

EN Story

Splash! And Eddi Elephant lands in the water. The other animals giggle and guffaw. Manni Mouse is doubling over with laughter. He knew that there wouldn't be enough room on the raft! Every year, the animals go on a rafting tour on the wild river, and nobody wants to miss out on the fun. But will there be enough room for all?



EN Preparation

- A Place the animals and stack of rafts on the table.
- B Place the winning points and hourglass within reach.
- C Shuffle the animal cards and place them face down on the table.
- D Each player receives one "Yes" and one "No" chip.

Aim of the game

You must correctly guess how many animals will fit onto a raft.



EN How to play

- 1 Place one raft within reach in the middle of the table.
- 2 Turn over 10 animal cards and arrange them around the raft.
- 3 Place the matching animals on the animal cards.
- 4 Now each player must decide whether or not all animals can be laid out on the raft. If you think there will be enough room, place the "Yes" chip face down in front of you. If you think that not all animals will fit, take the "No" chip.
- 5 When all players have made their decision, turn over your chips, all at the same time.



EN How to play

6 Did everybody say "Yes"? Then add a new animal card and animal and proceed from 4.

Did everybody say "No"? Then replace one of the animal cards with a new one and proceed from 3.

Did everybody say "No" three times in a row? Then gather up all the animals and cards and proceed from 2.

Did one or several players say "No"? Then proceed with 7.

7 The players who said "Yes" turn over the hourglass and work together to fit all the animals onto the raft. When the time is up, the players receive their points. Important: The animals and cards must lay flat on the raft! They cannot stand upright or be stacked.



You made it in time? Then the winning points go to the players who said "Yes".

You didn't finish in time or there were too many animals? Then the points go to the players who said "No".

Scoring:

Round 1 = 1 point each Round 4 = 4 points each

Round 2 = 2 points each Round 5 = 5 points each

Round 3 = 3 points each Round 6 = 6 points each

Let's play another round! Set the raft aside and put the animals back with the others. Place the animal cards back onto the stack. Shuffle the cards and play a new round, starting with 1.

End of the game

The game ends after six rounds. The winner is the player or the players with the most winning points.



EN Contents

6 rafts

30 wooden animals

30 animal cards

18 winning points

4 "Yes" chips

4 "No" chips

1 hourglass instruction

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