



SAFARI SELFIE










One beautiful hot day, when each of the animals was looking for a cool shade, the monkeys thought that they would make the biggest selfie in the world and call all the animals they know.

Huge elephants, tall giraffes, striped zebras, but also fast antelopes.

However, they also wanted lions in the photo, even though they were afraid of them, beautiful colorful parrots, and of course also crazy ostriches.

But how to let all the animals know about this super action? Well, monkeys are agile and know how to jump and crawl very well. They decided to jump over the backs of the animals to the very end of the savannah. Well, it wouldn't be sportive monkeys if they didn't invent a competition. So the monkey that jumps over the animals around the savannah first, can take the photo.

Brief overview of rules

-  Movement - Animal = move to square photo of corresponding animal.
-  One square can only have one figure. When a figure moves to a previously occupied square, the previous figure is sent back to the nearest square with same animal.
-  = Parrot - joker - so any animal.
-  = Lion threat- the figure goes above outline of squares with photos of animals unless the player throws the same type of animal that the figure is above.
-  = Ostrich - exchange of figure positions - yours and another player's.
-  If the roller falls between two or more animals, the player chooses which animal he or she wants.
-  Lion threat has priority over ostrich, parrot, and animals.
-  Two and three players each have two figures. Four, five and six players each have one figure.
-  The winning roll must land on any free space on game field.

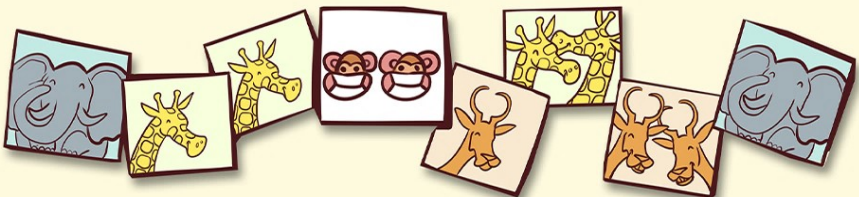
Goal of the game

To win, you have to be the first to go **around a path** with photos of animals with all your figures and cross the finish line.



Preparation

A thousand-mile journey begins with a first step.
And that's the preparation.



First you need something to roll (let's just call it a 'roller').

Maybe a little stone, crumpled up foil, or whatever you have handy.

Whatever you choose, make sure it has an irregular shape.

The roller plays a key role in movement during the game, so choose one that rolls absolutely **haphazardly**.



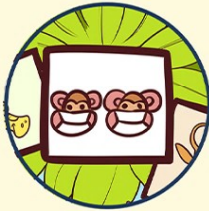
(Keep track of the craziest things you use as a roller.)

And, of course, the roller's size is also key. Check the right size by using the dedicated box on the T-shirt.

You can find the square on the map - it's a square with a two monkeys.

The roller must fit inside the square.

space to measure the roller



colour marking



The second step is to **prepare the figures**. Give free rein to your imagination and improvisation skills. Be sure you can easily tell your figures apart, so that it's clear which figure belongs to which player.

After all, you and your figure are one.

Figure sizes should be good for the progress boxes on the playing area. Optimally, about the size of an opener of a soft drink can or a pistachio shell.



Use your imagination to create a really great figure that does you proud. And then, according to your possibilities and imagination, make characters that will accurately represent you.

PLEASE NOTE! When two or three are playing, each player has two figures. If you can't get what you need (you're in the middle of a desert or ocean), then you can pretty much play this game with anything (a bottle top, piece of shell, coin...).

And if you come up with something really original, send us a photo!

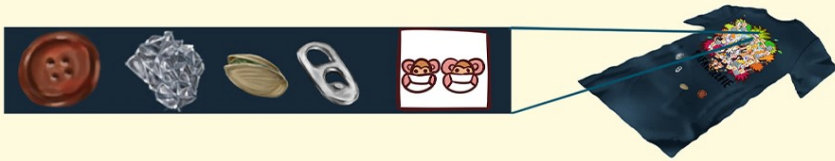
The third step is to **prepare the playing area**. Place the T-shirt with the game on a flat surface (dry ground, cut grass, mat, etc.). If you place the T-shirt face down, the game ends immediately and everyone loses. 😞

If the image is on top, you can continue preparing.

The final step before starting the game is to place the figures next to the start/finish field outside the playing area.

And that's it.

The game can begin.

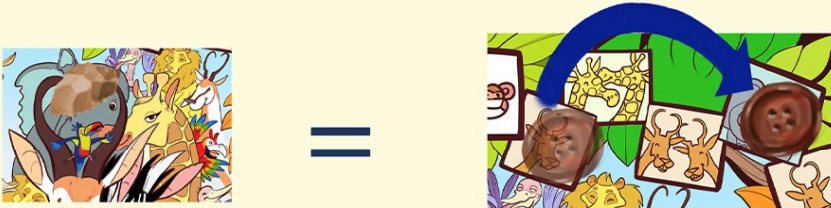


Rules in more detail

Moving through the game is very easy. It all depends on the animal you throw.



So, for example, if you throw a elephant, you move the figure to the nearest elephant square, even if you have a figure out of the game.



If another figure is already on that corresponding square, send that figure back to the nearest animal of the same type as it was on.

If there isn't this type of animal between the figure and start, then the figure exits play (next to the start field).

What if the roller falls between two or three animals?

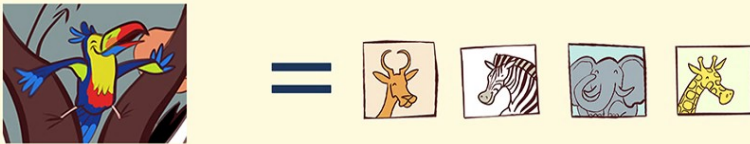
Then the player who threw the roller chooses from the animals that the roller touches, and moves to the square of that animal.

Example: you throw a roller and it overlaps the antelope, zebra and giraffe. You can choose the animal that moves you furthest or is otherwise advantageous - for example, a double jump.



 Parrot

the parrot can imitate any animal and so with its help the monkey can go to any nearest square, you get a joker and can choose any animal.

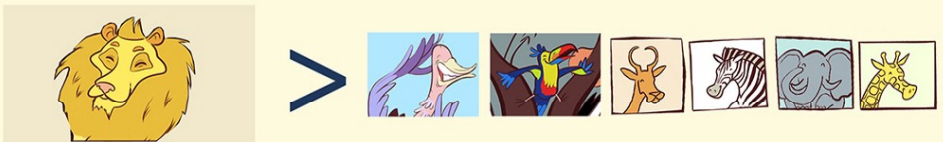


 Lion

a lion can intimidate any animal, so when a monkey meets him, he runs to a tree until the lion leaves

If any part of the roller falls on the lion, you must play it.

(You cannot then choose another animal, and it takes precedence over a parrot or a ostrich.) The player, who is at lion threat, places his/her figure above the edge of the squares (above the animal he/she was just standing over).



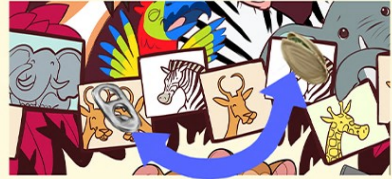
You'll then skip a turn until you roll the same animal as the square you're shivering above, or until you throw roller on a parrot. (in our example, the Zebra square that represents Zebras).

Ostriches

Ostriches are crazy and when a monkey jumps on them they run here and there. And that means only one thing. You can choose which player to exchange positions with.

PLEASE NOTE! This is a must. You must exchange places, even if that's not so great for you.

You don't exchange with a player who doesn't have a figure on the playing area yet, or is stuffing himself/herself at fast food.



If the animal field you're standing on is doubled, you can immediately throw again (a double jump).

But this doesn't apply if someone throws you there or you leave lion threat.

With two and three players, the player starts with the figure that he/she prefers. But the player must reach the finish with **both** figures. (If you play with multiple figures, you must cross the finish line with all of them.)

Fundamental rule - **there can never be two figures on one square.**

When all the figures are on the lion threat position, the game does not end - they simply continue rolling until they leave lion threat.

End of the game

The game is won by the player who is on the last square before the finish (the double monkey photo) and throws the roller so that any part **makes contact with any free space.** (blue sky)

It means he/she has managed to be first and have free spot on the selfie.



Special situations

- 🐼 If a figure is hidden because of lion threat and the other player reaches the animal space below it, it can stay there until the figure at lion threat returns to the game. If it's also there when it returns, then the figure on the animal space will go backwards to the nearest space of the same animal. If the figure that's on the animal space below the lion threat figure also goes to the lion threat position, it will move the figure that was at the lion threat above to the nearest space with the same animal.
(It's the same as the classic discard, only the figure remains at lion threat.)
- 🐼 If a player has two figures in the game, he/she always chooses which to move. He/she can play each round with the same figure. But it still holds that he/she can only win when they have all the figures at the finish.
- 🐼 If the roller lands on an animal photo square, it is counted as if it had landed on the corresponding animal, and the player can move his/her figure to the nearest animal of that type.
- 🐼 If the roller lands outside the area, the next player goes (it is not thrown again).
- 🐼 If a roller, because of its shape, somehow interferes with another animal but is not actually on it (some part **hangs over** a animal in the air), this animal cannot be chosen.
- 🐼 The player must also discard his/her own figure if his/her next figure should be placed on the same square.



Advanced rules

Step up the game's Challenge by making it harder to play. Here are some tips to modify the rules.

- 🐼 Only the player whose roller lands on the parrot can win the game.
- 🐼 If all the figures are at lion threat, they all must automatically start over.
- 🐼 If you throw a roller so it overlaps several animals, you have to choose the animal nearest your figure.
- 🐼 Using another strict rule? Tell us about it by email.
(Email address on the last page.)



Game Categorisation

Age: 6-99

Type: Luck-based game with some skill

Time: 15-45 minutes

Number of players: 2-6 optimal, more possible

Figures: 5-7 small objects

Difficulty of game: very easy



Another games on t-shirts:



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