



# **YourTurnMyTurn.com: rules Safari**

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# Inhoud

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# Rules Safari

## Object of the game

During a safari tour you try to be the first to photograph each of the 10 different animals (elephant, lion, tiger, giraffe, zebra, buffalo, ape, squirrel, crocodile and turtle).

Both players (the yellow and red camera) start in a corner of the 10x10 board. The landscape has forest and lake spots (each game at other places) and 10 animals spread over the land. Below a possible set up after the start of the game. The initial places of the animals are always the same, but sometimes animals are move 1 spot away if it was placed in the forest or lakes (for example the animal on g7).





row, the animal most left in the row moves first. An exception can be the last move if before the movement 1 player (or both) already photographed 10 animals (see also End of the game).

## How do the animals move through the landscape?

The animals move forward (in the direction of their arrow). But they get blocked by forest, lake, another animal, a player or the edge of the landscape.

- When an animal isn't blocked: It moves 1 space forward.
- When an animal is blocked ahead and to its left OR its right: It turns one quarter and moves to the free space.
- When an animal is blocked in all directions except behind it: It turns around and moves to the free space.
- AWhen all 4 spaces around an animal are blocked: It turns around (180 degrees) but doesn't move.
- When an animal is blocked by forest and both side spaces are open: It turns (90 degrees) and moves leftward
- When an animal is blocked by anything else (and not by forest) and both side spaces are open: It turns (90 degrees) and moves rightward.

Exceptions: The turtle and crocodile are not blocked by lakes, the squirrel and ape not by forest. Such spaces are equal to ground spaces for these animals.

## End of the game

Winner is the player who photographs the 10 different animals first. Both players play an equal number of turns. So if both players photograph their 10th animal in the same turn, then the game ends equal (1-1 in the tournaments). It also ends equal if both players photograph their 10th animal when the animals move. The game also ends when both players played 40 moves (the animals do not move after that move). The player with the most photos wins the game, if both player have the same amount of photos, the game ends in a draw.

*Safari is a game of Corné van Moorsel and published as boardgame (name: \*Tricky Safari\*, 2-4 players) by Cwali.*