

Grizzly Adams

Save the Animals Adventure Game

NUMBER OF PLAYERS: 2 to 4.

CONTENTS: Playing Board 4 Tokens (white bases with coloured cardboard inserts)
13 Animal Discs 2 Dice (12 Yellow - 1 Orange ("Ben"))

OBJECT OF THE GAME: All the animals have been caught in traps set by an unknown hunter. (Grizzly Adams has chased him out of the woods). Now all the animals need rescuing and must be brought each to their own dens. Each player will try to rescue as many animals as he can, and gain points for each one rescued. However, if a player runs into trouble himself, he will need rescuing by the animals.

SETTING UP THE GAME:

1. Place the 12 (Yellow) Animal discs face down and mix them around. Place one disc face down on each of the 12 trap symbols (red triangles) on the board. These are the animals that need rescuing.
2. Place the (Orange) "Ben" disc beside Grizzly Adams cabin, face up. (He is not trapped and does not need rescuing.)
3. Choose one of the cardboard playing characters (Grizzly Adams, Mad Jack, Nakoma, or Indian *Woman) and place it in a base. This is your playing token. All players start from Grizzly Adams cabin.
4. Appoint one player as scorekeeper. He takes a piece of paper and a pencil and writes the names of the players across the top; he will list the points each player gains as the game progresses.

MOVING: Highest roll starts first. The turn moves to the left in seating order. When you take your turn, roll two dice. Move the same number of spaces as the number you roll. You must use your full count (unless stopping according to a rule) and you can move in any direction. Note: You may pass a space on which another token is standing. But you cannot land on a space occupied by another token (you must go a different way).

RESCUING AN ANIMAL: When you reach the space beside a trapped animal, you stop. (You don't need exact count, and you lose any extra count you have.) Take that animal card and place it face up in front of you. Now you must bring it to its den, wherever that is on the board. When you reach that animal's den, you stop on the space in front of it (losing any extra count). Place the card face up in the den. The scorekeeper records the number of points marked on that card under your name. While you have one

animal with you, you cannot rescue any other animal. But once you have brought it to its den, you may go to rescue another animal.

PLAYER NEEDING RESCUE: On any turn (except the first turn of the game) if you roll a double, you have run into trouble yourself, and you need rescuing. (You do not move on that double throw.) You cannot move from that space until you are rescued. You can be rescued by Ben, or by any other animal who has already been rescued and is now in its den. Choose whichever one you think is closest to you. Now roll again (same turn as your double roll) and move the animal disc toward you from space to space, keeping it face up. On each of your following turns you will roll and move the animal, until it reaches your playing token. (You don't need exact count). Now you are rescued. Place the animal back in its den face up (you do not move it back by dice roll.) Now you can move your playing tokens as usual on your next turn.

Note: 1. If you have an animal with you when you need rescuing, it stays with you until you are rescued.

Note 2. If you roll a double while moving an animal, you move on it. (The rescuer does not need rescuing.)

RESCUED BY ANOTHER PLAYER: When you need rescuing, any other player who has no animal with him can decide to try to rescue you himself. (But you still try to rescue yourself in the usual way, as described above.) If the other player reaches you before the animal does, he has rescued you. (Return the animal to its den.) The player who rescued you takes any animal you have with you, to bring it to its den himself (and gain the points.) You cannot take it back unless he needs rescuing and you reach him first.

Note: 1. If the player trying to rescue you rolls a double, he cannot move and needs rescuing himself.

Note: 2. This rule is usually used toward the end of the game, when there are no more animals remaining in traps. In this way, the players who have no further animals to move, may try to take them away from those who do

WINNING THE GAME When all the animals are returned to their dens, the points each player has gained are added up. The player with the highest total is the winner.



