Wolfgang Kramer & Michael Kiesling

SAVANNAH PARK



for 1 to 4 players, aged 8 and up

RULE BOOK

DEEP PRINT GAMES

Setting and object of the game

In the heart of Africa lies a paradise of incomparable beauty. These endless expanses are home to the continent's largest land animals and present the visitor with breathtaking views.
You are rangers, each running your own wildlife park in this beautiful part of the world.
Help your animals to gather with others of their kind in the largest herds possible by moving them to new spaces. Secure precious watering holes that increase your park's value and protect against bush fires. The more shady trees and lush grass in your park the better, too.
Once all animals have been moved, the game ends with a scoring round.
The ranger with the most points wins.



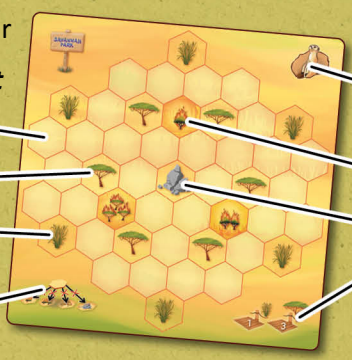
Components

4 folding boxes



4 parks
1 for each player

front



back

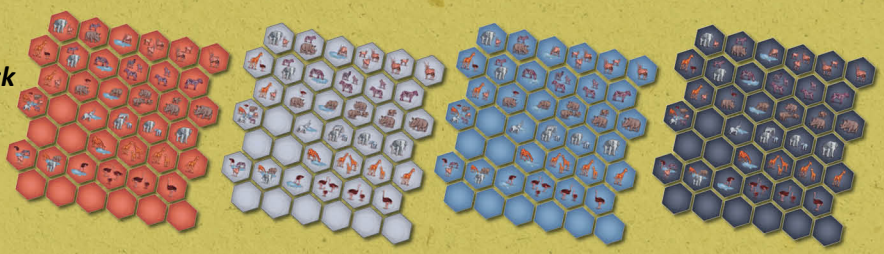


168 tokens

front



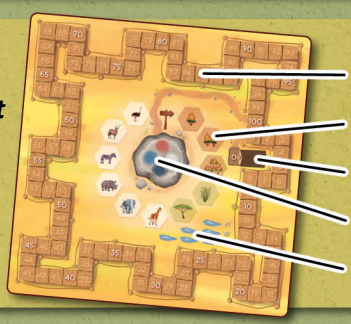
back



33 animal tokens, 6 tree tokens and 3 bush-fire tokens per player

1 score board

front



back
for the "variable setup" variant



4 meerkats
1 in each color



4 rangers
1 in each color



4 lions
for a variant



Setup

1 Choose a color and take the **folding box** with that color's frame. Keep your game pieces here.



2 Take the **park** with the meerkat burrow in your color and place it face up in front of you.



3 Take **all tokens whose backs show your color**.

Place your **3 bush-fire tokens**  and your **6 tree tokens**  into your folding box. They're only needed for a variant.

Place your **33 animal tokens** face up in easy reach.

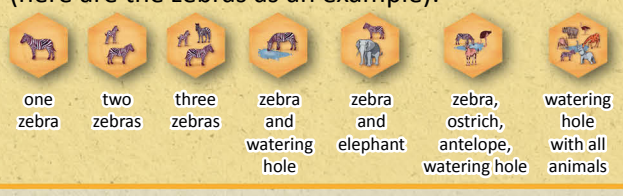
front  *back* 

Note:

There are 6 animal species.



Each species comes in the following combinations (here are the zebras as an example):



Each of the 33 animal tokens is unique and each combination occurs only once. Each player gets the same 33 combinations.

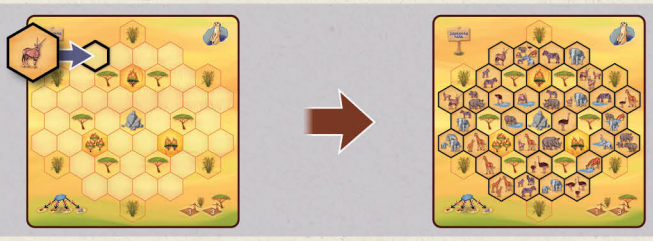
You all now simultaneously prepare your parks by placing your animal tokens on them:

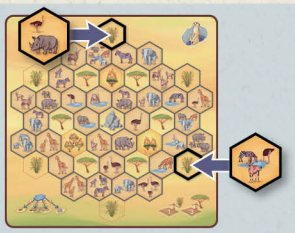
A Shuffle your 33 animal tokens and stack them atop each other **face up**.

B Take your top animal token and place it **face up** in the top left sand space of your park.
Then, from top left to bottom right, fill all your **sand spaces** this way with one token each. Leave the bush-fire spaces and the rock space as well as the tree spaces and grass spaces **empty** for now.

C Place your 2 remaining animal tokens **face up** in any 2 of the 6 grass spaces.

A 

B 

C 

4 Place the **score board** in the middle of the table.



5 Each player places the **ranger** in their color on the small hut beside space 0 of the score track.



6 Each player places the **meerkat** in their color on its burrow in the upper right corner of their park.



7 Place one **lion** beside the score board for later.

8 Return any unused folding boxes, parks, tokens, rangers, meerkats, and lions to the game box.

Playing the game

The game is played over several rounds. In each round, the starting player chooses the animal token which everyone must move in their own park, then the next round starts. Whoever most recently fed an animal is the first starting player, and each round the next player in clockwise order becomes the next starting player.



Each round has these **2 steps:**

1) The starting player chooses the token that everyone must move

2) Everyone moves the chosen animal token in their park

Step 1:

As the starting player, choose a **face-up** (yellow side showing) animal token in your park. Pick it up, identify it clearly to the other players and put your meerkat on the space you took it from.

Then each of the other players **must** pick up the identical token from their park and place their meerkat on the vacated space.

Step 2:

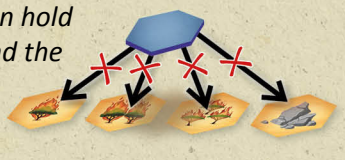
Now everyone simultaneously moves their token within their park according to the following rules:

1) Turn your animal token over and place it with its **back facing up** on a new space of your choice.



2) The new space must be either
   - an empty sand space or
   - an empty tree space or
   - an empty grass space.

Note: *Each sand, grass and tree space can hold only one animal token. The rock space and the bush-fire spaces can't hold any tokens.*



Afterwards, return your meerkat to its burrow. (The meerkats only serve as a reminder that you are not allowed to place your animal token on the space you took it from).



zebra and elephant



1, 2, 3 zebras



zebra and watering hole



zebra, ostrich, antelope, and watering hole



watering hole with all animals

Example:

Lin is the starting player and chooses the face-up animal token showing a rhino and a watering hole. She identifies it clearly to her opponents, picks it up and places her meerkat in the vacated space. Then her opponents Malik and Amber pick up their animal tokens showing a rhino and a watering hole and fill the vacated spaces with their meerkats.

Then each of them flips their token over and places it in a new, free space of their choice.
Finally, all meerkats return to their burrows and Malik becomes the starting player in the next round.



End of the game

The game ends when **all** animal tokens have been **turned over** and moved. Now work out the **scores**. Place the lion on the first category (small bush fire) in the center of the score board and evaluate this category for each player, starting with anyone and going clockwise. Then move the lion to the next category (medium bush fire) and evaluate this category for each player. Proceed this way until all 11 categories have been evaluated.



Categories:

The first 3 categories deal with bush fires. If there are certain animal tokens in the six spaces bordering each bush fire, these tokens must be removed.



1) Small bush fire

The small bush fire drives away all animal tokens adjoining it that show a **single** animal, including single animals at watering holes. Remove any such animal tokens.

2) Medium bush fire

Medium bush fires drive away adjoining animal tokens showing exactly **2 animals**, be they of the same species or not. Remove all such animal tokens.

3) Big bush fire

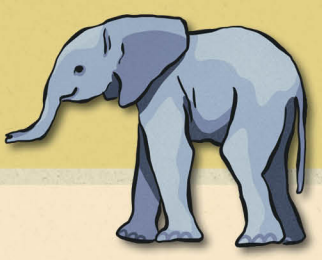
Big bush fires drive away adjoining tokens showing exactly **3 animals**, be they of one species or more, with or without a watering hole. Again, remove all such animal tokens.

4) Grass

You get 1 point for each of your empty grass spaces. Mark your score by moving your ranger on the score track.

5) Trees

You get 3 points for each of your empty tree spaces, including those that were emptied by a bush fire.



6 to 11) Animal species

For each species, you score your **most valuable** herd.

A **herd** is composed of all animals **of one species** whose tokens form a contiguous group. It doesn't matter what other animals are on those tokens, as long as at least one animal of the species to be scored is present. The bigger the herd the better. However, herds are only worth points if they contain watering holes.

Work out the points for each of your herds by multiplying the number of animals in it by the number of watering holes in it.
Herds with no watering holes are worth nothing.

= number of animals x 1
= number of animals x 2
= number of animals x 3



This herd of elephants is comprised of 10 animals and contains 3 watering holes. So it is worth 10 x 3 = 30 points.

Important: Each player can only score **one** herd per species. If you have several herds of a species, just score the most valuable one by recording its points on the score track.

Once all categories have been evaluated, the player with the **most points wins**. Ties are broken in favor of the player with the most free grass spaces.

Note: *If your score exceeds 100, put your meerkat on one of the 100-point spaces in the middle of the score board. There's a space here for all the meerkats.*

Scoring example

Lin scores as follows:

1) Small bush fire: The small bush fire drives away the token showing an ostrich and a watering hole, so Lin must remove that token from her park.

2) Medium bush fire: The token showing 2 elephants is threatened by the medium bush fire and must be removed.

3) Big bush fire: Lin doesn't have to remove anything here.

4) Grass: 5 grass spaces are empty in Lin's park, she gets one point for each. Lin moves her ranger five steps forward on the score track.

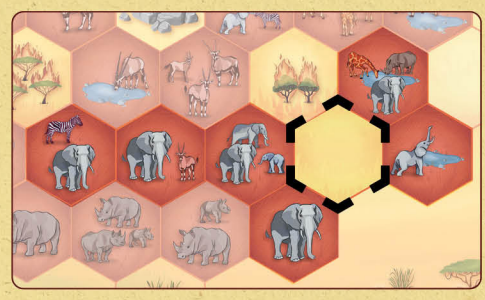
5) Trees: 2 tree spaces are empty, giving her 3 points each. Lin moves her ranger 6 steps forward.



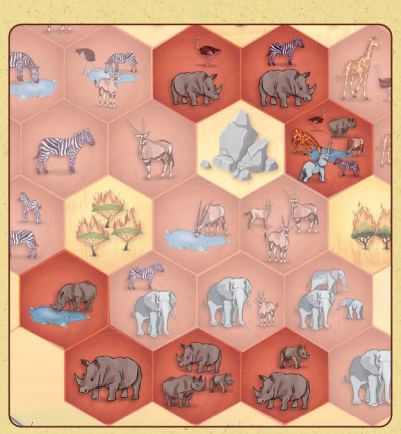
*6) **Giraffes:** Lin was able to unite 10 giraffes into a herd with access to 3 watering holes, and so gets 30 points (10 giraffes x 3 watering holes). The giraffe that isn't in this herd is worth nothing.*



*7) **Elephants:** Sadly, Lin had to remove the token with 2 elephants from the park, so the large herd has no watering hole and is worth no points. The smaller herd gives her 4 points (2 elephants x 2 watering holes).*



*8) **Rhinos:** The upper herd would give Lin just 3 points, so she scores the lower herd and gets 7 points (7 rhinos x 1 watering hole).*



*9) **Zebras:** Lin scores the largest zebra herd. For these 8 zebras with 2 watering holes she gets 16 points.*

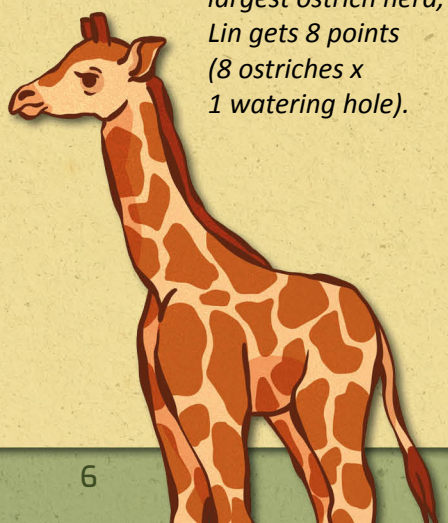


*10) **Antelopes:** Lin has done very well here - all her antelopes are in one herd. She gets the maximum points (11 antelopes x 3 watering holes).*



*11) **Ostriches:** For her largest ostrich herd, Lin gets 8 points (8 ostriches x 1 watering hole).*





Altogether, Lin gets 109 points from her park.

Variants

Solo mode

Setup
Set up as in the base game.

Playing the game
The rules are the same as in the base game.
As you're playing alone, you choose each round which animal token to move.

End of the game
The game ends and is scored as in the base game.

How many points did you get?

<80 Better visit the zoo again!
80+ Oops, try again!
100+ Well, there's always next time!
120+ One round of applause!
140+ With the grace of an antelope!
160+ The strength of an elephant!
180+ Extraordinary! You are the envy of all!
200+ Incredible! The king of animals!



Variable setup

Setup
Place your park with its **back** facing up in front of you. In addition to the usual pieces, you'll each need your **6 tree tokens** and **3 bush-fire tokens**.



Before placing your animal tokens as usual, place your tree tokens and bush-fire tokens in empty sand spaces. They will be your park's tree and bush-fire spaces for this game. Which sand spaces doesn't matter, just make sure all of you fill the same spaces with the same tokens. Find some suggestions on the back of the score board, but feel free to come up with your own ideas too. The rest of the setup is the same as in the base game.

For more suggestions and special events, visit us at:
www.deep-print-games.com

Playing the game
Play according to the base rules.

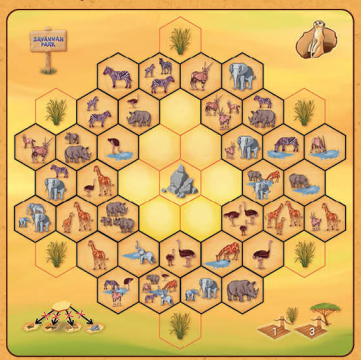
End of the game
The game ends and is scored as in the base game.



Variant for children

If you're playing with younger children, leave out trees and bush fires and ignore the rules about watering holes and grass.

Setup
Place your park with its **back** facing up in front of you. Just as in the base game, shuffle your 33 animal tokens, stack them atop each other and place them face up on your sand spaces. However, as shown in the picture to the right, leave the 7 sand spaces in the center and the grass spaces empty.



Playing the game
Play as in the base game, except that you can only place animal tokens on **sand spaces**, never grass spaces.

End of the game
As soon as all animal tokens have been **turned over** and moved, the game ends and scoring takes place. Put the lion on the **giraffe** category and let the youngest player begin: Count how many giraffes you have in your **biggest** herd of giraffes and record your points with your ranger. The other players do the same. Then move the lion to the elephant category, score your biggest elephant herd and so on. Once all species have been scored, the player with the most points wins. In the case of a tie, all tied players win together.

Remember:
Unlike in the base game, watering holes and grass have no effect.



Variant: The lions are loose!

Setup
In addition to the pieces of the base game, you'll each need a lion. After setting up according to the base rules or a variant, place your lion on one of your tree or grass spaces.

Playing the game
Follow the rules of the base game. Whenever you move an animal token to the lion's space, pick up the lion first and score one point per animal shown on the animal token you are placing. Move your ranger on the score track accordingly. Afterwards, move the lion to a new space of your choice according to these rules:

The lion moves to either

- an empty sand space or
- an empty tree space or
- an empty grass space.

End of the game
The game ends and is scored as in the base game.

Example:

Amber's lion is on a sand space. She wants to place her token showing 3 animals and a watering hole there.



She picks up the lion and places the animal token in the space where the lion was.



Amber gets 3 points. Then she chooses to place the lion on a tree space.





You can of course combine the variants too.

DEEP PRINT GAMES

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