

MISSION SAVANE



5+



15min



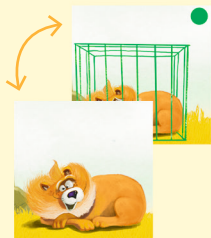
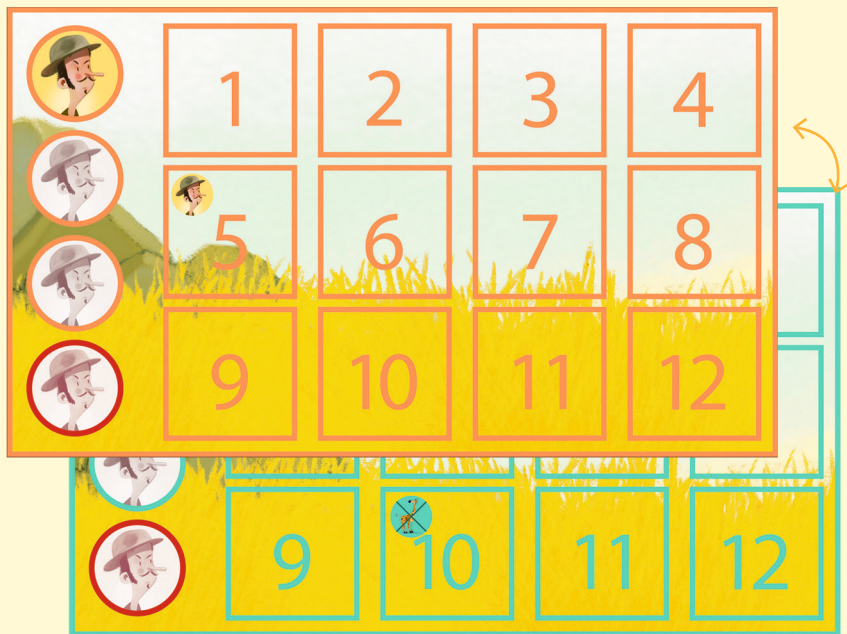
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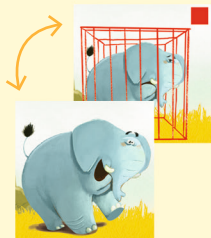
Fred Multier
Jonathan Favre Godal
& Julien Seisson



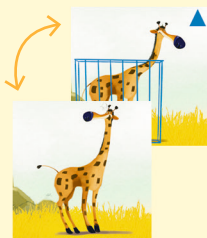
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x4



x4



x4



x4



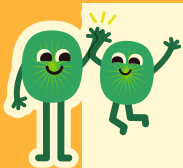
x8



x16



x1



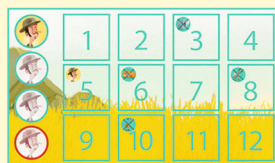
Wicked poachers have captured all of the creatures that normally roam free in the savannah! Work together to free them: Wait until nightfall, then go nab the keys to unlock the cages. Hurry though – and be careful – else the poachers might catch you, too!

Aim of the game: Work together to free the twelve animals before the poachers realize.

There are two different difficulty levels in “Mission Savane”:

– **“Rescue mission”** is the standard game. It’s perfect for your first few games. Use the orange side of the playing board.

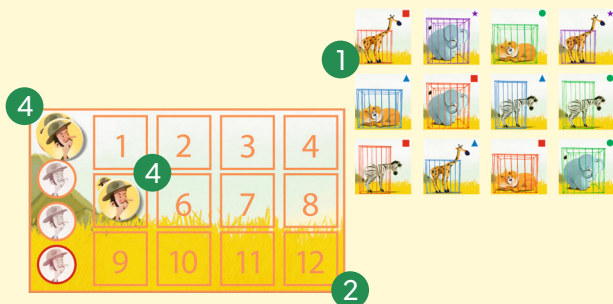
– **“Risky Mission”** is suitable for more experienced players. Use the blue side of the playing board.



Game setup:

Before your first game, carefully remove the animal cards, key tiles, and poacher tiles from the punchboards.

Before you start playing, decide together which game variation you want to play.



1. Draw 12 animal cards at random and place them in the middle of the table with the caged animal side facing up. (Return the remaining animal cards to the box – you won't need them for this round.)
2. Depending on which variation you've decided to play, place the playing board on the table with the orange or blue side facing up. Lay the animal cards ready next to it.
3. Put the 16 key tokens and the 4 poacher tiles in the bag and give it a good shake.
4. Place a poacher tile on space 5 of the playing board. Place the three remaining poacher tiles in a pile on the yellow poacher space. This is the draw pile.

How to play:

The last person to see a lion starts and becomes the first group leader. You then take it in turns (clockwise direction) to be the group leader.

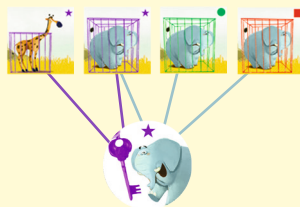
“Mission Savane” is a cooperative game! Discuss together which animal you'd like to free if you had the chance. The current group leader always has the last word though.

Playing your turn: The group leader draws a tile from the bag: It's either a key tile or a poacher tile.

–If the group leader draws a key tile: **Great, you might be able to free an animal now!** Each key tile shows an animal that needs to be freed and a key in the color of a cage.

The group leader must now decide:

- Do they want to free an animal trapped in a cage whose color corresponds to the key on the tile drawn? (It doesn't matter which animal is in the cage.)
- Or do they want to free the animal shown on the key tile? (It doesn't matter what color the cage is.)



The group leader then takes the card showing the caged animal and flips it over to the side showing the freed animal. They place the animal card on the first free space on the playing board (ascending order).



If the group leader can't use the key tile they've drawn to free an animal (because this animal or the cage color isn't available anymore), then nothing happens. The player's turn is now over.

If it's possible to free an animal with the key tile, it must be freed. Discard the used key tile; don't return it to the bag. It's now the next player's turn.

– If the group leader draws a poacher tile: **Oh dear, one of the poachers has heard something!**

The group leader must place the tile on an empty poacher space along the side of the playing board. Their turn is now over.

Beware: You lose immediately as soon as the three poacher spaces have been filled!

It's then the next player's turn to be the group leader.

Additional card laying rules:

– **It fits perfectly! The key opened the cage noiselessly!**

Both the animal and the animal's cage color match the key tile you've drawn: The players can remove one poacher tile from the playing board (but not the one on space 5!) and return it to the pile.



– **What a racket! Things get noisy when two animals of the same species are next to each other.**

Place the card of a freed animal on the playing board so that it is next to another card (vertically or horizontally) showing the same animal: The players take a poacher tile from the pile and throw it in the bag.



– **Camp visit (on space 5)! Oh dear, you've got too close to the poachers' camp!**

Place the card of a freed animal on space 5 on the playing board: The players throw the poacher tile from space 5 in the bag.

Note: If the players are meant to take a tile from the poachers' reserve during the game, but the reserve is empty, then nothing happens.

End of the game:

The game ends immediately when there are no more animal cards left on the playing board: All of the animals have been freed! **Bravo! You're a great animal rescue group!**

You've lost the game when the third poacher tile is placed on the final free space along the edge of the playing board. **Your group has been spotted ... Try your luck again!**



“Risky Mission” play variation

The animals become exhausted or nervous in captivity. At times, certain animals cannot be released.

The same rules apply as in the standard “Rescue Mission” game, but additional rules apply in this game variation that are indicated on the playing board.

Turn the playing board over to the blue side. Additional rules are marked on certain spaces:

–Space 3: The elephants have dozed off. You can’t wake or move them.

No elephants can be freed on this space.

–Space 6: The lions are very cross. It isn’t possible to get close to their cage.

No lions can be freed on this space.

–Space 8: The zebras are kicking the lock to get free. It isn’t possible to open the cage door. No zebras can be freed on this space.

–Space 10: The giraffes have got their necks tangled in the bars. It isn’t possible to free them. No giraffes can be freed on this space.

If an animal card is placed on a space for which special rules apply, check:

–If the rule is followed, then nothing happens.

–If the animal card doesn’t follow the rule, then the players must take a poacher tile from the pile and throw it in the bag.

Solo game:

You can also play “Mission Savane” alone. Muster up all your courage and attempt to free the animals on your own. In this case, you’re always the group leader.



Credits:

Authors: Jonathan Favre-Godal, Julien Seisson

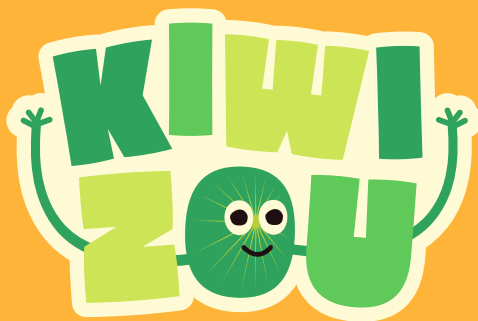
Illustrations: Fred Multier

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