

Safari Survival Handbook

Stone #36 Your friend was feeling scared so you told her a funny story to help her feel better.

Stone #37

Stone #38 You were feeling sad and homesick and stopped walking. Go back four spaces.

Stone #39

Stone #40 You wouldn't help set up camp. Go back six spaces.

Stone #41 You complained about the supper and wouldn't eat. Go back two spaces.

Stone #42

Stone #43 You helped everybody find their way to their sleeping bags with your flashlight. Go ahead two spaces.

Stone #44 When your friend needed a drink of water in the middle of the night, you wouldn't go with him. Go back two spaces.

Stone #45

Stone #46 You got out of bed first and made a nice fire to cook breakfast. Go ahead two spaces.

Stone #47 You wouldn't get out of bed in the morning. Lose your next turn.

Stone #48

Stone #49

Stone #50 You finished a successful Safari Survival Hunt. Congratulations!



Safari Hunt Game

Directions

GAME INCLUDES:

- [5] Safari Gameboards (One for each of five small groups.)
- [25] Game Pieces (Five for each of five small groups.)
- [5] Spinners (One for each of five small groups.)
- [5] Safari Survival Handbooks (One for each of five small groups.)

TO WIN THE GAME:

Every player must arrive safely home at space 50 for the game to be won.

TO PLAY THE GAME:

1. Three to six players may participate in each game. Spin to choose which player goes first. The player with the lowest number starts.
2. The starting player spins the *Spinner* and moves the number of spaces shown.
3. The player, or a designated reader in the group, finds the number landed on in the *Safari Handbook* and reads it aloud. The player follows the directions given there.

THE RESCUE:

When a player receives directions from the *Safari Handbook* to “go back” (or to miss a turn), he/she can be rescued. The rescue can only be done by the player who is in the lead. The player who is ahead on the trail may choose to *sacrifice* the lead by putting his/her playing piece on the same space as the player being rescued. The rescued player then does not go back any spaces (or miss a turn). The rescue has occurred and both players stay on the same space until the next turn.

Example:

The red player is on space 20. The blue player is on space 15. The directions from the *Safari Survival Handbook* are for the blue to go back six spaces. Red, who is ahead of all the other players, may choose to rescue blue, even though it is not red’s turn. Red can join blue on space 15 and therefore blue will not go back six spaces. Play continues around the circle.