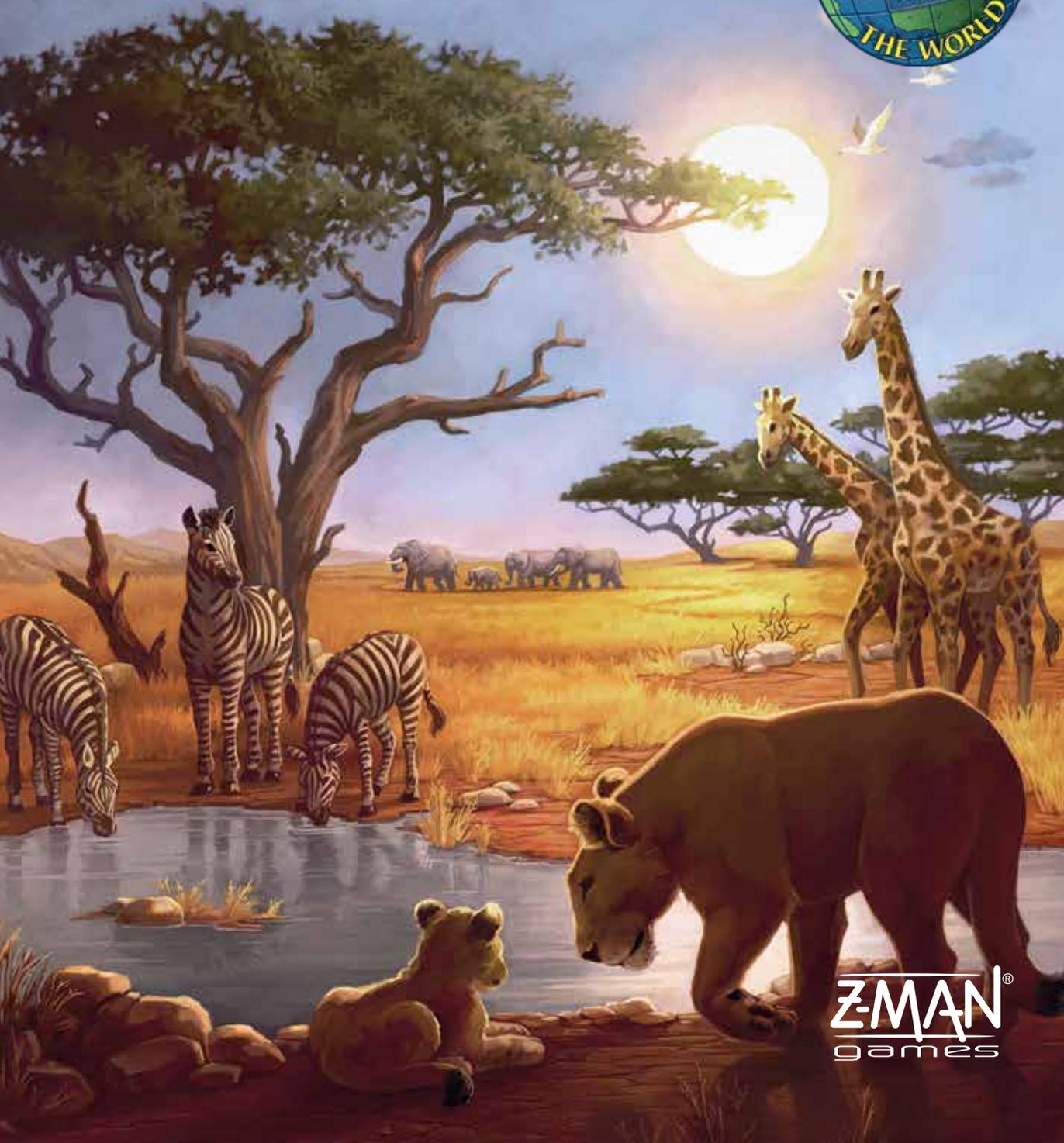


Klaus-Jürgen Wrede



CARCASSONNE SAFARI



Z-MAN[®]
games



Klaus-Jürgen Wrede

CARCASSONNE SAFARI

A wild tile-laying game on the African savanna for 2 to 5 players, ages 7 and up

Africa swelters under the blazing sun, but an adventure on the savanna beckons! Monkeys swing in the trees, lions repose in the shade, and the ground shakes under the thunderous footfalls of elephants. While animals one and all gather at the watering holes, trek out into the bush, lie in wait, and see the majesty of nature unfold!

COMPONENTS AND SETUP

Welcome to **Carcassonne Safari**! This rulebook will quickly guide you through the unique rules for this iteration of the classic **Carcassonne** gameplay.

First, take the **72 LAND TILES**, depicting the savanna landscape, animal trails, baobab trees, and the bush where animals congregate.



Tile with animal trail and lion



Tile with elephant in the bush, and baobab tree in the savanna



Tile with bush (including birds), as well as a zebra and a lion on trails



Land tile back

All tiles share the same back.

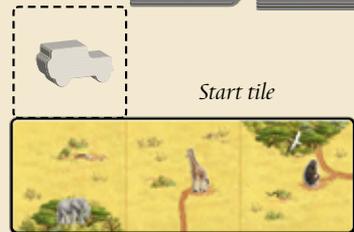
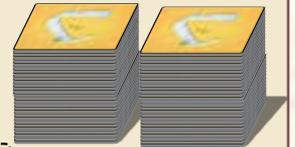
In addition, there are **50 ANIMAL/WATERING HOLE TILES** depicting the five different large animals. Each animal is represented on ten tiles.



Four animal tiles can be connected to create a watering hole.



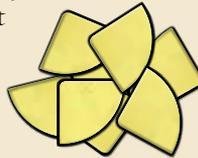
Shuffle all 72 land tiles, and place them facedown in stacks. Place the **START TILE** (the tile the size of three land tiles) in the middle of the table. There are two white, neutral **SAFARI RANGER VEHICLES** ("rangers") in the game, which do not belong to any player. Place them on the spaces next to the start tile as shown in the illustration to the right. Shuffle all **50 ANIMAL TILES** and deal each player **two tiles**. Everyone places their animal tiles faceup in front of them. Place the remaining animal tiles facedown in a pile next to the land tiles.



Start tile

The rangers are placed on these two spaces

Place the five **SCORING MARKERS** showing 50 and 100 next to the scoreboard.



Front



Back



Meeples

Take the **30 MEEPLES**, six each in **yellow, red, green, blue** and **black**. Each player chooses a color and takes the six meeples and one **ELEPHANT** of that color to form their personal supply.

Place the **SCOREBOARD** off to the side of the play area and place each player's elephant on the 0 space. Return all unused meeples and elephants to the box.



Elephants

OVERVIEW AND OBJECT OF THE GAME

Players take turns placing land tiles, expanding the savanna and discovering bush, animal trails, and baobab trees. You place meeples in the bush or on animal trails and complete them to score points for the different animals present, and lay meeples on baobab trees to draw new animal tiles. Animal tiles can score additional points or can be used to dig watering holes in the savanna. Players score points throughout the game as well as at the end of the game. The player with the highest score after final scoring wins. **Now let's begin the safari!**

GAMEPLAY

Carcassonne Safari is played in turns, in clockwise order. Starting with the youngest player, the active player follows these steps **in the order listed below**, after which the next player takes a turn, and so on. Below is a brief description of the actions you will take on your turn and the different features on the land tiles.

1 Place a land tile: You must draw one land tile from a stack and place it faceup adjacent to any tile already on the board to continue the landscape.



2 Choose one of the following:

- Place a **meeple** on the tile you just placed.
- Move one of the two **rangers**.
- Dig or expand a **watering hole**.



3 Score a feature: You **must** score any features completed by the tile you placed this turn, even if other players have meeples on them.



The Animal Trails

1. Placing a land tile with an animal trail

If you draw a tile with an animal trail, you must place it such that it continues the existing landscape (including any savanna, animal trails, or bush).



*You placed the **animal trail** tile. The animal trail, as well as the savanna, continues the landscape.*

2. Placing a meeple on an animal trail

After placing a tile with an animal trail, you may place one of your meeples **on that animal trail**, but only if no other meeples are present along the entire trail.



You place a meeple on the tile you just placed. This is legal because there are no other meeples on that trail.

3. Scoring an animal trail

An animal trail is completed when both ends are closed by bush or savanna, or when it loops back onto itself by connecting to the other end. When the trail is completed, it is scored. If one of your meeples is on a trail when it scores, you will score points from it.

You score points based on the **number of different animals** present on the animal trail. The number of points scored is shown below, as well as on the scoreboard.

Different Animals	1	2	3	4	5
Points	1	3	6	10	15

The total number of animals on the trail does not matter, only how many **different** animals are present. After scoring, return your **meeple from the trail** to your supply.

PLACING ADDITIONAL ANIMALS

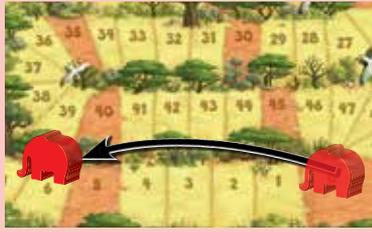
Before you would score points from an animal trail, you may add one animal tile from your supply to that trail. The animal tile must be an animal that is not already present on that trail.



*Blue closes **your** animal trail. Even though another player placed the tile that completed it, you will score the points from it, because **your meeple** is on the trail. There are three different animals on the trail, so you score six points.*



*On **your** animal trail, there is an elephant, a zebra, and a giraffe. You place a lion from your supply. Now there are four different animals on the trail, and you score ten points instead of six.*



Players track their scores using the elephants placed on the scoreboard at the start of the game. When you score points, move your elephant forward that many spaces. If your elephant passes the 0 space on the scoreboard, take a scoring marker and place it with the “50” side up in front of you. If your elephant passes the 0 space again, flip the scoring marker over to the “100” side. Discard all animal tiles that were placed on the trail faceup. If a player would draw a new animal tile but there are none left in the supply, shuffle the discarded tiles facedown to create the new supply.

The Bush

1. Placing a land tile

If you draw a tile with bush, you must place it such that it continues the existing landscape (including any savanna, animal trails, or bush).



2. Placing a meeple

After placing a tile with bush, you may place a meeple **in that bush**, but only if that bush does not have another meeple on it.



You place a tile, adding to the open bush. The bush does not have any meeples on it, so you can place a meeple there.



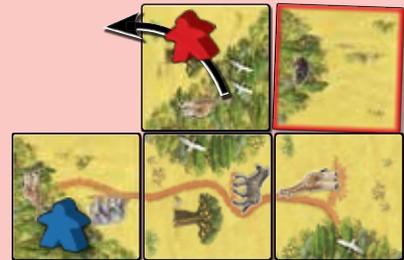
3. Scoring a feature

A bush is completed when it does not have any open sides or gaps. When a bush is completed, it is scored. If one of your meeples is in the bush when it scores, you will score points from it. The points scored from animals in a bush are the same as those scored from an animal trail. Additionally, each bird (🐦) above the bush is worth **1 point**.

After scoring a bush, return your meeple from the bush to your supply.

PLACING ADDITIONAL ANIMALS

Before you would score points from a bush, you may add one animal tile from your supply on that bush. The animal tile must be an animal that is not already present in that bush, and the animal tile is discarded after the bush is scored.



*A giraffe and a monkey are already in **your** bush, and you add a zebra tile. You now have three different animals and score six points from animals. There are also three birds above the bush, giving you an additional three points, for a total of nine.*



The Baobab Tree

1. Placing a land tile

If you draw a tile with a baobab tree, you must place it such that it continues the existing landscape (including any savanna, animal trails, or bush).



2. Placing a meeple

You may **lay** a meeple onto a baobab tree you just placed. After laying a meeple on a tree, you draw **two animal tiles** from the supply and place them **faceup** in front of you.



You lay your meeple onto the baobab tree you just placed and draw two animal tiles.

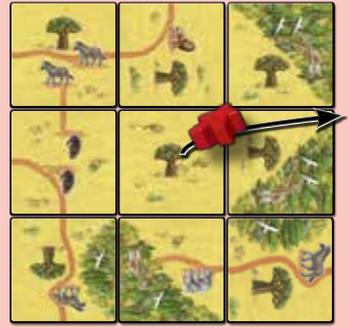


3. Scoring a feature

When **all eight** spaces around a baobab tree have tiles placed on them, return your meeple from that tree to your supply, then draw **two additional animal tiles** from the supply and place them **faceup** in front of you. You do not score any points from the baobab tree.



All spaces around the baobab tree with your meeple are filled. **You** take back your meeple and receive two additional animal tiles.

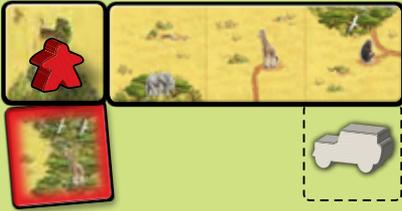


The Ranger

During your turn, the rangers can be used in one of two ways:

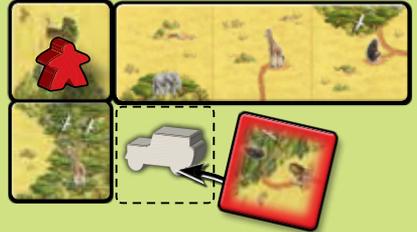
1a. Placing a land tile

You place a land tile on a space **without** a ranger on it.



1b. Placing a tile on a space with a ranger

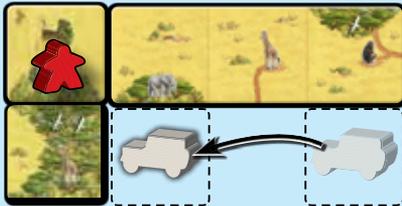
If you place a tile on an empty space occupied by a ranger, remove the ranger and place it in front of you.



You place a tile in the space with a ranger. **You** place the ranger in front of you.

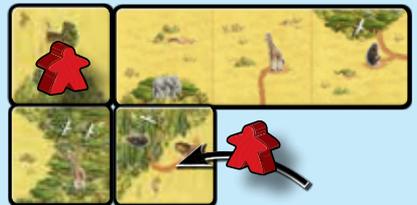
2a. No meeple placed

Instead of placing a meeple during your turn, you may move one of the two rangers to an empty space next to one or more land tiles.



2b. Placing a meeple

You may place a meeple on the tile you placed, following the rules for placing meeples on animal trails and bush.



You place the meeple on the tile.

3a. Score features

Score all features completed by the tile you placed. You **do not** score points for moving the ranger.

3b. Score features

Score all features completed by the tile you placed. You score **three points** for displacing the ranger.

After scoring, place the ranger on an empty space adjacent to one or more tiles.



You place the ranger in an empty space.

NOTE: You may only move **one ranger** per turn. If you displaced a ranger with your tile (1b), you may not move a ranger instead of placing a meeple (2a).

The two rangers can **never occupy the same space!**

■ The Watering Holes

In addition to using animal tiles to improve your score for animal trails and bush, you can also use them to dig watering holes in the savanna.

1. Placing a land tile

You draw a land tile and place it, continuing the landscape as normal.

2. Dig or expand a watering hole

DIG A WATERING HOLE

Instead of placing a meeple on a tile, you may start digging a watering hole. To do so, place an animal tile from your supply onto an open corner of any tile (**not necessarily the tile you just placed**). A corner is open if it depicts only savanna (no bush). Then place a meeple on that animal tile and immediately score **three points**.

EXPANDING A WATERING HOLE

Instead of placing a meeple on the tile you just placed, you may expand a watering hole. Place an animal tile onto a land tile such that it continues to close the circle of the watering hole.

You must use an animal tile depicting a **different animal** than the animals already present at the watering hole. You **do not** place a meeple onto this animal tile.

Depending on whether you placed the second, third, or fourth (and last) animal tile on a watering hole, you score points as follows:

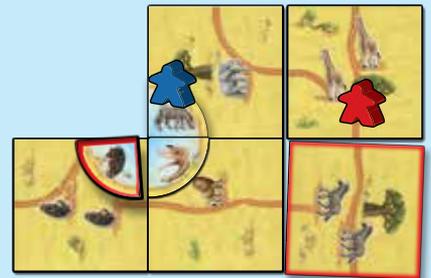
Second animal tile: 4 Points **Third animal tile:** 5 Points

Fourth animal tile: 6 Points

Note: You may not start digging a watering hole without placing a meeple on it.

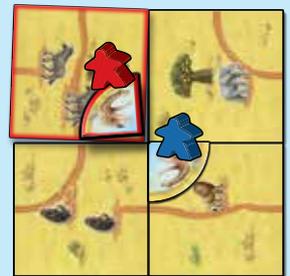
Exception: You may start digging a new watering hole diagonally across from an existing watering hole. Since the animal tiles do not touch yet, you place a meeple on this tile. Once the watering hole is complete, two meeples will occupy it. In this instance, it is possible for two of the same animal to occupy the watering hole.

You place a land tile to extend your animal trail. Instead of placing a meeple on the tile, you start digging a watering hole.



You place a land tile and do not place a meeple. Instead, you expand your existing watering hole (with a zebra and a giraffe) with a different animal (monkey). Since it is the third tile of the watering hole, you score five points.

You place a land tile and start digging a new watering hole with a giraffe. Since your watering hole does not connect with the existing watering hole placed by **Blue** across from you, you may also place a giraffe.



3. Scoring a watering hole

When the fourth animal tile of a watering hole is placed, it is complete. The owner of the watering hole scores **three points**. If two meeples occupy the watering hole, both players score three points. If both meeples belong to the same player, that player still only scores three points.

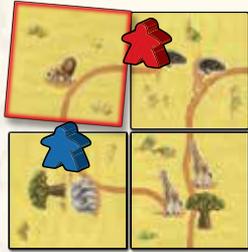
Return all meeples from the watering hole to their owners.

You place a tile and, instead of placing a meeple, complete a watering hole. **You** score six points, **Blue** scores three points, and **Blue's** meeple is returned.



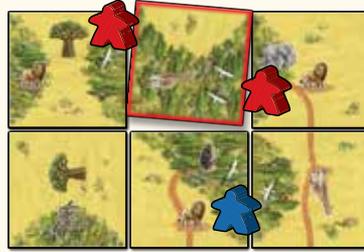
Multiple meeples on the same feature

Although you may not place a meeple on a feature (an animal trail or bush) that is already occupied by a meeple, it is possible that, by connecting separate features, multiple meeples will occupy the same feature. When a feature with multiple meeples on it is scored, only the player with the **most** meeples on that feature scores points. If there is a tie for the most meeples on a feature, all tied players score the full amount of points. If multiple players have meeples on the same feature, all scoring players may add a different animal to the feature before scoring. Animal tiles only add to the score of the player who placed them.



Before taking your turn, both **you** and **Blue** had one meeple each on two separate animal trails. **You** place a tile and connect the trails. The trail is now completed. There are four different animals on the trail, and you add a fifth, different animal. **You** score fifteen points.

Blue does not add another animal and scores ten points.



Before taking your turn, these three meeples were in separate bushes. **You** place a tile and connect them into one bush. This completes the bush, so it scores. **You** do not add another animal tile and score eleven points (six

points for three different animals and five points for birds). Only **you** score points because you have the most meeples in the bush.

Summary

- You must place the tile you drew such that it continues the landscape and connects with existing features.
 - If you are unable to place the tile you drew, return it to the box and draw a new one.
 - If you place a tile in a space occupied by a ranger, you displace the ranger.
- You may place a meeple only on a feature on the land tile **you just placed**. When doing so, you must ensure that another meeple is not already occupying the feature you are placing on.
 - If you lay a meeple on a **baobab** tree, you draw two animal tiles.
 - If you **do not place a meeple**, you may instead dig a new watering hole, expand a watering hole, or move a ranger.
- Completed features are scored at the **end of each turn**. After scoring, players return their meeples from the scored features to their supply.
 - A completed **animal trail** scores points based on the **number of different animals present**.
 - A completed **bush** scores points in the same way as a completed animal trail, plus **one point per bird**.
 - A completed **baobab** tree allows you to draw two additional animal tiles.
 - If there are **multiple meeples** on a single scored feature, the player with the most meeples is the only one who scores. If multiple players are tied, the tied players all score full points.

GAME END AND FINAL SCORING

The game ends after a player draws the last land tile. That player takes their turn, then final scoring is conducted as follows:

ANIMAL TRAILS AND BUSH

Each player with a meeple on the feature scores **one point for every animal and bird present**. Different types of animals **do not matter**. All players with meeples on the feature score points, regardless of who has the most meeples.

ANIMAL TILES

You score **one point** for each **animal tile** in your supply.

BAOBAB TREES AND WATERING HOLES

Meeples on baobab trees and watering holes **do not score points**.

After final scoring is complete, the player with the most points wins. If multiple players are tied, they share the victory.

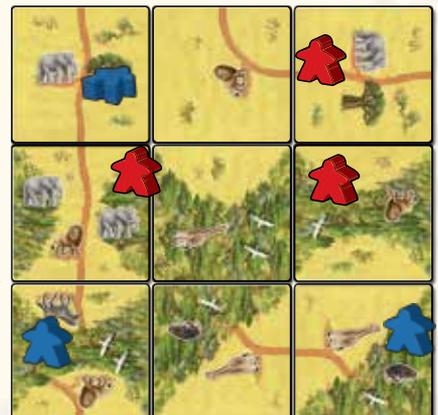
Blue does not score any points for the meeple on the tree.

You score two points for the two animals on the trail.



You score three points for animal tiles.

You and **Blue** have meeples in the large bush. With four animals and six birds in the bush, **you** and **Blue** both score ten points.



Blue scores two points for the one animal and one bird in the small bush.

OVERVIEW OF THE TILES (72 Land, 50 Animal, 1 Start, 5 Scoring Markers)



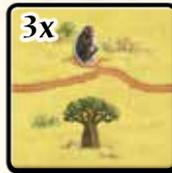
CS1 -|-



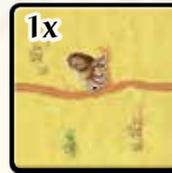
CS2 E



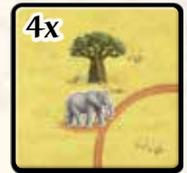
CS3 E|G|G|Z



CS4 M|E|L



CS5 L



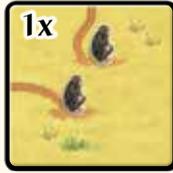
CS6 M|M|E|L



CS7 E|G|G|L|Z



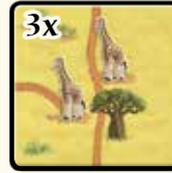
CS8 MM



CS9 MM



CS10 LL|ZZ



CS11 GG|ZZ|ZZ



CS12 Z



CS13 G|Z



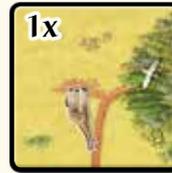
CS14 M|ME|ZZ



CS15 ME



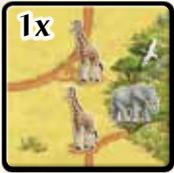
CS16 Z



CS17 G



CS18 EL



CS19 EGG



CS20 M|M|G|L|Z



CS21 E|L|Z|-



CS22 L



CS23 MEE



CS24 EEL



CS25 M|L|ML|L



CS26 E|E|G|E|Z|L|L|Z



CS27 M|G|ML



CS28 G|Z



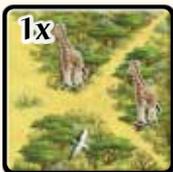
CS29 E



CS30 G|G|L|Z



CS31 LZ



CS32 GG



CS33 M|M|G



10x M



10x E



10x G



10x L



10x Z



5x



CSStart
MEG

If several similar tiles exist, the number and type of animals depicted are listed. The animals for different tiles are separated by a line.

M = Monkey | E = Elephant | G = Giraffe | L = Lion | Z = Zebra | "-" = No animal. Birds are not listed.

A note on the title: Today, the term "safari" is used primarily to describe observing wild animals in their natural habitat, and it is used in this sense throughout.

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PUBLISHED BY



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 Birnauer Str. 15
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Z-MAN[®]
 games
 1995 County Road B2 West
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