

## **Bengali**

Looking for elephants in the jungle is only one part of the game because first the enclosures have to be built so that the elephants cannot run away again.

A lively game that encourages strategic thinking and early counting and calculating.

Age:	5+
Number of players:	2-4
Contents:	1 wooden game board 4 elephant keepers 4 wooden elephants 60 wooden rods
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The elephant keepers are very busy because the cheeky elephants are always running away and hiding in the jungle and so they have now decided to build a separate enclosure for each elephant to put an end to the tiresome searching. First, each keeper has to gather enough wooden rods to build the enclosure. He can then set off immediately to search for an elephant because all the elephants have disappeared again of course.

### Game preparation:

The game board is put in the middle of the table and the wooden rods for the enclosure are put into the basket beside the game board.

Each player chooses an elephant keeper and puts him on any leaf he chooses in the central circle. The elephants are spread out on the grey fields along the path that are marked with a picture of an elephant. The coloured flags show where each elephant keeper is to build his enclosure.

### Game preparation:

The youngest player begins and spins the pointer in the centre of the game board. The player may then move his game figure along the palm leaves as many places as the number of dots shown on the leaf the pointer stops at. He has to think carefully however because he will get as many wooden rods as the number shown on the palm leaf he lands on. He may take the wooden rods out of the basket and put them in the holes in the enclosure. It is now the next player's spin.

### Watch out:

- If a player lands on a palm leaf that is already occupied by another player, the other player must give him the corresponding number of wooden rods out of his enclosure. Unfortunately sometimes there might not be any rods there to hand over and that is just hard luck.
- If a player lands on a palm leaf that is occupied already by more than one player, each of them must give him the corresponding number of wooden rods, in so far as they have them.
- If a player lands on a palm leaf occupied by a player who has already finished his enclosure, that player doesn't have to give him any of his rods.
- If his enclosure is almost finished, the player only takes as many wooden rods from other players or out of the basket as he needs to finish his enclosure.

Once a player has finished his enclosure, he spins the pointer and leaves the central circle over the indicated leaf tip. He may move his figure either to the right or left as many places as the number indicated. In doing so he must remember that he has to catch an elephant first in order to be able to ride on the back of the elephant and bring it into the enclosure. The points required are decided by the pointer.

It is permissible for more than one keeper to occupy a field with or without elephants.

### End of the game:

The winner is the player to get the elephant keeper and elephant into the enclosure.

He does not need the exact number of points for this, if e.g. he only has to move 2 fields to get into the enclosure, he can do so even if the pointer points to 5 dots.