

Serengeti

2017, Fred Horn, <https://boardgamegeek.com/boardgame/300618>

The game board is (seemingly) 7x7 with a central square called the *waterhole*. The eight squares adjacent to the waterhole are the dark squares. The players should place the game board on the table so that the corner with the chosen animal type points toward them. There are eight pieces per player, the *giraffes* and the *zebras*, that start around the edge of the board

Rules

On their turn, a player must move one of their animals 1 or 2 spaces horizontally, vertically, or diagonally.

If the animal moves 2 spaces, it may change direction, but it may not return to the space on which it start moving.

Occupied spaces and the waterhole are blocked. This means that a space may be occupied by only one animal. No animal may enter the waterhole.

If possible, a player may capture an opposing animal, but there is no obligation to do so. To capture an animal, it must be caught horizontally, vertically, or diagonally between two of one's own animals ("Custodian Capture"). Sometimes it is even possible to capture two or more opposing animals in a single move.

Captured animals are removed from the board and leave the savannah.

However, it is allowed to move one's own animal between two opposing animals; it is safe there and cannot be captured.

Goal. A player wins the game by having all their animals positioned on the dark squares surrounding the waterhole, either at the beginning or at the end of their turn. A player also wins if they capture all the opponent's animals.