

# Sifaka

## Rules of the game

2 to 4 players - 30 min. - 8+

### Material :

- 52 cards (4 Hut cards, 48 Terrain cards)

- 30 Mango counters:

15 green (10 x 1 point, 5 x 2 points) 9 yellow (6 x 2 points, 3 x 3 points) 6 red (4 x 3 points, 2 x 4 points)

- 4 Sifaka pawns (red, blue, yellow, green)

*Sifakas are adorable lemurs that live on the island of Madagascar. They love delicious mangos. Help your Sifaka to eat as many mangos as possible!*

### The aim of the game :

To collect as many mangos as possible so that you can get the most points at the end of the game.

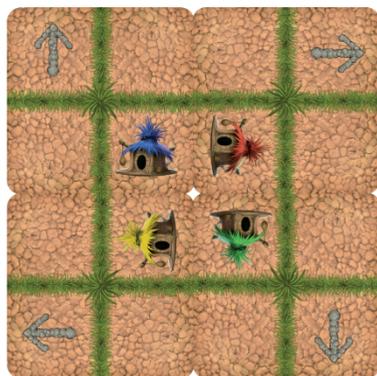
### Setting up :

Before starting your first game, insert the four Sifaka pawns in the holders.



Put the 4 Place the 4 Hut cards with the huts facing inwards as shown on the picture below.

Each player puts his or her Sifaka pawn on the same-colour hut as the pawn colour and points it any way they want.



If there are two players, the two pawns should be placed diametrically opposite each other on their respective huts.

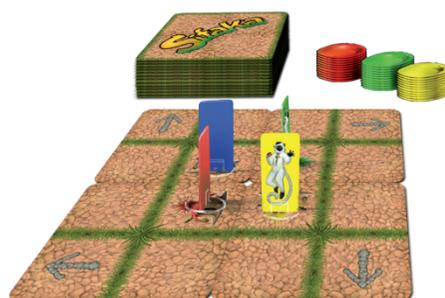


The player who was the last to eat a mango starts the game. The next person to play is always the person to the left of the last player.

Shuffle the 48 Terrain cards and create a draw pile of them with the cards facing down.

Sort the 30 Mango counters by colour. Shuffle each different coloured pile and put them next to the draw pile with the mango facing upwards. No-one should look at the back of the counters while the game is being played.

Each player picks up a card from the draw pile and keeps it in their hand without showing it to the other players.



### Terrain card :

A Terrain card made up of four boxes. Several symbols appear on these boxes :

♦ **Mangos** : if you put down a Terrain card in the game with a mango on it, you can put down a mango counter with the same colour in the box.



♦ **Palm trees** : the number of palm trees = the numbers of moves a Sifaka can make during his turn.



♦ **Arrows** : the arrows allow you to show the direction you should take when it is your move.



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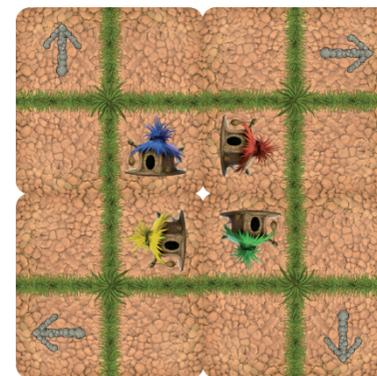
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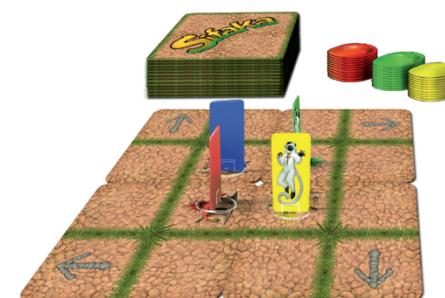


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## How to play :

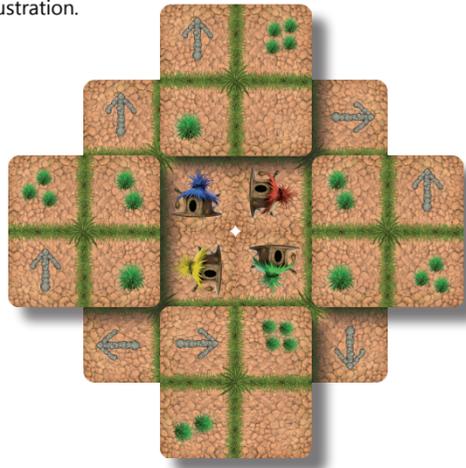
Each player has a turn and should proceed as follows :

### 1. Putting down a Terrain card

The player puts down the card he or she has drawn according to the following rules :

- ◇ The card must cover at least one of the four boxes of a card already put down in the game. So, it can cover the whole of another card or several boxes of a number of different cards.
- ◇ Cards may not be placed on a box with a Mango counter or a Sifaka pawn.
- ◇ If applicable, put down your Mango counters in the right boxes.

The first four cards picked up should be placed as per the illustration below. Players may choose the direction of the cards, but the cards must be positioned as shown in the illustration.



### 2. Moving your Sifaka

The players should move their Sifaka pawns as follows :

- ◇ Sifakas may only be moved in the direction they are facing, which is the direction that the front of the card is facing. The direction is shown by the top of the pawn card.



- ◇ The number of palm trees in the box you land on is the number of moves you can make for this turn. You must make all the moves indicated for this turn. You should move your pawn in the direction it is facing for as many boxes as indicated by the palm trees for your turn. If there are no boxes in the direction you are going, you cannot advance.

- ◇ If you land on an arrow, you must turn your Sifaka in the same direction as the arrow for this turn. This can be done before, during or after the move. If you land on several arrows, they can change your direction on all of them, or you can just change direction on one of them.

- ◇ If you land on a box and you do not land on any arrows or any palm trees, but just on a blank, you do nothing for this turn.

### 3. Collecting your Mango counters

If your Sifaka lands on a box with a Mango counter, you can take it and keep it until you add everything up at the end of the game. You should not tell your opponents the value of the counter before the end of the game.

### 4. Taking a Terrain card

At the end of your turn, you should pick up a new Terrain card from the pile and keep it in your hand until it is your turn again.

### Enf of the game :

The game is over when the last card from the draw pile has been put down. The player who picks up this card plays his turn before ending the game.

### The final count :

All the players should turn over the Mango counters they picked up during the game and add up all the points collected.

The winner is the player with the highest number of points. If there is a draw, the player who collected the highest number of Mango counters is the winner.

If there is still a draw, the player with the highest number of red Mango counters is the winner, then yellow counters and finally, green counters.

**Creators : Jean-Claude Pellin & Christian Kruchten**  
**Illustrator : Guillaume Ducos**

Published par **Azao Games**

Questions about the rules of the game ?

visit our site [www.azaogames.com](http://www.azaogames.com)

Thanks to the creators :

*Many thanks to our families for their support during the creation of this game. Thanks to the people who tested the game for us: Alain, Carole, Christiane, Dennis, Emma, Jerry, Juliane, Steve, Marc and Michael. And thanks to the Spillfabrik games club ([www.spillfabrik.lu](http://www.spillfabrik.lu)).*

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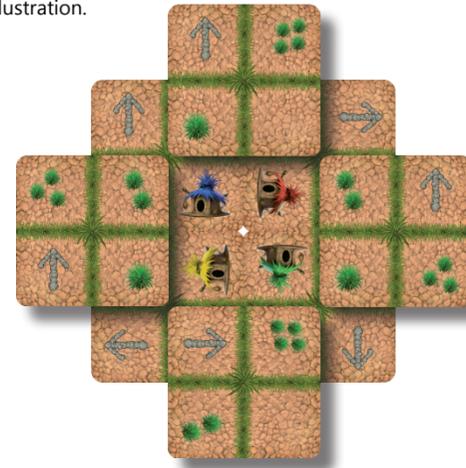
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