwise to the player on your left.

step a: play a card

Play a card from your hand to the savannah. This card must touch at least one card already on the table—either on a corner or on a side.

If your card touches any other cards along a side, it becomes part of one or two lines—a horizontal row and/or a vertical column. Every line **must** obey one of these rules:

- A. Every card in the line has the same animal but a different number.
- B. Every card in the line has the same number but a different animal.
- C. Every card in the line has a different number **and** a different animal.

If your card does not match one of these rules, you cannot play it in that line.

step b: score your play

Count the number of cards in the connected line. If these cards **match** one feature (as in A or B above) advance your ducky on the scoring track one point for each card in the line.

Animal or number are the same: score one point for each card in line

If the cards in the line are different in every way (as in C above) score one point less.

Animal and number are different: score length of line - 1

If the card you played is in two lines, score both lines. Advance your ducky forward on the game board to keep track of your score. Any time you complete a lap around the board, take a +20 lap card to show it.

step c: find unplayable spaces

A card space on the grid is unplayable if there is no card that can be played in that space legally, or if the only cards that can be played there are already on the table.

If you find an unplayable space on your turn, you immediately score one point and draw two cards—one from the first deck and one from the second deck. Look at these two cards without showing them to the other players. Put one of them on top of the first deck, and put the other one face-down in the unplayable space.

step d: draw a card

Draw a card from the top of the first deck and add it to your hand.

ending the first phase

If you draw the last card from the first deck, the first phase is over.

Pick up any cards marking unplayable spaces. These spaces will be playable again during the second phase. Shuffle these cards into the second deck and put this new deck on the edge of the game board in front of the space labeled 1st.

beginning the second phase

Play continues with the next player in turn. In the second phase, play cards the same way. What's different is how you score. In the second phase, you will score by removing cards from the board

and returning them to the box.

If you play a card in a single connected line that matches in number or animal (rule A or B), remove the entire connected line.

If you play a card in a single connected line with no features the same (rule C), remove all the cards in that line **except** the card you just played.

If you play a card on a crossing of a row and a column, and at least one of them is a matching line (rule A or B), remove all cards from both lines.

If you play a card in a crossing of a row and a column, and both rows have no matching features (rule C), then remove all cards from both lines except the card you just played.

You may also play a card touching another card only on a corner.

On your turn you score points equal to the number of cards you remove from the table.

Draw a card to end your turn.

ending the second phase

Phase two almost always ends when no face-up cards remain on the table.

In a few rare cases, the second deck runs out before the table has been cleared. If this happens, players continue with the cards in their hand. The game is then over when the table has been cleared or when everyone runs out of cards.



example b

This series will provide examples of scoring in the first phase.

On her turn, Debra plays the 3-Elephant and scores 4 points: 2 points for the row of elephants and 2 points for the column of elephants.



Amy plays the 2-Elephant and scores 5 points: 2 points for the row of 2's, and 3 points for the column of elephants.



Kevin follows with 2-Zebra and scores 3 points for the row of 2s.



Now, back to Debra: she plays 2-Monkey and scores 4 points: 3 points for the column of 2's, and 1 point for the all-different row of 5-Elephant and 2-Monkey.



Amy follows with 6-Lion and scores 4 points; 2 points for the column of lions and 2 points for extending the all-different row.

Amy also points out that the space in the top left is no longer playable - neither a lion nor elephant will fit there. She scores one point, draws two cards, places one card in the unplayable space and the other card on the top of the 1st deck.



example c

Now let's look at how scoring works for the second phase.

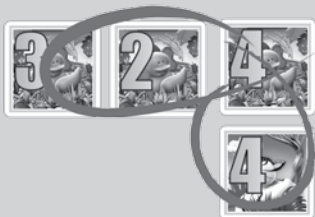
Kevin plays 2-Tiger and removes the bottom row for 4 points.



Debra plays 4-Zebra and removes every card from the bottom row except the one she just played. She scores 3 points.



Amy plays 4-Elephant and removes all the cards on its row and column for 4 points.



The board is now empty. Amy, Debra, and Kevin check their scores to find out who won!

winning

The player with the highest score wins.