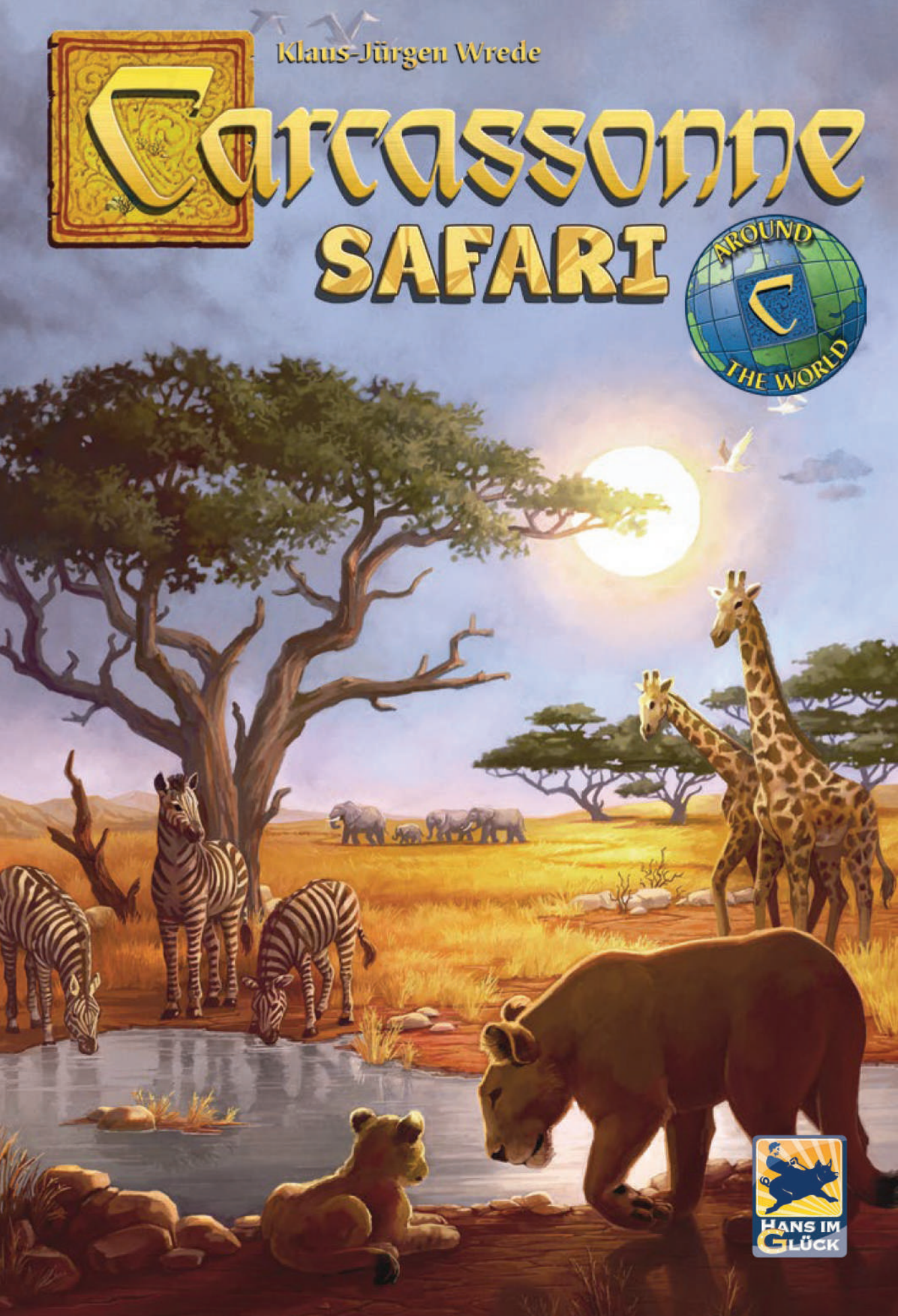

Klaus-Jürgen Wrede
Carcassonne
SAFARI
AROUND THE WORLD
HANS IM GLÜCK

Klaus-Jürgen Wrede

Carcassonne SAFARI

A tile-laying game with animals set in the savannah of Africa, for 2–5 players, ages 7 and up

A tropical heat lies over Africa, as we head into the steppe, where everyone is on the lookout for the popular big animals of this mighty nation. Monkeys swing in the trees, lions rest in the shaded areas, and the elephants' heavy steps shake the terrain. At the watering holes, many different animals can be seen frolicking. It is worthwhile for us to lie there in wait to view these magnificent creatures...

COMPONENTS AND SETUP

Welcome to **Carcassonne Safari**! In this booklet, we will guide you quickly through the rules of this latest iteration of the classic **Carcassonne**.

First, let's take a look at the **72 LANDSCAPE TILES**. On them you can see savannahs, animal paths, baobab trees and bush areas, where many animals frolic.



Tile with an animal path and a lion.



Tile with an elephant in the bush and a baobab tree in the savannah.



Tile with birds in the bush, as well as a zebra and a lion on 2 animal paths.

All landscape tiles share the same back.



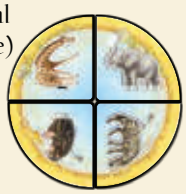
Back side of the Landscape Tiles.

Next we have the **50 Animal Tokens**, which show portions of watering holes and are comprised of Lions, Elephants, Monkeys, Giraffes and Zebras (10 each). These tokens (among other things) help you earn points.

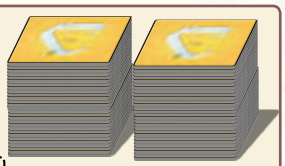


More on these tokens on pages 4 and 5.

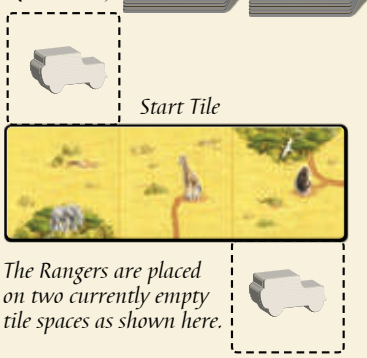
Combining 4 Animal Tokens (as seen here) creates a Watering Hole, which earns you points (see page 6).



Shuffle all 72 Landscape Tiles together and place then face down on the table in stacks.



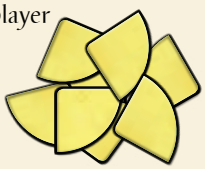
The **START TILE** (comprised of a 3-sized Landscape Tile) is placed in the center of the table. The game features 2 white wooden **RANGER VEHICLES** (we will refer to them as **RANGERS** for short). These do not belong to any player. Place them in the (for now) empty spaces above and below the Start Tile, as shown to the right.



Start Tile

The Rangers are placed on two currently empty tile spaces as shown here.

Mix face down the 50 Animal Tokens, and give each player (including yourself) **2** of them. Players place their tokens face up in front of them. The remaining Animal Tokens are placed as a face down supply next to the Landscape Tiles stacks.



Place the **50/100-POINT TOKENS** next to the Score Board.



Front Side *Back Side*





Meeple figures

Finally we have the **WOODEN PIECES**. There are 30 **Meeple** figures, 6 in each color: **yellow**, **red**, **green**, **blue** and **black**. Give each player (including yourself) 6 Meeples in their chosen color, which form each player's personal supply.

*Note: The Meeple figures in **Carcassonne: Safari** are slightly smaller than those found in other games in the **Carcassonne** series. Because there are many features to be seen on the Landscape Tiles and Animal Tokens, the smaller Meeple size allows things to be seen more clearly.*



Elephant figures

In addition, there is 1 **Elephant** figure in each color, to be used for recording players' scores. Place the **SCORE BOARD** to the side of the playing area, and place each player's Elephant figure on the "0" space. All Meeple and Elephant figures not being used in this game can be returned to the box.

OVERVIEW AND GOAL

What is **Carcassonne Safari** all about? Players will take turns placing landscape tiles. In this way you will begin to develop features such as savannahs, the bush, animal paths and baobab trees. You will place meeples in the bush, on the animal paths, or on a baobab tree. When a bush area or animal path is completed, you will earn points for different animals. Baobab trees reward you with animal tokens. Use the animal tokens to upgrade your scorings, or to dig watering holes in the savannah. You will score points in many ways, both during the game and at the end of the game. After a final scoring, the player with the most points is the winner. Let's get started!

GAMEPLAY

Carcassonne Safari is played in clockwise order. Starting with the first player, the active player performs the following actions in the order listed below, followed by the next player, and so on. We'll first give you a brief description of the actions you must do during one of your turns. These actions will be detailed as we present the various features of the landscape tiles.

1 **Place a tile:**
You must draw exactly 1 landscape tile from a stack and place it face up with at least 1 of its sides adjacent to previously placed tiles.



2
- Place a **Meeple** on the tile you just placed,
  OR
- Move one of the two **Rangers**,
  OR
- Start or expand a **Watering Hole**.





3 **Score a feature:**
You **must** score any and all features completed by your tile placement.



The Animal Paths

1. Place a tile

The landscape you have drawn shows, among other features, an animal path. Place the tile, keeping in mind that you must place it in such a way that it continues the existing landscape (the tiles already in play).



***You** have just drawn the tile shown here with a red border. The animal path and savannah continues the features on the existing tile. Well done!*

2. Place a Meeple on the Animal Path

After placing the tile, you may, if you wish, place 1 of your meeples on the animal path shown on the tile, but only if there isn't already another meeple on any section of the path.



*On the newly-placed tile **you** place 1 of your meeples. This is possible because there is currently on other meeple on any section of the path.*

3. Score a completed Animal Path

When both ends of an animal path are closed, that path is completed and scored. The end of a path is closed when it meets a bush area, ends in the savannah, or loops onto itself by meeting the other end. In the example shown here, even if your opponent placed the tile (outlined in red), this still completes the animal path claimed by your meeple.

The number of points earned depends on the **number of different types of animals** that lie along the completed animal path. The table below (as well as the Score Board) show the points earned:

different animal types	1	2	3	4	5
points	1	3	6	10	15



***Blue** places a tile that completes **your** Animal Path. There are 3 different types of animals on it (Giraffe, Elephant and Zebra). **You** receive 6 points, since your meeple is alone on the path.*

Remember: the **total number** of animals along the path does not matter for scoring; only count the **number of different animal types**. After scoring, return your meeple from the path back to your supply.

IMPROVING YOUR SCORING

To earn additional points, you may discard **exactly 1** Animal Token (of a type that does **not** appear on the scored path) in order to earn the **next higher score** on the scoring table.



*Continuing the example from above: **Your** animal path contains a Giraffe, an Elephant and a Zebra. **You** discard a Lion token from your supply. **You** now score 10 points, as if there were 4 different animals on the path.*



We will now explain a little more about the **Score Board**. In order to keep track of your points throughout the game, mark your points with your Elephant figure on the Score Board. Continuing our example, you would move your Elephant figure 6 spaces forward on the track.
After each scoring, players return any of their meeples from the scored feature **back to their supply**.

All discarded Animal Tokens are placed face up in a discard pile to the side of the play area. When a player earns an Animal Token (see the "Baobab Trees" section) but there are no more face down tokens remaining in the supply, shuffle the discarded tokens to create a new supply to draw from.

If your Elephant figure circles the score track and crosses the "0" space, take a **50/100-Point Token** and place it in front of you with the "50" side face up. After circling the track again, turn the token so the "100" is face up.

The Bush

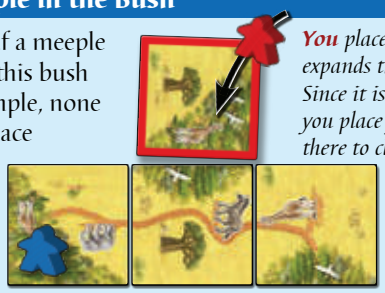
1. Place a tile



As usual, you draw a tile and use it to continue the landscape. As always, the features on the newly-placed tile must match those on all adjacent, previously-placed tiles.

2. Place a Meeple in the Bush

Next, you check if a meeple already exists in this bush area. In this example, none do, so you can place one of your meeples in the bush section of the tile.



You place this tile, which expands the bush area. Since it is still unoccupied, you place your meeple there to claim it.

3. Score a completed Bush area

Let us assume it is later in the game. You draw a tile which can be placed as shown below, to complete the bush area. A bush area is considered complete when it has no "open" edges, and there are no gaps or holes inside of it. Since your meeple stands alone in this bush area, you will now score it and earn points for it. The number of points earned depends on the **number of different animal types** that lie within the bush area, and are calculated exactly as with the animal paths (see the table below or on the Score Board):

different animal types	1	2	3	4	5
points	1	3	6	10	15

IMPROVING YOUR SCORING

As with the animal paths, you may discard **exactly 1** Animal Token to increase the number of animal types scored by 1.

In addition, each Bird  appearing in the scored bush area earns **1 point**.

After scoring, return your meeple from the bush back to your supply.



*Your completed bush area contains a Monkey and a Giraffe. You discard a Zebra token from your supply. This now counts as **3 animal types**, which earns you 6 points. Since there are 3 Birds in this bush area, you earn an additional 3 points, for a total of **9 points**.*



The Baobab Trees

1. Place a tile



If you draw a landscape tile that shows a baobab tree, it is placed following the same rules as any other type of tile. As always, the features on the newly-placed tile must match those on all adjacent, previously-placed tiles.

2. Place a Meeple on the Baobab Tree

You may place a meeple from your supply on the baobab tree on the newly-placed tile. (Your explorer is taking a little rest in the shade of the tree.) If you do place a meeple on the baobab tree, draw **2 Animal Tokens** from the face down supply, and place them **face up** in front of you.



You place 1 of your meeples on the baobab tree, and take 2 Animal Tokens from the supply.

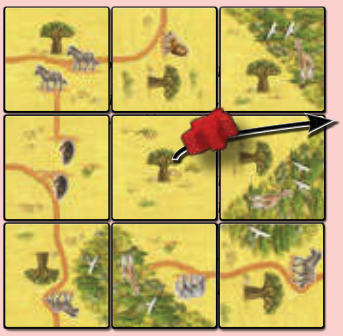


3. Score a completed Baobab Tree

When a baobab tree is completely **surrounded by 8 landscape tiles**, this signifies that your meeple's rest is over, and you return it from the tile back to your supply.

You do not earn any points from "completing" a baobab tree, but instead you may draw **2 Animal Tokens** from the face down supply and put them face up in front of you.





*All 8 spaces surrounding **your** baobab tree are occupied by landscape tiles. **You** retrieve your meeple and draw **2** Animal Tokens.*

The Rangers



The are two ways to move a Ranger during the game; one way immediately earns points, and the other does not.

1a. Place a tile

You draw a tile and place it in a space where **no** Ranger lies.



1b. Place a tile AND displace a Ranger

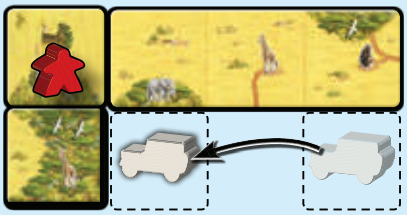
If, after drawing a tile, you place it in a space **containing a Ranger** (following the usual placement rules), you take the Ranger and place it in front of you temporarily.



***You** place a tile in a space containing a Ranger, then take the Ranger and set it in front of you.*

2a. DO NOT Place a Meeple

If, after placing a tile, you decide **not** to place a meeple on it, you may move 1 of the 2 Rangers to another empty space next to 1 or more landscape tiles.



2b. Place a Meeple

As usual, you may place 1 of your meeples on the tile if there is not already another meeple on any section of the same feature (animal path or bush).



***You** decide to place a meeple on the newly-placed tile, on the animal path.*

3a. Score a completed feature

Score any completed feature as normal.

In this case, you do **not** earn any points for moving the ranger.

3b. Score a completed feature

Score any completed feature as normal. In addition, for displacing a Ranger with your tile placement, you now earn **3 points**.



***You** place the Ranger in the empty space next to your claimed animal path.*

Then return the displaced ranger back to the play area, in an empty space next to 1 or more landscape tiles.

IMPORTANT: You may **only move 1 Ranger** on your turn. If you have displaced a Ranger (1b) by placing a tile in its space, you still move it to another empty space (2a) even if you do not place a meeple on the tile.

There may never be **2 Rangers** on the **same empty space**!

The Watering Holes

Instead of using the animal tiles to improve your scoring of a completed animal path or bush area, you may use them to dig watering holes in the savannah.

1. Place a tile

You draw and place a landscape tile, according to the usual rules.

2. Start or Expand a Watering Hole

STARTING A WATERING HOLE

Instead of placing a meeple on the newly-placed tile, you may **start the construction of a watering hole**. To do this, place an animal token from your supply on a free corner of any existing landscape tile (**it does not need to be the newly-placed tile**). A free corner is one that shows a savannah, and no obstacles such as an animal path or bush area (small shrubs or grasses depicted on a tile are not considered to be an obstacle). The token must be placed with its straight sides aligned with the edges of the tile. Then place 1 of your meeples on the animal token.

For starting a watering hole, you immediately earn **3 points**.



*You place a tile that extends your animal path. You decide to not place a meeple on this tile, and instead **start a watering hole** by placing an animal token on the corner of a tile, and placing a meeple on the token. You earn **3 points** for this.*

EXPANDING A WATERING HOLE

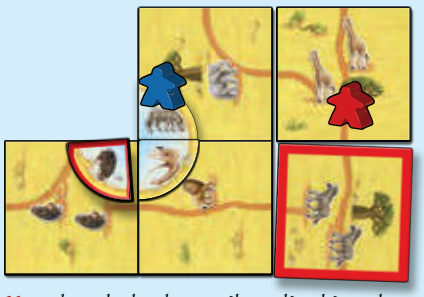
Instead of placing a meeple on the newly-placed tile, you may **expand a previously-begun watering hole**. Place an animal token on the free corner of an adjacent landscape tile so the circle of the watering hole continues to close.

When doing this, however, you must use an animal token that shows **an animal not already present** at this watering hole. All animals in a watering hole must be different. You do **not** place a meeple when expanding a previously-begun watering hole.

Depending on whether you have placed the 2nd, 3rd or 4th and final animal token at a watering hole, you earn a number of points:

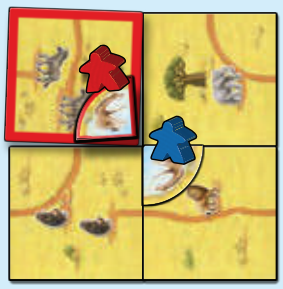
2nd animal token: **4 points**; **3rd** animal token: **5 points**; **4th** animal token: **6 points**.

Important: You must **always** place a meeple on a watering hole when starting one.



*You place the landscape tile outlined in red, and decide to not place a meeple on it. Instead, you expand the existing watering hole (with a Zebra and a Giraffe on it) by placing an animal token showing a Monkey. Because this is the 3rd token in the watering hole, you earn **5 points**.*

Special case: You may place an animal token diagonally opposite an existing watering hole. Since the 2 tokens are not touching yet, this is considered to be a separate, new watering hole, and therefore you may place a meeple on it. When the remaining 2 corners are filled by animal tokens, the 2 watering holes become 1 completed hole with 2 meeples on it. In this case, it is allowed for 2 identical animal tokens to exist on it.

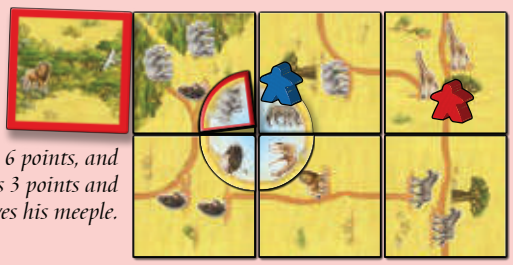


*You place the landscape tile outlined in red, and start a new watering hole on it. Since your watering hole is not yet connected to **Blue**'s watering hole, you are allowed to place an animal token showing a Giraffe.*

3. Score a completed Watering Hole

Once the 4th animal token is placed at a watering hole, it is complete. The owner of the watering hole earns **3 points** and returns his meeple from the watering hole to his supply.

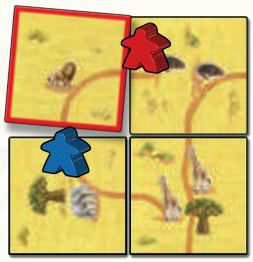
If 2 meeples are on the completed watering hole, both owners earn **3 points each**. If both meeples belong to the same player, that player only earns 3 points.



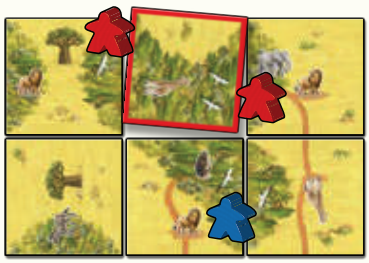
You place a tile but do not place a meeple. You instead place an animal token, completing the watering hole. You earn 6 points, and Blue earns 3 points and retrieves his meeple.

More than 1 meeple on the same feature

Through clever tile and meeple placement, multiple meeples can occupy the same animal path or bush area. When such a feature is completed, only the play who has the **most meeples in the scored feature** earns the points. If there is a tie between 2 or more players for most meeples in a scored feature, all tied players earn the full points for the feature. Here are two examples:



*Before your turn, **You** and **Blue** each have a meeple on 2 separate animal paths. **You** place the red-bordered tile, connecting both paths with it. The animal path is now complete. There are 4 different animals on the path (Monkey, Lion, Elephant and Giraffe). **You** discard a Zebra token and earn **15 points**. **Blue** does not use an animal token and earns **10 points**.*



*Before your turn, **You** and **Blue** each have a meeple on 3 separate bush areas. **You** place the red-bordered tile, connecting all 3 bush areas, and also completing it. **You** decide not to discard an animal token. Therefore, **you** earn **11 points** (6 points for 3 different animal types plus 5 points for the birds). **You** alone earn the points because you have more meeples in the bush area than **Blue**. Blue earns **no points**. You both return your meeples to your supply areas.*

Rules Summary

1.
- The tile you draw must always be placed so that it continues the existing landscape (features must match).
- In the rare case that you cannot place the drawn tile, return it to the game box and draw a new tile.
- If you place a tile in an empty space containing a **Ranger**, you **must** displace him.

2.
- You can only place a meeple on the **tile you have just placed** on your current turn. Remember that you cannot place a meeple on a feature if another meeple already exists on another section of the feature.
- If you place a meeple on a **Baobab Tree**, you do not earn any points; you receive 2 animal tokens instead.
- If you decide not to place a meeple on the newly-placed tile, you may ***either*** start or expand a **Watering Hole *or*** move a **Ranger**.

3.
- If a feature is completed, a **scoring takes place** at the end of a player's turn. After a scoring, all involved players return their meeples from the scored feature back to their supplies.
- A completed **Animal Path** earn points based on the number of **different animal types** on the path.
- A completed **Bush** earn points in the same way as an Animal Path, plus 1 point per **Bird** in the Bush area.
- A completed **Baobab Tree** earns 2 Animal Tokens.
- If **several players** are involved in a scoring, the player with the most meeples in that feature earns the points. If there is a tie for most meeples in a feature, all tied players earn the full points.

GAME END, FINAL SCORING, AND WINNER

So here we are, at the end of this game of **Carcassonne Safari**. It's now time to find out who the winner is! The game ends when all landscape tiles have been drawn and placed. This is followed by a quick **final scoring**, in which players earn points for any meeples remaining on landscape tiles on the following features:

ANIMAL PATHS and BUSH AREAS

Each animal and bird earn the owner of a meeple on the feature **1 point**. **All animals** are counted even if they are the same type(s).

ANIMAL TOKENS

Each **animal token** in a player's supply earns that player **1 point**.

BAOBAB TREES

A meeple on a baobab tree at the end of the game earns **no points**.

WATERING HOLES

A meeple on a watering hole at the end of the game earns **no points**.

The player with the most points after the final scoring is the winner! If several players have the same number of points, they share the victory.

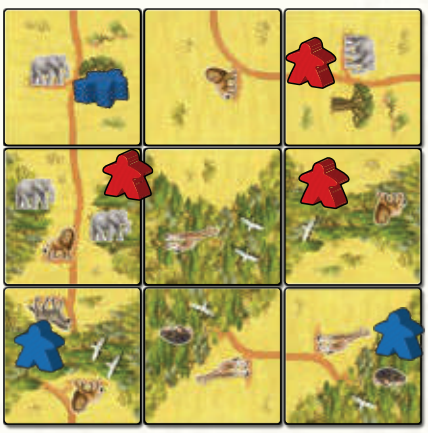
*Blue earns **no points** for the meeple on the baobab tree.*

*Red earns **2 points** for the 2 animals on the animal path.*



*Red earns **3 points** for having 3 animal tokens.*

*Both **Red** and **Blue** have meeples in the large bush area. Since **Red** has more meeples here than **Blue**, **Red** earns the points for the Animals. For the 4 Animals and 6 Birds here, **Red** earns a total of **10 points**.*

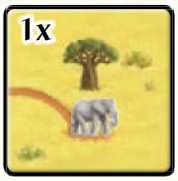


*Blue earns **2 points** for the Monkey and the Bird in the bush area.*

TILE OVERVIEW (72 Landscape Tiles, 50 Animal Tokens, 5 50/100 Point Tokens, 1 Start Tile)



CS1 –|–



CS2 E



CS3 E|G|G|Z



CS4 M|E|L



CS5 L



CS6 M|M|E|L



CS7 E|G|G|L|Z



CS8 MM



CS9 MM



CS10 LL|ZZ



CS11 GG|ZZ|ZZ



CS12 Z



CS13 G|Z



CS14 M|ME|ZZ



CS15 ME



CS16 Z



CS17 G



CS18 EL



CS19 EGG



CS20 M|M|G|L|Z



CS21 E|L|Z|–



CS22 L



CS23 MEE



CS24 EEL



CS25 ML|ML|L



CS26 EE|EG|EZ|LL|LZ



CS27 MG|ML



CS28 G|Z



CS29 E



CS30 G|G|L|Z



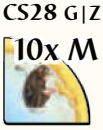
CS31 LZ



CS32 GG



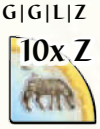
CS33 M|M|G



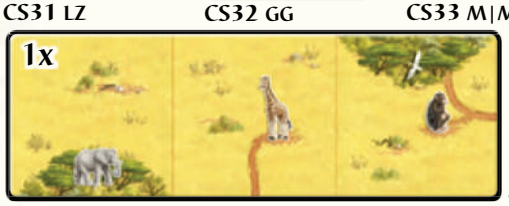












CSStart MEG

If several tiles with the same features layout are present, it is noted which and how many animals of each type occur. The individual tiles are separated by a dash.

M=Monkey | **E**=Elephant | **G**=Giraffe | **L**=Lion | **Z**=Zebra
"–" = no animal | Birds are not listed in the overview.

Note: When selecting a title for this game, we deliberately chose "**Safari**", because nowadays the term "**Safari**" more commonly refers to the observation of wild animals in their natural environment, rather than big game hunting and killing.

Designer: Klaus-Jürgen Wrede | **Illustration:** Anne Heidsieck | **Layout:** Christof Tisch | **3D Photos:** Andreas Resch
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Hans im Glück Verlags-GmbH
Birnauer Str. 15
80809 München
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