

The cards

There is a total of **42 hoofed animals** (wildebeest, zebra, antelope, etc.) that all want to cross from one side of the African Mara River to the other side, but it is a dangerous endeavour, for there are lions and crocodiles on the prowl. Crossing the river is possible only (and exclusively!) with the help of the elephants. As soon as **at least 3 hoofed animals** are gathered at one of the 5 river crossings, they can be safely brought to the other side of the river for victory points.



Gnu Zebra Antelope

42 hoofed animals (14 each of wildebeests, zebras and antelopes)

Top and center of the card, the victory points (2-5) are indicated, that the card is worth when the animal makes it to the other side of the river. In the corner of the card, the card number (1-42) is indicated.

Note: The miniature-sized depiction of the animal below the card number is only there to make it easier to recognize the animal when it is in a row of cards.

40 markers (10 each in red, orange, black and blue)



7 elephants



3 lions



6 normal crocodiles



1 super croc



Game setup

Each player receives the **10 markers** of the same color and puts them down in front of him on the table. All 59 cards are shuffled and dealt out. Each player receives **5 cards** that make up his hand. **Important:** No one is allowed to have a lion in his hand. If anyone is dealt one or more lions, he has to give them back and replace them with the same number of cards from the draw pile. All remaining cards (including the three lions) are shuffled again. From this shuffled stack of cards, take **5 cards** and place them **face down** next to one another in the middle of the table – these are your **5 river crossings** (no one knows which animal is hiding there, and no one is allowed to look!).

The remaining cards are put into a draw pile next to the river crossings.

Draw pile



5 river crossings



On one side of the river (and only on this one side!) the hoofed animals gather throughout the course of the game.

How to play

The player to the left of the dealer begins. On your turn, you **must** play either **A one hoofed animal** (and if you're lucky two), or **B exactly one elephant** or **exactly one crocodile**. Then, draw a card (or two, if you played two cards), so that you once again have a hand of **5 cards** at the end of your turn. That's it. Now it's the next player's turn. Play then continues in this way in a clockwise direction. **Very important:** The 3 lions are never played from a hand. They must be used immediately as soon as you have picked one up from the draw pile (see "The 3 lions").

Action A: Play a hoofed animal (see further below for "Special case – Playing 2 hoofed animals")

Decide on which hoofed animal you want to play from your hand and lay it **face up** onto one of the five river crossings. It's up to you, onto which river crossing you want to place your hoofed animal; it can be a completely free river crossing or one that already has other hoofed animals from any number of other players on it. When you play a hoofed animal, you always **immediately** mark it with one of your **markers**. Put your marker on the card number in the top left corner of the card.

→ If there is **not** yet any **other hoofed animal** on the river crossing, place your hoofed animal as the first animal on the river crossing. The card number of the first hoofed animal laid on a river crossing can be as high as you want.



Catharine lays a wildebeest with the card number 16 as the first hoofed animal on a river crossing and puts her red marker on the card.

→ If there is already **one or more hoofed animals** on a river crossing, you have to put your hoofed animal **at the end** of the row. When playing your cards, always place them in a staggered fashion. **Very important:** The card numbers of a row of cards must **always** be in **ascending order** from the inside towards the outside. That means a hoofed animal can only be laid onto a row if its card number is higher than that of the outermost card already in the row.



After a few rounds, there are already hoofed animals on four river crossings. It is Bruno's turn, who lays his wildebeest with the card number 25 on the middle river crossing and puts his blue marker on it.

Note: One row can consist of (any) hoofed animals from different players, or also of (any) hoofed animals of a single player. As long as the card numbers are always in ascending order, there are **no limits** with regard to the position of the animals, and there is **no limit** to the length of each row.

→ **Special case—“Playing 2 hooved animals”:** If you’re lucky enough to have **two hooved animal cards** in your hand that have **consecutive card numbers** (e.g. 7–8 or 22–23, or 35–36), you can play **both cards** at the same time. The same also applies if you have cards **separated by only one card number** in between (e.g. 4-6, or 12-14, or 39-41). Lay down both animal cards as already described above on any one river crossing, but you are not allowed to lay them on different river crossings. This is the only case in which you can play two cards at the same time; otherwise you can only play one card at a time.



Linus has the 33 and 35 in his hand. He is allowed to lay down both cards on one river crossing and then to place his black markers on them.

Action B: Play exactly one elephant or exactly one crocodile

Crocodiles and elephants can be used on **one** river crossing only. Show the other players the card and clearly state for which river crossing you are using it and then lay it off to the side (it is no longer needed in this game). Then carry out the action on the selected river crossing (and only on this river crossing):



The elephant brings **all** hooved animals of the selected river crossing over the river. There must be **at least three** hooved animals (or more) at the river crossing. Each player takes his hooved animals that have been brought over the river and puts them down next to him, face down. (The player may look at them at any time.) The victory points earned for these hooved animal cards for the river crossing are safe and secure. The players then get back their used markers for these hooved animals and can use them again.

Very important: An elephant can **never** be used on a river crossing that has less than three hooved animals. **Note:** Using an elephant is the only way to move the hooved animals across the river and gain victory points.



Super croc eats **all** the hooved animals of the river crossing: all hooved animals of this river crossing are taken and put off to the side face down (and they won’t be needed any more). The players get their markers back and can use them again.

Very important: Super croc can **never** be used on a river crossing where there is no hooved animals – he needs to eat.



A normal crocodile eats either **the first animal** (and only this animal) of the targeted river crossing or all hooved animals of a certain kind, as indicated in the corner of the crocodile card. If, for example, a wildebeest is shown, the crocodile eats all the wildebeests of the river crossing: all wildebeests of this river crossing are taken and put off to the side face down (and they won’t be needed any more). The players get their markers back and can use them again. All other hooved animals stay at the river crossing. You can choose if the crocodile gets to eat **either** the first hooved animal of the row (the hooved animal with the lowest card number in this row) **or** all animals of the same kind as indicated.

Very important: A normal crocodile can **never** be used on a river crossing where there is no hooved animals – he needs to eat.

The 3 lions

If, **at the end of your turn** when you are replenishing your hand from the draw pile so that you again have 5 cards in your hand and you happen to pick up a lion **from the draw pile**, the game is interrupted shortly. You **have to** use the lion right away by placing him **face up** on one of the 5 river crossings. **Note:** The lion must be (if possible) put on a river crossing that has at least (any) one hooved animal. If more than one river crossing has hooved animals, you get to choose one of these rows for playing the lion. If there are no hooved animals on any of the river crossings, put the lion on any one of the river crossings. Now two things happen:

- The lion eats **all** hooved animals of the selected row. The hooved animals of the selected row are taken and put off to the side face down (and they won’t be needed any more). The players get their markers back and can use them again.



- From this point on this river crossing can no longer be used to cross the river. The lion stays where he is **face up** until the end of the game. No more hooved animal cards can be laid on this row.



The game continues when you pick up a new card from the draw pile to replace the lion until you once again have five cards in your hand. **Note:** All players should pay attention to make sure that each player has five cards in his hand at the end of his turn and that any lion cards are played immediately. It’s possible to draw multiple lions, one after the other. If this happens, carry out the action each time as described above.

End of game and scoring

Once the draw pile has been used up, continue playing normally without drawing more cards—from this point on you will have less than 5 cards in your hand.

The game is immediately over once someone can no longer play a card according to the rules (in rare cases, this may even happen before the draw pile has been used up).

Note: It is not allowed to pass on a turn. If you can play a card according to the rules, you must do so (even if it is disadvantageous for you or helps someone else). Any cards that you may have left in your hand at the end of the game are irrelevant and can be put off to the side. The same applies to all cards still lying near the river crossings. Each player now adds up his victory points for all his hooved animals that have been brought across the river. Record the score on a sheet of paper. Play two phases as described above. The player with the most points wins.

Special case “no more markers”: In the highly unlikely scenario (if it happens at all, then only in a 2-player game) that someone has no more markers, then borrow some markers for the time being from one of the colors that are not in the game.