GIRAFFE RAFFE

8+ 1-5 15-30'



Credits

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Overview

Hungry giraffes gather under apple trees, all craving for apples! You lead a herd of them to gather fruit... but you always have to go higher and higher until you cannot anymore!
In this game, you must play cards or spend Apple tokens and if you cannot, you are the sole loser of the game. Be sure to lead your herd to the right trees!

Components

- 64 Giraffe cards



60 Number cards
(rank 1-15 in 4 colors)



4 Copy cards



- 16 Apple tokens



- 10 Tree tiles



- 1 Robot standee
(for the solitaire game)



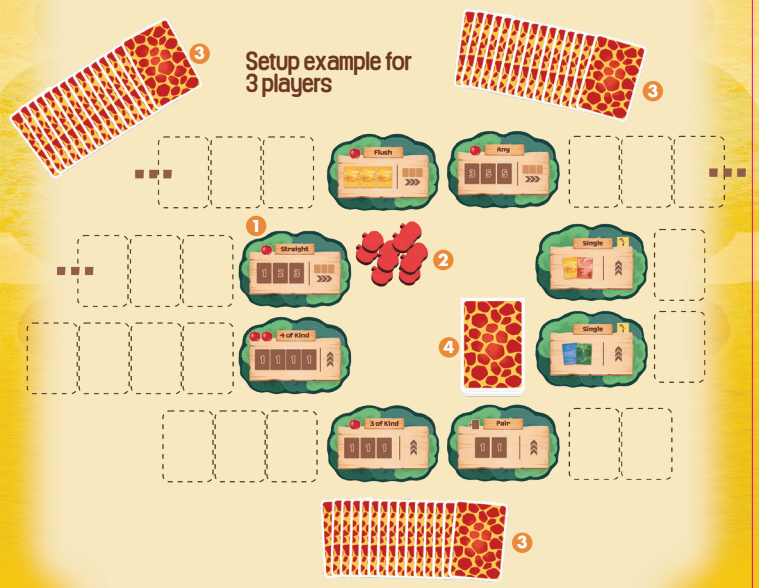
- 6 Rotten apple tokens
(for the variant)

STANDARD RULES

I. Setting up the Game

❶ Place the Tree tiles in a circle on the table according to the chart below. Leave room on the left or right of the Tree tiles for cards to be played.
The number of Single tiles used will depend on the number of players. The icon for each player count is shown in the upper right corner of the Single tiles. Return unused Single tiles to the box.

❷ Place all 16 Apple tokens on the table to make a supply.



❸ The player who saw a giraffe most recently is the dealer. The dealer shuffles all the Giraffe cards and deals them face down to each player according to the number of players:

- 2-4 players: 15 cards
- 5 players: 12 cards

All players should keep their Giraffe cards secret from the other players.

❹ From the remaining Giraffe cards, deal 4 cards face-down to form the Redraw Deck and place this deck in the same row as the Pair tile. The remaining Giraffe cards will not be used in this game, so return them to the box.

Note: Rotten apple tokens and the Robot standee are not used in the standard mode of the game. Leave them in the box.

II. Gameplay

The game proceeds clockwise from the dealer and continues until a player loses.
On your turn, carry out one of the following two actions:

A Play one or more Giraffe cards.
B Play an Apple token.

After carrying either of these actions, your turn is over. The player to your left plays their turn, and so on. If you cannot carry an action on your turn, the game immediately ends and you have lost the game.

A Play one or more Giraffe cards.

Choose a Tree tile on the table, and choose one or more Giraffe cards from your hand that match the rules of that Tree card. Place the Giraffe cards that you played next to the selected Tree tile. If there are already Giraffe cards for that Tree tile, place the new cards on top of the previous cards.



Each Tree tile has an icon with a restriction rule that needs to be followed. Some Tree tiles also grant rewards that are obtained upon using them. For more information on Tree tile rules, see Trees in Detail.

Restriction rule icons



Rank restriction
This icon tells you that you must play cards with a higher rank than the cards currently played in this Tree. This applies to Single, Pair, 3 of a kind, and 4 of a kind Tree tiles.



Card restriction
This icon tells you that you must play at least 1 more card than the combination currently played in this Tree. The first player who plays here must play 3 or more cards. This applies to Any, Straight, and Flush Tree tiles.

Reward types



Apple token
Take 1 Apple token from the supply. Keep it in front of you.



Giraffe card
Draw a Giraffe card from the Redraw Deck and add it to your hand.

※If you are unable to collect a reward because the Redraw Deck is empty or there are no more Apple tokens in the supply, you simply do not get a reward.

Copy card (=)

Copy cards must be used with other Giraffe cards. The Copy card will assume the same color and rank as any one of the Giraffe cards you play it with.



This card is treated as a Red 7, since it is a copy of the other card.



In this case, you can copy either the Blue 7 or the Red 7.

B Play an Apple token.

Return 1 Apple token to the supply. It allows you to pass your turn without playing any Giraffe card(s).

TREE TILES



SINGLE CARD

Rule Play a card in the same color as the card depicted on the Tree. The card you play must have a higher rank than the previously played card.
Reward None

For this Tree, the number and types of Tree tiles used will change depending on the number of players.
Trees used (please refer to the icon on the upper right of the tile):

- 4–5 players: 1 each of Red, Blue, Yellow, Green (4 total)
- 3 players: 1 Red and Yellow, 1 Blue and Green (2 total)
- 2 players: 1 Red, Blue, Yellow, and Green (1 total)



ANY CARDS

Rule Play 3 or more cards of any type. A player who chooses this Tree must play one more card than what was previously played here.
Note: You may play cards here even if you qualify for other Trees.
Reward 1 Apple token



PAIR

Rule Play 2 cards of the same rank. The cards played must have a higher rank than the rank of the previous pair.
Reward 1 Giraffe card



3 OF A KIND

Rule Play any 3 cards of the same rank. The cards played must have a higher rank than the rank of the previous 3 of a Kind.
Reward 1 Apple token



4 OF A KIND

Rule Play 4 cards of the same rank. The cards played must have a higher rank than the rank of the previous 4 of a Kind.
Reward 2 Apple tokens



STRAIGHT

Rule Play 3 or more cards with consecutive ranks. A player who chooses this Tree must play one more card than what is in the previous Straight.
Reward 1 Apple token



FLUSH

Rule Play 3 or more cards in the same color. A player who chooses this Tree must play one more card than what is in the previous Flush.
Reward 1 Apple token

VARIANT: LONGER GAME

For a longer game, you may play multiple rounds until a player loses a round twice, a round being a full instance of the base game.

I. Setting up the First Round

Follow the standard rules, except step 4 of the setup is changed and a fifth step is added, as follows:

4 This step works like the standard game's but, instead of putting the remaining cards in the box, place them aside on the table. They will be used in the next round(s).

5 Place the Rotten apple tokens next to the Apple tokens.

II. Gameplay

The game goes as normal, except if a player cannot play cards or spend an Apple token, they immediately lose the round and receive a Rotten apple token from the supply.

If a player has two Rotten apple tokens, that player is the loser of the entire game. All other players win.
If, at the end of the round, no one has lost, proceed to another round of the game.

III. Setting up the Next Round

Whenever you start another round, reset the game using the setup instructions. Please note that you return Apple tokens to the supply, but keep Rotten apple tokens! The player who received a Rotten apple token in the previous round becomes the new dealer.

SOLO RULES

The following are rules for playing a solitaire game.
A Robot Giraffe has appeared to challenge you!

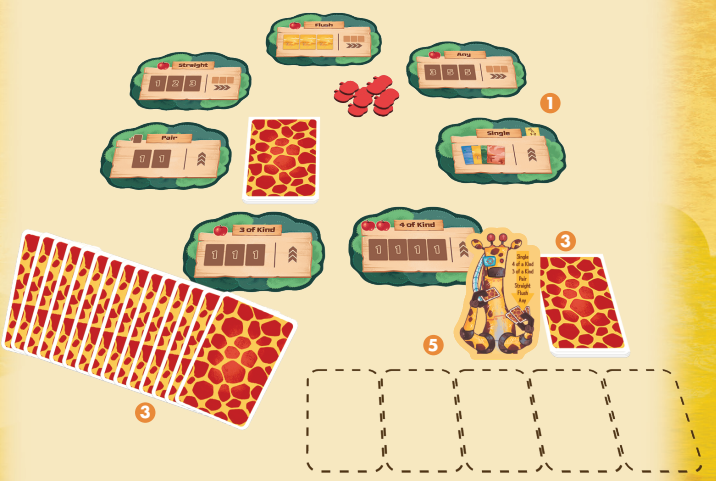
I. Setting up the Game

Follow the standard rules, but there are some changes in the step 1 and step 3 of the setup and a fifth step is added, as follows:

1 Use the Single tile for 1–2 players. Place the tiles in the following order: Single, 4 of a Kind, 3 of a Kind, Pair, Straight, Flush, Any.

3 Deal yourself 15 cards. In addition, create a Robot Deck. The number of cards in the Robot Deck to be used is determined by the player. For your first time playing this mode, a Robot with 15 cards is recommended. Each time you win the Solo game, increase the number of cards by 1. Leave space below to the Robot Deck for 5 Giraffe cards for the Robot's hand.

5 Place the Robot standee near to the Robot Deck to differentiate the Robot zone from yours. You will be the starting player.



II. Gameplay

Play the game as per the standard rules. Take your turn first, followed by the Robot. If the Robot cannot take an action, you win. If you cannot take an action, you lose.

The Giraffe Robot's turn

1 Draw one Giraffe card at a time from the Robot Deck until the Robot hand size reaches five. If the Robot Deck is exhausted, it will draw no more cards.
2 The Robot will give priority to A Play 1 or more Giraffe cards, and will only do B Play an Apple token if it cannot do A.

A Play one or more Giraffe cards.

The Robot prioritizes the following sequence:
Single › 4 of a Kind › 3 of a Kind › Pair › Straight › Flush › Any
as much as possible. If there are multiple options for the same Tree, play the Giraffe cards with the lower rank. If there are multiple suits with the same rank, you can choose. Place the cards from the Robot's hand into the Tree area. If the Robot cannot play on a Tree, draw cards one by one from the Robot Deck, ignoring the hand size, until it can play on a Tree. If the Robot Deck is exhausted and no Trees are possible, carry out B Play an Apple token.

Robot Rewards

If the Robot earns an Apple token, place it beside the Robot standee. If the Robot earns a Giraffe card, place it on top of the Robot Deck without looking at it.

B Play an Apple token.

The Robot returns 1 Apple token to the supply.