



SAVANIMO



Obsah



x1



x4



X25



X6



5-10 years



2-4



10 min

Contents: 6 animals (3 grey: elephant, rhinoceros, hippopotamus and 3 orange: gazelle, giraffe and lion), 5 dice (4 animal dice, 1 colour dice), 24 tokens.

Object: To be the first to win six tokens.

Preparing to play: Arrange the six animals in a circle in the middle of the table, alternating grey and orange animals. Keep the dice and tokens within easy reach.

How to play: The youngest player starts. Play then continues in a clockwise direction.

On your turn, roll the five dice in the middle of the table.

The players all play at once, and try to be the first to identify which animal from the circle they need to grab.

• **The “colour” dice is showing orange**

You need to look at the result of the two “orange animal” dice:

- If the two “orange animal” dice are showing the same animal, then you need to grab that animal.
- If the two “orange animal” dice are showing two different animals, then you need to grab the grey animal placed between those two orange animals.

• **The “colour” dice is showing grey**

You need to look at the result of the two “grey animal” dice:

- If the two “grey animal” dice are showing the same animal, then you need to grab that animal.
- If the two “grey animal” dice are showing two different animals, then you need to grab the orange animal placed between those two grey animals.

Examples:

The “colour” dice is showing grey.

The two “grey animal” dice are showing a hippopotamus and an elephant. You need to grab the animal placed between these two: it’s the lion.



You need to grab the animal placed between these two: it's the lion.



The two "grey animal" dice are showing a hippopotamus and an elephant.

The "colour" dice is showing grey.

The player who was the fastest at grabbing the right animal wins a token which he places in front of him.

He then swaps the animal he grabbed with another animal of the same colour, so that the animals are continually changing places throughout the game.

If a player grabs the wrong animal, he has to return one of the tokens he had already won (if he has yet to win a token, nothing happens), he returns the animal to its place, and the game continues.

The next player rolls the dice, and so on.

Winning:

The first player to win six tokens wins the game.