



# Safarü

for 2-4 players (best with 2 or 4) aged 10 and up

## Overview

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Each player tries to "catch" as many of the "wild" animals (the cards face up on the table) as he can to build various combinations in his hand. When a player does not catch anything, he must release one of his animals into the wild (place a card from his hand face up on the table). Of course, there are some animals a player will not want to catch.

## Preparation

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Choose a dealer who shuffles the cards and deals four cards face down to each player. Then, he places four cards face up on the table (the "wild"). He places the remaining cards as a supply stack face down on the table. With four players, the players opposite each other form two teams and play together.

## Hunting

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Play begins with the left neighbor of the dealer and continues clockwise around the table.

On a player's turn, he first places **one card** face up on the table. With this card he either catches another card or lets the card "go free".

Catching

A player has three ways to catch a card:

Adding

If the numbers on two or more of the wild cards add up to the number on the card played, the player may catch these cards. He then sets the card he played free, placing it in the wild (as a face up card on the table).

If more than one combination of wild cards sum to the number on the card played, the player chooses which **one** combination (if any) to catch.

Totalling

If the numbers on one or more of the wild cards can be added to the number on the card played to sum to exactly 17, the player may catch those wild cards. He then sets the card he played free, placing it in the wild (as a face up card on the table).

If more than one combination of wild cards sum to the number on the card played, the player chooses which **one** combination (if any) to catch.

Pairing

If the numbers on one or more of the wild cards matches the number on the card played, the player catches **one** of the wild cards **and** the card he played.

Many catches

A player **may** use his one card played to catch 2 or 3 of the above combinations, but only one of each kind.

*Example 11:* a 3, 4, and 6 lay in the wild. With a 7, a player can catch either the 3 and 4 by adding or the 4 and 6 by totalling. He may not catch all three as he may not use the 4 twice for catching.

**Releasing** A player who cannot or chooses not to catch anything may release a card into the wild. However, he may **not** release a card that could have caught card(s) using any of the catching methods. A player who plays a card that can catch more than one combination, need not catch all such combinations, but only those he chooses (at least one!). If a player releases a card that has a possible catch and his opponents notice it, he must catch at least one combination with it. If they do not notice the catch, there is no penalty. A player must release a card if the previous player caught all the cards from the wild.

**Zeroes** If a player uses adding or totalling to catch wild cards and there are one or more cards with number 0 in the wild, the player **must** catch at least one of the 0 cards.

**New round** After four rounds of play, the players have no cards left in their hands. The player to the left of the dealer becomes the new dealer and deals four cards to each player and (if there are still cards available) four cards face up in the wild. His left neighbor starts and the game continues as before.

## Hand end & scoring ---

When the card supply is exhausted and the last hand card has been played, the hand ends. The remaining wild cards remain in the wild and are not scored.

points	for
+24	the most unicorn cards
-12	the most hedgehog cards
-5	each baby animal = "0"
+value (0,1,2)	each card (also the "0")

The players (or teams) turn over their caught cards and use the table at the left to score their catches. If several players (teams) tie with most unicorns or hedgehogs, they share those points equally among themselves.

The players record their points and play another hand as above. The game ends at a pre-determined number of points (e.g. 100) and the player with the most points is the winner!

## Variant

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In this variant, players try to release animals in the wild instead of catching them.

Thus, players try to score the fewest points. Players use the rules as described above except: when a card may catch more than one combination, the player's left neighbor decides which combination is caught.

points	for
+24	the most cards in total
+18	the most hedgehog cards
+value	each card

As above, with four players, play two partnerships. Score the game use the table at the left. The player (team) with the fewest points after a few hands is the winner!