



# Kenya

A game from Charles Chevalier

for 2 to 5 players  
aged 7 and up

The sun rises over Kenya. The animals head for the watering holes and the fresh grass of the plains. But they all fear the roaring of the king of the savannah. This is this beautiful and wild Africa that is warmed by the sun.



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The game is made of 55 cards:

- **6 brown cards** (double zebra, double gnu, double warthog, double gazelle, double giraffe, double baboon),
- **49 green cards including :**
  - 16 Animal cards: 4 Meerkat, 5 Lion, 3 Elephant, 4 Rhino;
  - 30 Player Animal cards (2 different animals per card, each one of the six species being present on 10 cards);
  - 3 Watering Hole cards



## SET UP

Shuffle the green and brown cards separately.

**Each player gets one brown card and three green cards.** He does not show them and keeps them.

**The remaining brown cards are put back into the box,** without being revealed to the players. They will not be used for the whole game.

**a One green card is placed face up in the middle of the table.** It represents the Savannah, and will expand during the game.

**b Three green cards are placed face up on the edge of the table, they form the face up stock.** The remaining green cards are placed face down next to the visible stock; they form the face down stock.

Use your preferred method to determine which player goes first.

### Définitions

- A green card is said “face up” when animals or a watering hole show and said “Baobab side up” when it is face down.
- A card is said to be “next to” another card when one of its four edges is in contact with this card (not when they are diagonally aligned).

### Object of the game

**The winner of the game will be the player whose animal (which appears twice on his brown card) is most numerous in the savannah.**



## GAME TURN



The players take turn clockwise.

**During his turn, each player performs the three following actions:**

- 1.** He draws a card from the face up stock, and adds it to his hand. If the face up stock is exhausted, when the players are getting close to the end of the game, he does not draw a card and goes on with his turn.
- 2.** He expands the Savannah by placing a card (green or brown) from his hand on the table, next to one of the cards already forming the Savannah.

**When a player places an Animal card, he immediately performs one of the following actions:**

- ➔ **Meerkat** (c): the active player takes a card from the face up stock or the face down stock and adds it to his hand.
- ➔ **Lion** (d): the Player Animal cards next to the Lion card are turned “Baobab side up” (the frightened animals hide behind the tree).
- ➔ **Elephant** (e): the Player Animal cards “Baobab side up” next to the Elephant card are turned face up (the animals relax in the elephant’s presence, and come out of their hiding places!)
- ➔ **Rhino** (f): one (and only) Player Animal card next to the Rhino is moved away from the Rhino by one space. The moved card can only be a Player Animal card and it can only either cover a Player Animal card, or be placed on a free space. The original space is now empty (g), and can be filled during the following turns.

When he places a Player Animal card, the player must put it face down if he places it right next to a Lion card that was placed earlier in the Savannah. When he places it next to both a Lion and an Elephant, the player chooses on which side. In any other case, he must put it face up.

When a player places a Watering Hole card (h), nothing happens, and the effect of the card will be applied at the end of the game.

- 3.** He completes the face up stock to 3 cards, as long as the face down stock is not exhausted.



## END OF THE GAME AND VICTORY

**The game ends immediately when a player has no card left in his hand during his turn.**

Each player counts how many times his animal is present in the Savannah. A Player Animal card can therefore be worth 1 point for two different players, whereas a brown card face up is worth 2 points to only one player. The cards placed next to a watering hole are worth double.

**The player with most points wins the game.**

In case of a tie, the winner is the player who first placed his brown card in the Savannah.