– If any of the players do not have enough berries and cannot reach the boat, the game is lost.
– If all the players reach the boat safely, the game is won.

A variation: The last chance!

When all but one of the players have reached the boat, and the remaining player is short on berries, the rest may put their supplies together and send one of the players to rescue the stranded player. To win both players must make it then to the boat in the normal way.

Tina, Tim et Wambolo

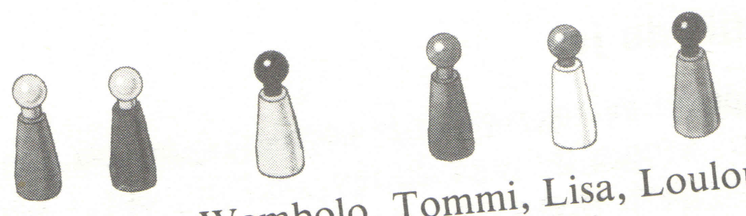
Une aventure en Afrique

Un jeu communautaire pour 2 à 6 joueurs, à partir de 5 ans
durée: 20 mn

Matériel de jeu

1 plan du jeu: une île au beau milieu d'un fleuve rempli de crocodiles.

6 pions:



Tina, Tim, Wambolo, Tommi, Lisa, Loulou

18 cartes rondes: buissons couverts de baies succulentes, mais aussi de petites bêtes dangereuses.

20 cartes carrées: on peut en faire un bateau. Elles sont presque toutes utilisables. Quelques' une pourtant pas.

120 baies: redonnent du tonique aux enfants fatigués

1 dé spécial: indique de combien de cases, l'on peut se déplacer, et occasionne des surprises.

(Avant de jouer la première fois, on ôte du carton les cartes et, les baies, et on assemble les différentes parties des pions, comme c'est indiqué sur le carton).

- For each field moved, a player must give up a berry chip, which is added to the stack of berry chips at the side of the board. (Ex.: a player throws three with the die and moves three fields forewards. He must give up three berry chips.)
- If a player decides to remain where he is, he must give up one berry chip only.
- If the die shows the symbol for the berry, the player doesn't have to give up a berry. He remains where he is and gets a berry chip from the stack at the side of the board.
- A field may be occupied by any number of players at the same time.

2. The berry bushes

- When the move ends where a round chip has been placed, the chip may be turned over. If a branch from a berry bush with berries is on the reverse side, the player gets as many berries from the stack at the side of the board as are shown on the branch of the berry bush. The round chip is then removed from the board.
- If the round chip shows a dangerous small animal (snake, spider, scorpion, or huge ant), the player must remain on that field until another player can reach him and free him. During the time he must remain on that field, he throws the die when his turn comes as usual, and must give up a berry each time unless, however, the die shows the symbol for the berry. In this case he gets a berry from the stack at the side of the board.
- When a player comes to the rescue of another player, the chip with the dangerous small animal is removed from the board, and the rescued player may move when his turn comes again.

3. The rescue boat

- When a move ends where a square chip has been placed, the chip may be turned over. The chip is then to be placed in the puzzle field at the corner of the game board in which the chip belongs.
- When the reverse side shows something which is useless for the puzzle fields, e.g. thorns, stone, etc., the square chip is simply set to the side of the board.

Cooperation and consultation

- When two or more players land on the same field, they can divide their berry supplies among each other. During the game the players should try to work out their strategy together, and discuss which moves are best for all. Important is to remain close enough to each other so as to come to the help of a player who is in need.
- A player may not give his turn to another.

Growing excitement up till the very end

- As soon as the first boat puzzle is completed, the players must get to that boat as quickly as possible. On the way, the square chips no longer have to be turned over.
- To board the boat a player must throw the exact number he needs with the die.

- If any of the players do not have enough berries and cannot reach the boat, the game is lost.
- If all the players reach the boat safely, the game is won.

A variation: The last chance!

When all but one of the players have reached the boat, and the remaining player is short on berries, the rest may put their supplies together and send one of the players to rescue the stranded player. To win both players must make it then to the boat in the normal way.

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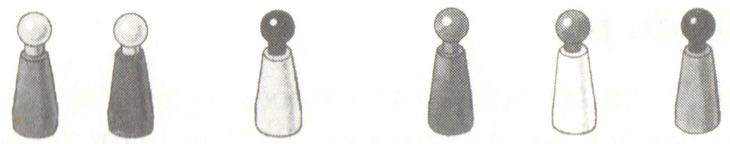

Tina, Tim, Wambolo, Tommi, Lisa, Loulou

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- Si le bateau est rejoint par tous les joueurs, le jeu est gagné. Peut-être montreront-ils à ceux à qui ils raconteront leurs aventures, les baies, qu'ils ont rapportées.

Variante: Sauvetage de dernière minute

Si un joueur n'a pu atteindre le bateau, les autres joueurs rassemblent toutes leurs baies. Un joueur ira chercher alors le dernier joueur. Cette entreprises est particulièrement délicate, car il doit avoir assez de baies pour pouvoir retourner avec l'autre joueur dans le bateau.

Tina, Tim en Wambolo

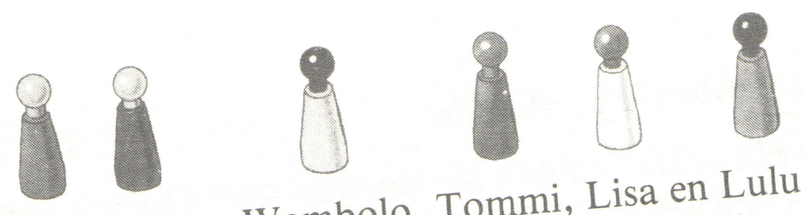
Avontuur in Afrika

Een spel om met elkaar te spelen voor 2 – 6 spelers vanaf 5 jaar.
Duur van het spel: ca. 20 min.

Spelmateriaal

1 speelveld: een eiland in de krokodilrivier

6 pionnen:



Tina, Tim en Wambolo, Tommi, Lisa en Lulu

18 grote rondjes: struiken met lekkere bessen, maar ook met gevaarlijke kleine diertjes

20 vierkantjes: uit de meeste vierkantjes kunnen boten gebouwd worden, sommige kunnen niet gebruikt worden

120 bessen: wanneer de kinderen deze bessen „eten" worden zij weer fit

1 bijzondere dobbelsteen: deze dobbelsteen zorgt voor verrassingen en laat zien, hoe ver de pionnen mogen gaan

(Voor het eerste spel worden de rondjes en de vierkantjes losgemaakt en de pionnen volgens de gekleurde afbeelding in elkaar gezet).