KALIMAMBO

by
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The elephant dung in front of us is menacing, and behind us, Mambo the rhino is rushing our way. Our amateur explorers are in an unenviable situation. Kali, a newly discovered species, follows the explorers at every turn. They don't suspect that Kali is Mambo's best friend and that both play in the African Animal Football Club. Today of all days, they are training for the Super Coconut Bowl. Without hesitation, Kali and Mambo declare the explorers to be their dummies. Kali provides for unpredictable moments and Mambo is in charge of ramming, of course. A particular obstacle is the elephant dung lying around in heaps. Our poor explorers get the vague idea that dirty tricks might be played on them ... Are you ready to get them out of there?

MATERIALS

1 score pad

1 gameboard

6 dung heaps

7 amateur explorers

1 rhino (Mambo)

1 black figure (Kali)

8 card sets (12 cards each in values 0-11)

SET-UP

- Each player takes one **amateur explorer** and a **card set in the same color**.
- The **black card set that belongs to Kali** is shuffled and put next to the gameboard face down.
- The player who was the last to have stepped into a dung heap places **Mambo the rhino** in the running direction on any space of the gameboard. All playing figures will run in this direction.
- Put the **amateur explorers** in **any order** on the spaces in front of the rhino so that there is no gap. Kali is put in the front position and will lead the group.
- Distribute the **dung heaps** among the unoccupied spaces, leaving some distance between them.
- Write the players' names in the left column of the pad.

Now the fun begins!

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OBJECT OF THE GAME

You play 12 rounds. In each round, you choose one card and move your explorer. If you are rammed by Mambo the rhino or you run into a dung heap, you get minus points. The player with the fewest minus points in the end wins.

COURSE OF THE GAME

At the beginning of each round, each player selects one of his own cards and puts it on the table face down in front of him. Then the players flip over their cards simultaneously. In addition, any player reveals the top card of Kali's pile.

Then the players move the explorers, Kali and the rhino as follows:

- **The number** on the played card has no relation to the moving range. It **indicates the order** in which the figures are moved: The player who has played the **highest number** in this round is the **first** to move his explorer. The player who has played the **second highest number** is the **second** player to move, and so on. **Kali** is moved in the same way, i.e., he is treated like a player at the table.

- **Figures are always moved onto the first unoccupied space at the front of the group.** Gaps and spaces with elephant dung within the group are skipped.


- If the explorer you want to move is already standing in the first position of the group, he remains where he is.

- If several players have played the same number, they move **only that explorer** who is standing furthest behind. The other explorers (with the same number) remain where they are in this round.
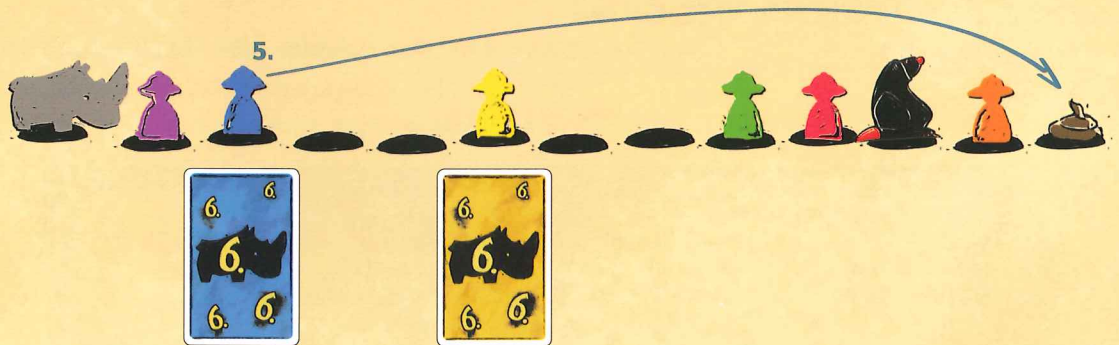
- If you play the number „zero," you leave your explorer where he is in this round.

Oooops! A heap of elephant dung

• If you let your explorer run into a heap of elephant dung (because his turn ends on a space with a heap), you get **3 minus points**. The heap remains where it is.
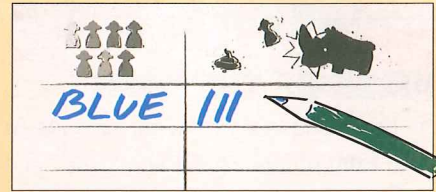

Minus points are noted down on the pad as tally marks after the respective player's name.

• If Kali runs into a heap, it is not Kali who gets 3 minus points but the player who has played the **lowest number** in this round. If several players have done so, **each of them** gets the minus points.

The rhino runs

• **Every time** an explorer or Kali leaves the space that is **directly in front of the rhino**, the rhino starts running. He runs until he is standing again directly after the last participant of the group. Mambo gives this last participant a push which gives the owner of that explorer as many minus points as the number of spaces as the rhino has run.
• If Mambo rams Kali, it is **not Kali** who gets the minus points but the player who has played the **lowest number** in this round. If several players have done so, **each of them** gets the minus points.
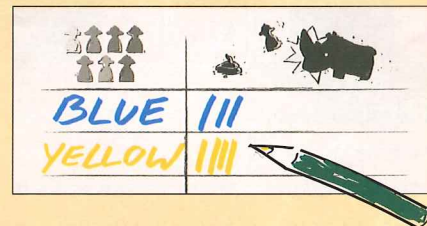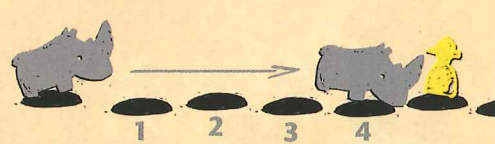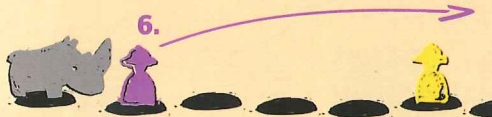
ENDING AND WINNING THE GAME

When the last card is played out, the final round is played. After that, the game ends. The player with the fewest minus points wins.