

GAMEWRIGHT®

7 Safari™

a jungle of a numbers card game
for 2-5 players • ages 8 and up

Rules of Play

Go on a wild animal adventure in this clever game of math and strategy! Your mission is to scout the jungle and collect as many different animals as you can. The greater the value of the animal card, the more points you get. But watch out for ugly hyenas that take points away and ruin the safari. Whoever ends the game with the highest score is king of the jungle!

Contents:

56 Animal cards (7 of each: Elephants, Giraffes, Hyenas, Lions, Monkeys, Rhinos, Toucans, and Zebras)
8 Safari Charlie cards

Object:

The object of the game is to collect as many different kinds of highest numbered animal cards. The player with the highest score wins.

Setup:

First, separate all eight Safari Charlie cards from the deck and place them face up in a stack to the side. Shuffle the remaining 56 animal cards, then deal seven cards to each player, face-down. Look at your cards and arrange them by animal and then by number (Don't show others!). The remaining cards are then laid out face-down on the table to make the "jungle." Arrange them in the following grid pattern, depending on the number of players:

Two Players:

make a 6 x 7 card rectangular jungle
(6 rows across and 7 columns down)

Three Players:

make a 5 x 7 card rectangular jungle
(5 rows across and 7 columns down)

Four Players:

make a 4 x 7 card rectangular jungle
(4 rows across and 7 columns down)

Five Players:

make a 5 x 5 card square jungle
(5 rows across and 5 columns down)

NOTE: For a game with five players, deal out only SIX cards to each player at the beginning of the game instead of seven. Also, remove the "4" Hyena card from the deck and place it out of play.

How to Play:

The player to the left of the dealer begins. Pick up one of the cards from the jungle and add it to your hand, replace it with a card from your hand, face-up. The card you put down must be a different animal from ALL other face-up animal cards in the same row (horizontal line) or column (vertical line).

Collecting Animal Cards:

Try to collect one of every animal species (except for the Hyena) in your hand. At the same time, try to collect the highest number in each animal suit (7 is the highest). The highest card in each animal suit (except the Hyena) adds to your score, and any other (lower) card of that same animal type is subtracted from your score at the end of the game. For example, if you have the 7 Monkey card, but then you pick up the 5 Monkey card, you'll want to get rid of the 5 card if possible, otherwise your Monkey is only worth 2 points (7 points minus 5 points).



The Rhino MAY NOT be placed down, because there is another Rhino showing in that row!



The Lion MAY BE placed down, because no other Lion is showing in that row and column.

Note: Every Hyena card in your hand subtracts its number from your score, so be sure to put Hyena cards (especially with higher numbers) back into the jungle whenever you can!

When to use Safari Charlie Cards:

As the game progresses, you might find that you don't have any cards in your hand that you can put back into the jungle without creating duplicate animals in a particular column or row. In this case, take a Safari Charlie card from the stack and place it into the jungle instead of your card.



Note: If you do this, you'll hold at least one extra card in your hand.

Conversely, you may trade an animal from your hand for a Safari Charlie card that's already in the jungle. The animal you put into the jungle must still follow the rules of the jungle: it must be a different animal from ALL other face-up animals in the same row or column. Place the Safari Charlie card back in the stack with the others.

It is okay to have more than one Safari Charlie card in a row or column.

20 points
-8 points

12 points

Ending the Game:

The game is over when all the animals in the jungle can be seen (are face-up) or when the last Safari Charlie card is played. Now it's time to count the scores.

First, count up the highest scoring cards for each animal, except the Hyenas. Out of this total score, subtract the total of the numbers showing on any duplicate

animal cards. Now subtract the total of the numbers on any Hyena cards. The player with the most points wins!

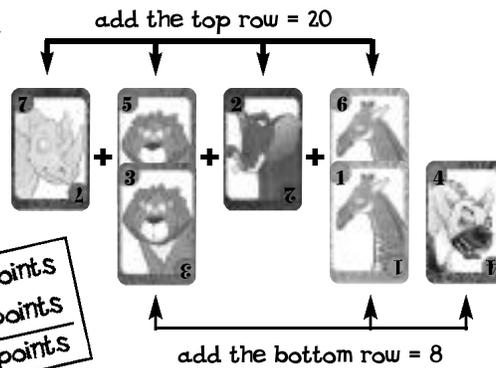
Note: If there is a tie for number of points, the player with the most number "7" cards wins. If more than one player has the same amount of number "7" cards, the player with the most number "6" cards wins and so on.

Sample of Counting Points at the End of the Game:

At the end of this game, a player is holding two Lions (5 and 3), one Rhino (7), an Elephant (2), two Giraffes (6 and 1), and a Hyena (4).

The Lion (5), the Rhino (7), the Elephant (2), and the Giraffe (6) are the highest scoring cards the player has for each animal, so they are added up to equal 20 points.

Then the player subtracts the extra Lion (3), the extra Giraffe (1), and the Hyena (4), which equal a total of 8 points.

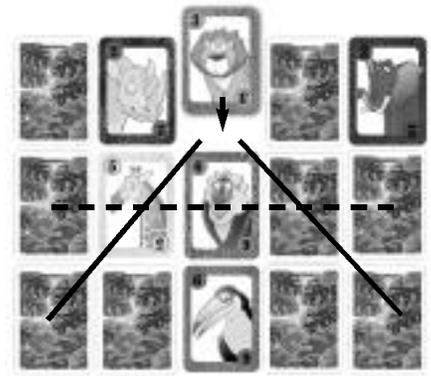


Other Ways to Play:

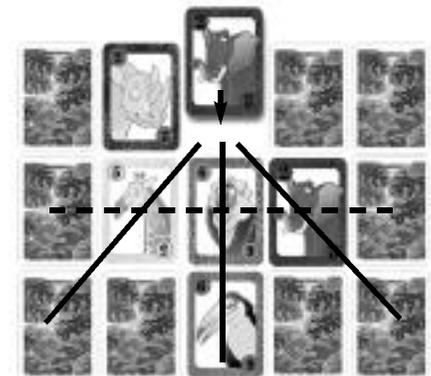
Players should decide before each game which version to play.

Version #1: Diagonal Safari

The card you put down must be a different animal from all other face-up animal cards in the same row, column, and diagonal (diagonal lines in all directions).



The Lion IS allowed into the jungle, because no other Lion showing in its row, column, or any diagonal.



The Elephant IS NOT allowed into the jungle, because there is already another Elephant in one of its diagonals.

Version #2: Swappin' Safari:

Play is similar to regular rules only you can pick up animal cards that are already face-up in the jungle, not just cards that are face-down. The game ends when all cards in the jungle are face up.

A Word From Gamewright:

While "on safari," players will enjoy sharpening their addition and subtraction skills as they search for animal cards with the right combination of numbers for the best score. Advanced players will enjoy learning about probability and negative numbers. Thanks for playing!

-The Gamewright Gang