



## **SAFARIKIKI – INSTRUCTIONS & GAME PLAY**

An action packed game with realistic animal sounds for 3-8 safari adventurers aged 5 to 99!

### **Aim of the game:**

Players are Safari adventurers who are in a jungle. Their objective is to spot and place the animal cards on the appropriate locations on the board after hearing their sounds. It's a fun and action game - what with the very realistic animal sounds!

Duration of the game is just 20 to 25 minutes and can be played repeatedly because of its fun appeal. The player, who is able to discard all the cards first, wins.

### **The Game**

The animal cards are Gorilla, Elephant, Lion, Zebra, Snake, Goat, Wolf, Woodpecker, Owl, Hawk, Frog and the Bee. The audio CD provided in the kit has to be played on a CD player or a Computer and all the players need to familiarize themselves with the sounds of each animal. During game play the CD is played in the random and repeat mode so predicting the sequence of the animal sounds by players is not possible. Besides the animal sounds, there are two

more sounds on the CD. These are of a Drumbeat and a Thunderstorm. The significance of these sounds is explained below in Game play.

### **Version 1 for first timers:**

Each player takes one set of animal cards (12 different animals per player).

For 2 to 6 players use 3 storm cards out of the 5 and place them face side down in the beginning of the game.

For 7 players use 4 storm cards in the beginning of the game.

For 8 players use 5 storm cards in the beginning of the game.

### **For Animal sound:**

During play the first player to recognize the sound and state aloud the animal name, along with correctly placing this animal card on the picture of the animal on the board, wins. As a consequence, the player has managed to get rid of one card. No sooner another animal sound is heard and all the players quickly compete again to do as earlier. The animal sounds follow in quick succession and players compete with one other animatedly!

Besides the animal sounds, other sounds come up periodically, that of - a drum beat and a thunderstorm.

### **For Drum beat sound:**

The first player who recognizes Drumbeat sound correctly, says aloud 'Safari Kiki' and places his/her hand on the picture of the tribesmen, can exchange all the cards in the hand with all the cards of any other player (this is optional). Naturally the exchange would be with the player holding the least number of cards



### For Thunderstorm sound:

As in the jungle, where tribesmen seek shelter from rain, all players also have to erect shelters by making a tent of 2 of their cards. . The player then shouts - "I'm safe". The tent should be erect and not fall down (see illustration).



The first player, who has managed to do it, can now give the cards used to make the tent, to any player/players.

At this stage one storm card is turned face side up.

### Winning:

The game stops when a player has played all his animals cards OR when all the pre-determined Storm Cards are turned face side up.

### Version 2 for experienced Safari Adventurers:

The animal cards are shuffled and each player is dealt 12 cards so it is likely that players will be holding multiple animal cards. It is important that first, 12 sets of animals are made before shuffling and distribution. The number of sets used will be equal to the number of players. For example for 5 players 5 sets (animal cards) will be shuffled and used.

### For Animal sound:

Play is followed as per version 1. In case a player does not have an animal card as per the sound, he/she naturally cannot play. But in case he/she is able to identify the animal sound before other player and says it aloud along with identifying the location, he has the liberty to hand over the top card in the identified pile to any one player.

### For Drumbeat sound:

Play followed as per version 1

### For Thunderstorm sound:

As in version 1, however the player would naturally prefer to make a tent from animal cards where they have multiples.

### Winning:

As in version 1

THE END



**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 yrs.

