

HIPPOS & CROCODILES

Full Edition

INTRODUCTION

HIPPOS & CROCODILES is a board game for **2 to 4** players designed by *Néstor Romeral Andrés*. It takes 10 minutes to play. The object of the game is to be the last player placing an animal on the lake.

This edition is compatible with LEGO bricks, so you can use other board plates and add obstacles if you wish.

MATERIAL

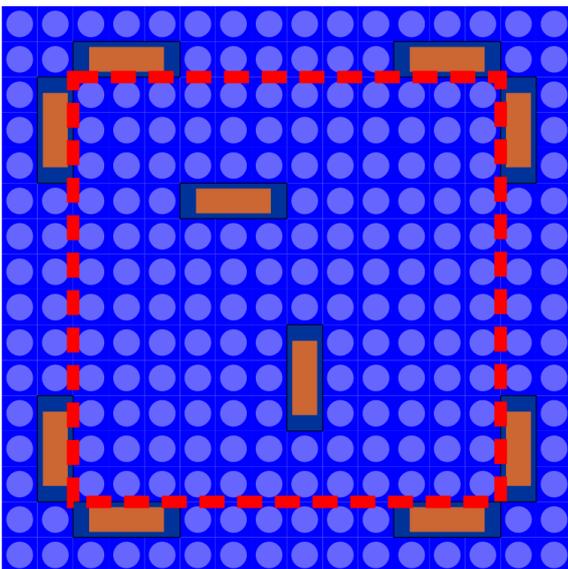
- 2 board plates (16x16 dots).
- 12 hippos
- 12 crocodiles
- 12 buffalo
- 12 marabou stork
- 12 trunks
- Box

RULES FOR 2-3 PLAYERS

Place the board in the middle of the table. It represents a 'lake' where animals go to drink water and refresh peacefully.

You *can* set the size by using other plates or forming corners with the trunks. You *can* also add obstacles (such as the trunks themselves) if you wish. All players must agree with the setup.

The number of playable 'studs' must not be bigger than 128 times the number of players (That's 256 studs for 2 players and 384 for 3 players). Notice that the plate provided with the game has 256 studs, so it's suitable for 2 or 3 players even without corners or obstacles.



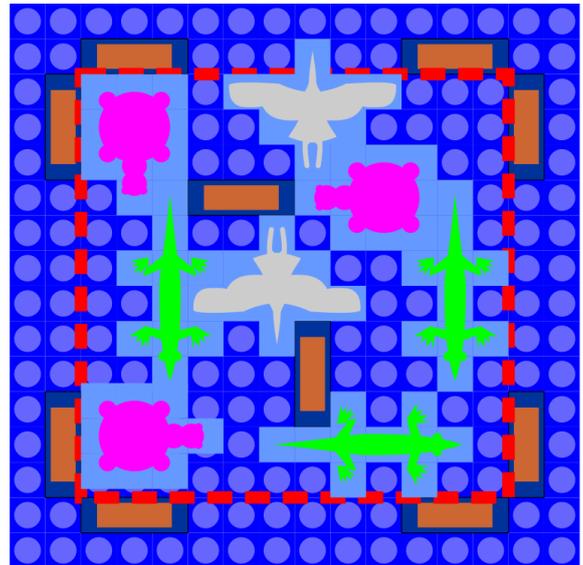
Setup example. The 'corner' trunks determine the board size (red square). The inner trunks act as obstacles.

Determine the starting player. The starting player chooses the animal she wants to use. The rest of the players pick their animals in turn order.

In turn, each player **must** place one of her animals anywhere on the lake so it fits perfectly on the grid. You cannot play an animal on top of another animal or obstacle, or outside the board (totally or partially). If you can't legally put an animal on the board you're out of the game.

The **Marabou Stork** has an exception to placement: **Once** per game, the player can place one and only one of her marabou with the beak or feet outside the board.

The last player placing an animal on the board wins.



Endgame example for a short 3-player game: (Hippos-Crocodiles-Marabou Stork).

No more animals can be legally placed. The last animal placed was a crocodile, so crocodiles win.

Notice how one marabou stork has been placed with the beak outside the board.

NOTES

Strategy: Try to create "holes" where only your animals fit. You will those places later.

As mentioned, you can use LEGO pieces as obstacles, such as trees, stones, boats, plants...

If using obstacles I recommend using a plate as big as possible, as long as it complains with the limit size of 128 studs per player.

VARIANTS

4-PLAYER VARIANT: 4 players must play in pairs (alternating). Last pair placing an animal wins.

2-PLAYER VARIANT: In this variant, each player can choose 2 types of animals (such as Hippos+Crocodiles vs. Buffalos+Marabou). The maximum number of studs for the board is 512.

MORE SETS: You can play with as many sets as you want. This allows a maximum number of studs per player equal to 128 times the number of sets.