

EN

# KARIBA



2-4



15'

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## IDEA OF THE GAME

Africa is hot and water is scarce. The animals want to find a waterhole where they can refresh themselves. Of course, every animal wants to be the first to drink and so the elephant chases away the rhino, and the rhino chases away the mouse.

But it is well known that elephants are afraid of mice. Therefore the little mouse chases away the elephant.

## GAME MATERIAL

- 64** cards
- 1** waterhole
- 3** rules booklets

## SETTING UP THE GAME

Connect the waterhole puzzle pieces to form a circle. Make sure that the numbers are in the correct order. Shuffle the cards and deal 5 cards to each player. Place the remaining cards face down as a draw pile in the middle of the waterhole.

## GOAL OF THE GAME

Win the most cards possible.



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**HELVETIQ**

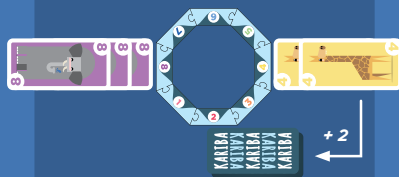
## THE GAME

The players take turns, clockwise. On your turn do the following:

- 1)** Play one or several cards of the same animal from your hand and place them in the corresponding position around the waterhole. To save space, partially overlap the cards, but make sure that it is clearly visible how many animal cards have gathered there.



- 2)** If at some point there are 3 or more cards around the waterhole of the animal you just played, this animal chases away the closest weaker animal (weaker = lower number). If an animal is chased away, take all its respective cards from the waterhole and place them in a face down stack in front of you. These cards will be your score at the end of the game.



**Note:** The closest weaker animal can be several positions away from the animal just played, if the positions in between are empty.

If there are no weaker animals around the waterhole, too bad. You don't win any cards.

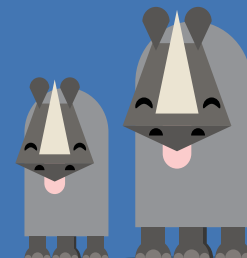
If there are already 3 or more cards of an animal, you can play 1 (or several cards) of this animal in order to collect the cards of the closest weaker animal.

**Special case:** The mouse (1) is the only animal able to chase away the elephant (8). However, it's unable to chase away any other animal. It's the only animal who can chase away another animal with a higher number than its own.

**Example I:** There are 2 rhinos in position (7) around the waterhole. It's your turn and you play 2 more rhino cards. There are now more than 3 cards. You win the cards of the closest weaker animal. Positions (6) and (5) are empty but there are 2 giraffe cards on position (4). You win the 2 giraffe cards. The next player plays 3 elephant cards (8). He can therefore take the 4 rhino cards (7).

**Example II:** There are already 4 mice. You play the fifth mouse. If there are any elephant cards, you win these cards. If not, too bad (the mouse cannot chase away any other animal).

- 3)** Conclude your turn by drawing cards from the draw pile to have again 5 cards in hand.



## END OF THE GAME

When the draw pile is empty, continue playing without refreshing your hand. The game then ends when one player has played the last card from his hand and finished his turn. All players count the number of cards in their stack. The player with the most cards at the end wins the game.

**Note:** It is recommended to play 3 games and to record the score after each game. The player with the highest total score after the final game becomes the winner.

## VARIATION FOR EXPERIENCED PLAYERS

Draw the first 3 cards from the draw pile and place them face up next to it. On their turn players can choose to draw from the pile and/or the visible cards. If a player draws one or more visible cards replenish them after the player's turn. The rest of the game proceeds in the same way.

