



6-99

ans years
años Jahre

Jeu d'adresse et de mémoire
Game of dexterity and memory
Geschicklichkeits- und Gedächtnisspiel
Juego de habilidad y memoria





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6 - 99 years



2 - 4



15 min

Game rules

GB

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4 giraffe bodies, 4 giraffe heads,
19 necks (11 short, 5 medium, 3 long),
49 cards, 1 "snake" card for the expert
version.



Every giraffe wants to be the tallest giraffe.

To make their necks grow long, they need to eat lots of flowers!

Concept: Zарафа is a memory and balancing game. To win necks and make your giraffe the tallest, you need to find identical flowers - just like in a memory game. Once you have a neck, you need to add it to your giraffe, making sure that nothing collapses.

Aim of the game: to have the tallest giraffe by the end of the game.

Getting the game ready: Each player takes one giraffe body and one giraffe head, assembles them, and puts their giraffe in front of them.

All the cards are shuffled, then 9 cards are placed face down in a square (with 3 rows of 3 cards) on the table in the middle of the players. The rest of the cards make up the draw deck - these are put to one side. The necks are put to one side in size order.



Playing the game:

The youngest player starts, then play continues in a clockwise direction.

When it is their turn to play, the player reveals between 2 and 4 cards in the middle of the table by turning them over to face up.

The player starts by turning over 2 cards.

→ If the two cards show the same flowers (same colour and same shape), they can:

- Take a neck that corresponds to the number of flowers (See "Taking a neck")
 1. The player takes a neck that corresponds to the number of flowers shown on the cards
 2. They remove the cards they turned over, and put them in the discarded pile
 3. They place two new cards face down in the empty spaces
 4. Once all that is done, they can add the neck they have just picked up to their giraffe
- Alternatively, they can take a chance and turn over a third card
If this third card shows an identical flower to the first two, they can take a neck (see

above) or try their luck again and turn over a fourth card.

If this fourth card shows an identical flower to the first three, they can take a neck (see above)

→ If the cards show different flowers, the player's turn is over. They turn the cards back over to lay face down in the same places. They do not take a neck, and the game moves on to the next player. The player's turn is over:




Flower cards:



Some cards show 1 flower, and others show 2 identical flowers.



The  flower cards are jokers, and can represent any other flower.

Taking a neck:

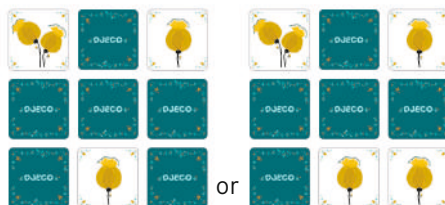
To find out which neck a player should take, they count the number of flowers shown on the cards they have turned over: 2 flowers = a short neck, 3 flowers = a medium neck, 4 flowers or more = a long neck.



2 flowers = short



3 flowers = medium



4 or 5 flowers = long



Assembling the giraffe

When a player gets to pick up a neck, they must first place the cards back down on the table before assembling their giraffe.

Then they can add the neck they have won to their giraffe. If the giraffe falls down, they have to rebuild it. The player cannot start their turn if their giraffe cannot stand up on its own, complete with all the necks the player has won.

If it is time for a player to take their turn and their giraffe cannot stand up on its own, they forfeit their turn and the game moves on to the next player.

End of the game:

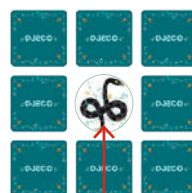
The game ends when a player manages to place 6 necks on their giraffe, or when a deck of necks (small, medium or long) is all used up. The winner is the player who has the tallest giraffe. If there is a tie, the winner is the player who has won the most long necks.



Variation for expert players: snakes!

Giraffes are scared of snakes.

In this version of the game, the snake tile is used to block a card. During the game setup, the snake tile is placed on the central card.



"snake" card

On their turn:

1/ A player cannot turn a card over if the snake tile is placed on top.

2/ At their end of their turn, after having turned the cards back over to lie face down, or after placing new cards face down in the empty spaces, the player moves the snake tile to the flower card above, below, or next to the current card.

