

SERENGETI

A · RACE · FOR · LIFE



INTRODUCTION

Serengeti: A Race For Life is a competitive game for two players set in the African savannah.

In an attempt to preserve the ecosystem and ensure there is a future for its wildlife, your mission will be to keep a close eye on all species.

You can't afford to ignore any part of the game however, competing fiercely for control of the savannah as well as keeping scorpions at bay.

Consequently, you will have to find the right balance between diversification and specialisation.

GAME OVERVIEW

The game takes place over a number of turns called *seasons*. During each season, players play cards from their hand in order to *track* animals, or to use their *skills*.

Players start the game only with a few *Trail* cards, a card that allows players to track animals from the *supply*.

The supply features 6 *stacks* of animals, each providing you with unique skills, a basic skill described in the top part of the card, and an advanced skill described in the bottom half (card effects are described in details later in this booklet).

Serengeti is played over a variable number of turns during which players will track animals, providing them with unique ways to deal with the various threats in the game as well as helping them efficiently manage their resources.

At the end of the game, victory points will be awarded depending on the players' deck content as well as majority in the savannah.

The competition track may also tilt the outcome in favour of the player who best achieved to stay one (or more) step ahead of his opponent!

Animals however do more than just provide game effects to rely on during the game, and are the primary way for players to score points: at the end of the game, each animal provides the player with the most animals of that type 1 victory point.

It is therefore important not only to track animals that help with your chosen strategy, but also keep an eye on your opponent to try to deny him points, or better, win animal majorities for yourself!

There are other ways to score points, but all of them require you to outwit your opponent, and none can or should be ignored.

SETTING UP THE GAME



- ① Place the game board half way between the players. This is the *competition track* and will be used to represent how players cope with various threats during the game. Place the smallest marker supplied with the game in the middle, on '0'.
- ② Place the *event deck* to the side of the board. This will represent the passage of seasons and any effects brought about by the climate.

THE SUPPLY

The animal stacks in the supply each contain 9 identical animals, as well as 1 *rock*. The only rule is that the *rock* must not be at the very top of the stack at game start.

The *rocks* are an important part of the game, as they both make animals

- ③ Create the supply somewhere in easy reach of both players. It consists of 6 animal stacks, as well as some special cards that players may acquire during the game.
- ④ Give each player a starting hand of 5 Trail cards. Then choose a start player and tuck the 'player A' card on his side of the board.
- ⑤ Last, reveal the first event and *tag* the stack affected by drought, if any.

more difficult to acquire once revealed and may trigger one of the end game condition.

The other stacks, *scorpions* and *carcasses* contains 8 identical cards and will usually be added to the *players' deck*, or to be exact, to their *discard pile*, as a result of specific events.

GAME FLOW

The game takes place over a number of seasons, ending after 10 seasons if no other game end condition has been met before that point (see later on in this rulebook).

At the start of a season, the player with the 'player A' card in front of him reveals an event card and places it on his side, near the event deck.

He then applies the effect described on the event to himself, if applicable, or, in the case of droughts, move the marker used to tag the supply onto the relevant stack.

He then takes his turn, deciding what card effects he wishes to use

among the cards in his hand, and is able to expend the cost for.

When he can no longer play any card, or does not wish to play any more cards from his hand, he places all the cards in front of him, and any remaining cards in his hand, into his discard pile, face up on the table.

Last, he draws back a hand of 5 cards and passes the event to his opponent, who places it in front of him. Note that the 'player A' card does not change side (it only indicates who goes first each season).

The second player ('B') then applies the event effect to himself, and takes his turn. A new season then begins.

DECK VS DISCARD

One of the key concept to be fluent with in *Serengeti* is the way the cards flow, be it when tracking animals from the supply, or *refreshing* your deck when it is empty.

Your current *draw deck* is kept as a face down stack stored to one side of your play area. Neither you or your opponent may look through it, unless a card allows you to *search* it.

Your *discard pile* on the other hand is kept face up, next to your deck, with only the top card visible to the players. You, and only you, may look through your discard at any time.



When tracking animals, meaning acquiring them from the supply, cards do not get mixed in with your deck directly, but instead are added to your discard pile.

You may only refresh your deck if you cannot draw all your cards to replenish your hand at the end of your turn, after drawing remaining cards.

ACTIVATION

Most cards have an activation *cost* that needs to be expended before their effects can be used.

This cost represent the effort, energy or food necessary to perform the effect and is depicted with 'sun' icons on the cards.

In *Serengeti*, players fulfill activation costs by placing additional cards face down under the card they wish to use.

Example 1: the Trail's basic effect is paid for with a card of the player's choosing. He does not have to reveal it to his opponent.



This means that you will need to decide which cards you wish to use and which cards you wish to spend to resolve the effects of others!

What cards you use to meet those costs is usually up to you, although certain cards may require specific cards in addition to the 'sun' cost.



Example 2: the Elephant's advanced skill, described in the bottom part of the card, is paid for with 3 cards of the player's choosing. In addition, he must play another Elephant from his hand.

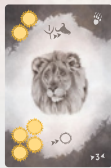
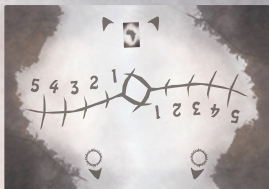
THE SAVANNAH

The *Savannah* is an important part of the game to be in control of, but demands a large investment:

By expanding 4 suns you may lay a *Lion* in the Savannah, running along the side of the game board.

At the end of the game, the player with the most Lions there will gain 3 victory points.

Note that Lions in the Savannah do not count towards the specimens for that species when players' deck content is compared at game end.



GAME END

A game of *Serengeti* ends when one of the following condition occurs:

- 1) 10 seasons have been played through by both players.
- 2) 4 rocks have been revealed from the top of the animal stacks.
- 3) the marker on the competition track reaches the spot marked with a '5' on the track.

In all cases except when the event deck runs out of cards, the season during which the condition was met is played to the end, then a final season takes place.

Players then separate their deck, meaning draw pile, discard pile and any cards in hand, by card type.

Trails and scorpions returned to the game box. Carcasses are kept in front of the players, along with the animals.

For each animal species, the player with the most specimens earns 1 victory point. The player with the most carcasses, if applicable, loses 2 points.

Players then check for majority in the Savannah, worth an additional 3 points. Then the value indicated on the competition track is added to the relevant player's score.

The player with the most points, wins the game. In case of a tie, the player in control of the Savannah is the winner. If a tie remains then the competition track dictates the winner.



Place this card at the bottom of the event deck. It marks the 10th and last season of the game. It should only be used in demo games, alongside 6 animal droughts and 3 copies of the Infestation card.



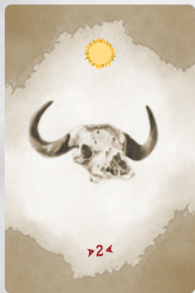
Players may not track the animal affected by the drought card this season. The skills of the animal may be used normally when played from hand as part of their turn however.



At the start of their turn, players must add a scorpion to their discard pile.



- ◀ Expend 1 sun to track an animal - it may not be located under a rock.



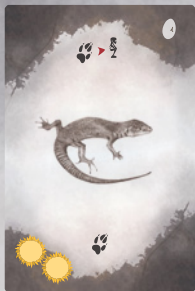
- ◀ Carcasses have no effect of their own during the game, but they may be used to pay activation costs of other cards.



- ◀ At the end of the game, the player with the most carcasses among the cards he has acquired during the game loses 2 points.

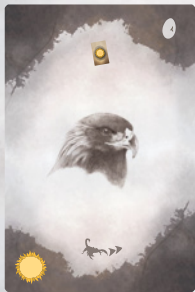
- ◀ At the start of your turn, reveal all scorpions in your hand.

Move the marker on the competition track 1 step away from you, thus for each scorpion revealed. Then place all scorpions revealed this turn in your discard pile.



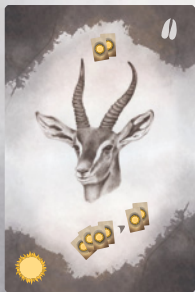
Track an animal - it may be located under a rock. Your turn then ends immediately.

Expend 2 suns to track an animal - it may be located under a rock.



Draw a card from the top of your deck. Scorpions drawn in this manner are discarded but are not replaced.

Expend 1 sun to search your deck or discard pile for a scorpion and return it to the supply.

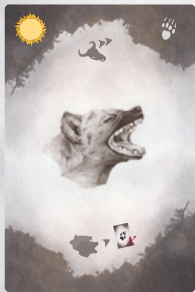


Draw up to 2 cards from the top of your deck. Scorpions drawn in this manner are discarded but are not replaced.

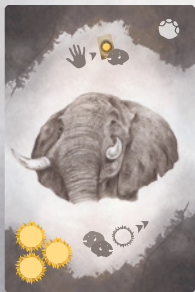
Expend 1 sun to draw up to 4 cards. Choose 2 cards among those 4 to add to your hand and place the others in your discard pile.



- ◀ Expend 2 suns to move the marker on the competition track 1 step towards you. Then add a carcass to your discard pile.



- ◀ Expend 1 sun to search your deck or discard pile for a carcass. Alternatively you may reveal one from your hand. Return it to the supply.



- ◀ Search your deck or discard pile for another hyena, or play one from your hand. Choose an animal stack in the supply and remove one of its specimen out of the game.
- ◀ Lay this animal face up next to your deck. At the end of your turn, draw cards as usual then add elephants set aside in this manner during your turn back to your hand.
- ◀ Expend 3 suns and play another elephant from your hand to scare away a lion in the savannah. Return it to its owner's discard pile.

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