

2-4 players

Age 6+

20 mins

SAVANNAH selfie

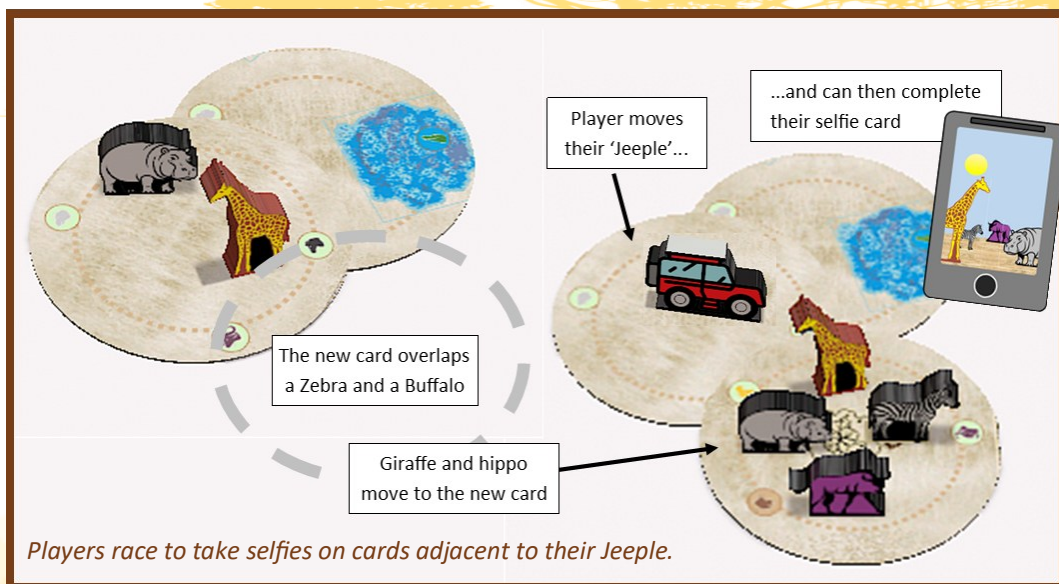
A game of herding animals to get the best selfies



Gameplay

Players are wildlife photographers, trying to catch photos of specific groups of animals. Each turn they explore the landscape, while introducing animals to the savannah each turn.

- Overlap the icons on card edges to determine which animals are added.
- Add crocodiles to waterholes— save an animal to use as a 'wild' animal in another photograph.
- Add lions to chase animals where you need them to be.
- The first player to capture 3 selfies is the winner (no maths & no victory points).
- Move your jeep to make sure you are in the best position to get the best pictures.



Hooks

- **Thematic**— Animals are always popular with children— but in Savannah players are wildlife photographers racing to take the best photographs. If they glimpse a Crocodile they can save a 'wild' animal for another photograph or watch lions chase herds away.
- **Components**— Toyetic components allow for terrific table presence as players create an African Savannah on their tabletop.
- **Mechanics**— innovative card overlap mechanic to determine which animals appear as each new card is placed.
- Easy, Medium and Hard selfie cards allow children to play with adults on a somewhat level playing field.

Components

- 50 circular cards
- 24 scoring cards
- 48 wooden animals
- 4 Jeeps (player colours)

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