

HIPPOS & CROCODILES

INTRODUCTION:

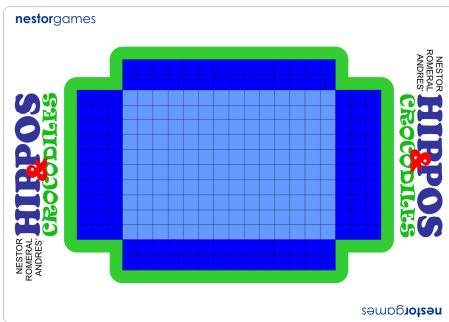
HIPPOS AND CROCODILES is a board game for 2 players designed by Néstor Romeral Andrés. It takes 10 minutes to play.

The object of the game is to fill up the river with hippos and crocodiles. If a player can't place a piece on the board, he loses.

MATERIAL:

What you need to play HIPPOS AND CROCODILES:

- A board (the river)

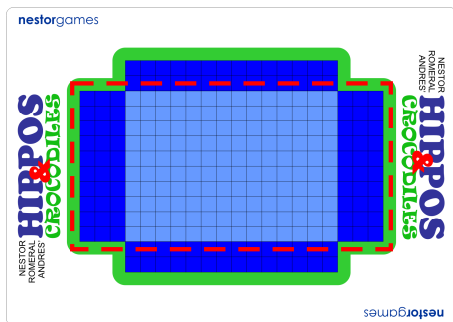


- 8 hippos and 8 crocodiles

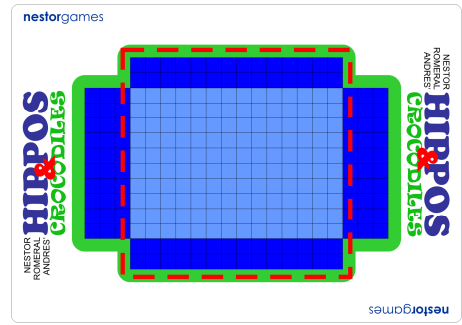


RULES:

Place the board in the middle of the table and determine the type of game play: river (20x10) or lake (14x14).



RIVER

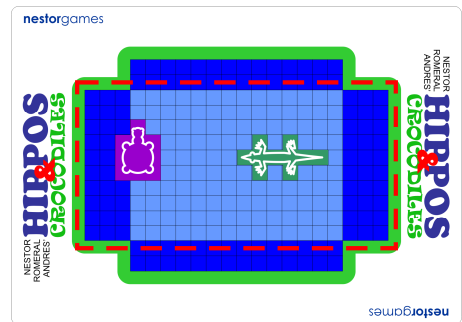


LAKE

Determine the starting player. The starting player chooses whether he wants to play with the hippos or the crocodiles. Players take alternate turns during the game.

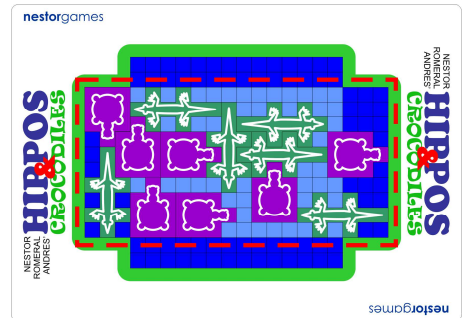
In turn, each player **MUST** place one of his animals anywhere into the river/lake so it fits perfectly on the grid. You cannot play an animal on top of another animal.

Example after 2 moves:



The game ends when a player can't place one of his animals, and therefore, he loses.

Game over example (Hippos started. Hippos win):



STRATEGY:

Try to create "holes" where only your animals fit! You will need them later.

BUFFALOS:

Buffalos is an expansion of **Hippos & Crocodiles** that allows a 3rd player to play the game. It comes with a new 16x20 board and 8 buffalo pieces. It's not included in the game. Play as usual taking turns. The last player playing a piece wins.

The buffalo can be used for 2 player games too, thus bringing new combinations and strategies to the game.