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Ages 7+

30 Mins

2 to 5  
Players

## What's in the box

### ▶ 25 Animal Pieces

(5 types: Lion, Elephant, Giraffe, and Water Buffalo. 5 of each.)



### ▶ 30 animal cards

(5 types: Lion, Elephant, Giraffe, and Water Buffalo. 6 cards each with values from 0 to 5.)



### ▶ 10 Player Pieces

(2 of each color: Red, Blue, Yellow, Green, and White)



### ▶ 2 Tour Pieces (Large round brown pieces)



### ▶ Instructions / Scoreboard

\*The back of this instruction manual is the scoreboard.

### ▶ 5 Quick reference sheet

## ♥ Preparation

In this game, there will be as many "tours" (Rounds) as there are players. At the start of a tour shuffle the 30 animal cards.

### Deal out card based on the number players.

**5 players/6 cards**

**4 players/7 cards**

**3 players/9 cards**

**2 players/14 cards**

The remaining cards are set aside face down. Keep your cards hidden from the other players. Next, place this manual backside up. This is the scoreboard.

Place all the animal pieces, by type, above the scoreboard. Each player takes two player pieces of of the same color and places one of them in the "0" space on the scoreboard. Place the other one in front of you to indicate your player color. Any unused player pieces are returned to the box. Place one of the tour pieces on the "1" space in the upper right corner of the board to indicate the first tour. Use any method you like to decide who will be the starting player. That person will then take the other tour piece and place it in front of them to indicate they are the start player. Now you're ready to start the first tour.

## ♥ Tour Flow

Players take turns clockwise starting with the starting player. On your turn, you perform the following two steps:

1. Choose one card from your hand and place it in the card area below the scoreboard. Overlap the cards so the numbers on all the cards are visible.
2. Choose one of the remaining animal pieces next to the board and take it. The animal on the card you put down and the animal you take can be the same or different.

Each player must place all of the animal pieces they have taken in front of them, without hiding them.

## ♥ Animal Piece Points

Each animal piece you collect will earn you points. The points per animal piece is the value of the most recent animal card of that type that has been played in the card area.

## ♥ End of the Tour and Scoring

When a player plays the sixth animal card of any type and has taken one animal piece, the tour ends. Each player counts the total number of animal pieces (by type) and multiplies it by the most recent animal card played of that animal type. Example: You have 2 Lions and the last Lion card played is a 3. You earn 6 points for the Lions. Add up all the points for each animal and score that many points on the scoreboard. Once all players have scored their points, Place all the animal pieces back above the scoreboard, collect all 30 animal card, shuffle, and deal them out in the same ways as the previous tour. Move the tour piece on the scoreboard to the next round and give the player to the left of the start player the 2nd tour piece. They are now the new start player.

## ♥ End of the game

When you have completed the same number of tours as the number of players, the game ends without preparing for the next tour. Check the scoreboard and the person with the most points wins. In the event of a tie, the winner is shared.



Manufactured and sold by: New Games Order LLC  
Ichikawa Building 2F, 3-10-6  
Shibasakicho,  
Tachikawa, Tokyo [www.newgamesorder.jp](http://www.newgamesorder.jp)  
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