INTRODUCTION

Ride a raft down the wildest river of the savannah. Snapshot your favorite animals – but try to avoid those you dislike! Watch out – SPLASH, a whirlpool! **Everything is going so fast!**

COMPONENTS
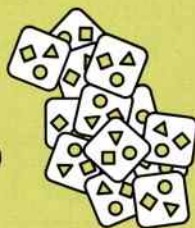
120 **Safari** cards

6 **Reminder** cards

24 **Start** cards

SETUP

① **Disorderly place all the Safari cards** (river face down) in the middle of the table.

② **Choose a difficulty level** (0 being the easiest) and deal a **Start card** of the corresponding level, and a **Reminder card**, to each player. Each player places first their Reminder card face up to their left, followed by their Start card.
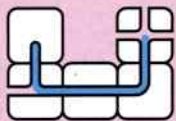
Note: For your first game, or if you play with young players, we recommend choosing difficulty level 0 and ignoring Reminder cards (and their associated scoring).

③ Download and open the **Safari Splash! app** or use a **90-second** timer.

PLAYING THE GAME

The game is played **simultaneously and in real** time, in 90 seconds. Turn on the timer.

Each player builds their own river in front of them by taking Safari cards from the middle of the table. Whenever they take a card, they flip it and place it at the end of their own river.

Follow these rules when taking cards:

· You can only take one card at a time.

· You can shift cards from the middle of the table to look for other cards beneath, but once you take and flip a card you can't put it back on the table.

· All card backs show 3 animals. However, on the front of each card, one of the animals has fled: Only 2 of the 3 animals shown in the card back are shown in the front of the card!
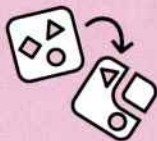
Follow those rules when placing cards on your river:

· You must place your first card adjacent to your Start card, and respecting the river's coherence.

· After placing the first card, you must place each other card adjacent to the last card you placed, and respecting the river's coherence. The raft must follow the flow of the river!
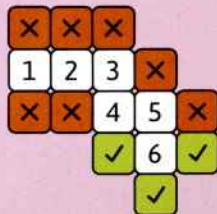
· If you take a card and cannot place it following the rules of the previous bullet point (for example, because you have reached the table's edge), keep that card in your hand and you can't take additional cards during the rest of the game.

3

4

SPLASH!

There are 6 cards with a splash on their center. When someone flips one of those cards, they must say out loud: **«Splash!»**

After that everyone must pass the card in their hand, face up (that is, showing the river side) to the player to their left. Each player with no card in hand must quickly take one from the middle of the table, flip it, and pass it to their left. The passed cards are then placed following the placement rules.

SPLASH!

END OF THE GAME

At the end of the time, each player scores their safari based on:

Start card:

+1 FAVOURITE ANIMAL (all levels): You earn 1 point for each of your favorite animal in your river.

-1 DISLIKED ANIMAL (levels 1, 2 and 3): You lose 1 point for each disliked animal in your river.

+7 ODD PAIR (level 3): You earn 7 points for each odd pair orthogonally adjacent in your river. The same animal cannot count for several odd pairs.

Reminder card (levels1+):
You earn 3/7/12 points for each group of 2/3/4 identical and orthogonally adjacent animals in your river. For each group of 3 or more animals, you **only** score the **biggest** group.

The same animal can score for **different** objectives (for example: Favourite animal and group of 3).

The player with **the most points** wins. In case of a tie, the player with **the shortest river** (with the fewest cards) wins. If it is still a tie, the tied players share the win.

SCORING EXAMPLE

1

■ Favourite animal
▲ Disliked animal

+1 For each ■
So +7 points

-1 For each ▲
So -3 points

+3 For each pair
So +6 points

+7 For each trio
So +7 points

+12 For each quartet
So +0 points

17

7

SAFARI SPLASH!

RULES

DOWNLOAD THE TIMER APP

2-6
90"
6+