

SAVANA



Ages: 8-99 years



Number of players: 2-4



Contents: 48 cards: 12 'elephant' cards, 12 'lion' cards, 12 'hyena' cards and 12 'zebra' cards.



Object: To be holding the most points at the end of the game.



Preparing to play: Shuffle the cards and deal them all out between the players.

How to play: The youngest player leads by choosing a card from her hand and laying it in the centre of the table. Then, taking turns in a clockwise direction, the other players each lay down one of their cards.

These cards must either be from the same family (elephant, lion, hyena or zebra) as that of the card played by the first player, or a zebra card.

If a player has neither a card from the family which was led, nor a zebra card, she may play whatever card she chooses.

When everyone has played, the player who laid down the highest card (from the family which was led, or a zebra) wins the trick.

NB1: If there is a tie between a card from the family which was led and a zebra card, then it is the card from the family which was led that wins the trick.

NB2: A card played which is neither from the family which was led, nor a zebra card, cannot win the trick, whatever its value.

The winner of the trick gathers up the cards and places them face down in front of her. She then starts a new round by laying a new card on the table.

Zebra cards are neutral and some have a special power:



At the end of the turn, the players all choose one of their cards and give it to their neighbour on the left



At the end of the turn, the players all choose one of their cards and give it to their neighbour on the right

Winning: When all the cards have been played, players all count their points by referring to the stars on the cards they have won:

- players win 1 point for each green star
- players lose 1 point for each red star

The winner is the player with the most points.

Variation for a game with 2 players:

With 2 players, each player receives 6 cards. Then, both players place 9 cards face down in front of them, covered with 9 cards face up.

On your turn, you may play a card from your hand or one of the 9 cards placed face up in front of you. As soon as you use one of these, pick up the card which was face down underneath it, and place it in your hand.

Special zebra cards: The players choose a card from their hand or from amongst the cards laid out face up, and give it to their opponent who incorporates it into her hand.

A game created by Yann Dupont

DJECO

Warning. Small parts.