

SAVANIMO



5 ans years
años Jahre -10

搶救叢林



SAVANIMO



Contents 內含



x1



x4



X25



X6

Game rules 遊戲規則

SAVANIMO



5-10 years
5 - 10 歲



2 - 4 players
2 - 4 人



10 min
10分鐘

Contents 內容:

6 animals (3 grey: elephant, rhinoceros, hippopotamus and 3 orange: gazelle, giraffe and lion), 5 dice (4 animal dice, 1 colour dice), 24 tokens. 6 隻動物 (3 隻灰色動物: 大象、犀牛、河馬; 3 隻橙色動物: 羚羊、長頸鹿、獅子)、5 顆骰子 (4 顆動物骰子、1 顆顏色骰子)、24 張小圓卡。

Object 遊戲目標:

To be the first to win six tokens.
成為首位贏得 6 張小圓卡的玩家。

Preparing to play 遊戲準備:

Arrange the six animals in a circle in the middle of the table, alternating grey and orange animals. Keep the dice and tokens within easy reach.
將 6 隻動物以顏色交錯的方式，在桌面中央圍成一個圈，骰子及小圓卡則放在伸手可及的地方。

How to play 遊戲規則:

The youngest player starts. Play then continues in a clockwise direction.

On your turn, roll the five dice in the middle of the table.

The players all play at once, and try to be the first to identify which animal from the circle they need to grab.

由年紀最小的玩家開始，以順時針方向輪流進行遊戲。

輪到自己的回合時，在桌面中央擲出 5 顆骰子。然後所有的玩家要根據骰子顯示的圖面，盡快抓到所需的動物。

- The “colour” dice is showing orange
- 情況一：「顏色骰子」顯示橙色時

You need to look at the result of the two “orange animal” dice: 玩家必須參照兩個「橙色動物骰子」的結果：

If the two “orange animal” dice are showing the same animal, then you need to grab that animal.

If the two “orange animal” dice are showing two different animals, then you need to grab the grey animal placed between those two orange animals.

如果兩個「橙色動物骰子」擲出的結果是相同的動物，那麼玩家必須抓取該動物。

如果兩個「橙色動物骰子」擲出的結果是不一樣的動物，那麼玩家必須抓取這兩隻橙色動物中間的灰色動物。

- The “colour” dice is showing grey
- 情況二：「顏色骰子」顯示灰色時

You need to look at the result of the two “grey animal” dice: 玩家必須參照兩個「灰色動物骰子」的結果：

- If the two “grey animal” dice are showing the same animal, then you need to grab that animal.

- If the two “grey animal” dice are showing two different animals, then you need to grab the orange animal placed between those two grey animals.

- 如果兩個「灰色動物骰子」擲出的結果是相同的動物，那麼玩家必須抓取該動物。

- 如果兩個「灰色動物骰子」擲出的結果是不一樣的動物，那麼玩家必須抓取這兩隻灰色動物中間的橙色動物。

Examples 例如:

The “colour” dice is showing grey.

The two “grey animal” dice are showing a hippopotamus and an elephant. You need to grab the animal placed between these two: it’s the lion.

「顏色骰子」顯示灰色，兩個「灰色動物骰子」擲出的結果分別是河馬以及大象。此時，玩家必須抓取牠們中間的動物——獅子。



You need to grab the animal placed between these two: it's the lion. 必須抓取的動物



The two "grey animal" dice are showing a hippopotamus and an elephant.
兩個「灰色動物骰子」擲出河馬以及大象

The "colour" dice is showing grey.
「顏色骰子」顯示灰色

The player who was the fastest at grabbing the right animal wins a token which he places in front of him.

He then swaps the animal he grabbed with another animal of the same colour, so that the animals are continually changing places throughout the game.

If a player grabs the wrong animal, he has to return one of the tokens he had already won (if he has yet to win a token, nothing happens), he returns the animal to its place, and the game continues.

The next player rolls the dice, and so on.

最快抓到正確動物的玩家可以贏得 1 張小圓卡，然後把抓到的動物與其他相同顏色的動物位置交換。如此一來，在遊戲進行時動物的位置會不斷地變換；要是玩家抓錯動物了，就必須交出 1 張小圓卡（沒有獲得任何小圓卡則不必動作）。接著把抓出的動物放回，遊戲繼續進行，換下一位玩家擲骰子。

Winning 你贏了!

The first player to win six tokens wins the game.

最快贏得 6 張小圓卡的玩家即可獲勝！