

He then discards 1 card for each card that he took. He next completes his play in the usual manner, except that the MBOGO card constitutes his discard and is placed in the discard pile.

The player may elect to use his MBOGO card in another manner. He can call MBOGO—lay down the card and require all players including himself to put all cards they still hold in their hand in discard pile and take new ones from the deck. When he elects to do this the MBOGO card is retired from the game and the player playing it gets a new card for the MBOGO card. He then completes his turn in the usual manner.

#### THE FULL DECK OF CARDS CONSISTS OF:

- 43 Animal Cards
  - 7 Lion cards
  - 7 Elephant cards
  - 7 Antelope cards
  - 1 MBOGO card
  - 7 Wild Boar cards
  - 7 Gorrilla cards
  - 7 Rhino cards
- 7 Hunter cards
- 11 Trap cards

The use of the full deck is recommended for 4 or more players. For less than 4 players we recommend 5 of each animal, 4 hunters and 8 trap cards.

SEE THE OTHER HOUSE OF IDEAS GAMES AT YOUR LOCAL TOY AND DEPARTMENT STORES.

# Mbogo

A HOUSE OF IDEAS, INC. GAME

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## INSTRUCTIONS

NUMBER OF PLAYERS 2 TO 6

**OBJECT OF THE GAME:** To be the first player to dispose of all the cards in your hand by creating "Herds" or "Capturing" jungle animals.

### WHAT IS MBOGO?

MBOGO is the African name of the African Cape Buffalo. The fiercest animal if wounded. His charge is not motivated from fear or injury but by the most terrible and fearsome of all instincts—COLD CALCULATED REVENGE! No other jungle animal is a greater challenge to the Hunter. In this HOUSE OF IDEAS game no card is of greater value than MBOGO. No card can inflict more damage on you, or your opponents. When MBOGO strikes it can alter the entire game. Watch for the fearful, terrible, revengeful MBOGO!

## DEFINITIONS:

1. HERD 3 of one kind of animal
2. SAFE HERD 4 of one kind of animal
3. CAPTURE 1 Animal, 1 Hunter plus 1 Trap card

## RULES OF PLAY:

1. One (1) player deals the cards.
2. Each player is dealt 8 cards face down.
3. The rest of the cards are placed face down in the center of the table.
4. Dealer starts play.
5. Play proceeds in a clockwise direction from dealer.
6. Each player, during his turn, takes a card either from the pile that is face down or from the discard pile and places it in his hand.
7. After a player has taken a card from the stack, or discard pile and placed it in his hand he then completes his play by:
  - A. Laying down a herd (3 or more of the same animals)
  - B. A capture, or
  - C. discarding
8. Any player holding 3 of the same animal

must lay them down on that turn face up in front of him.

9. Until a "Herd" is safe (4 animals) any player may "Capture" one animal from that "Herd" by calling "Capture" and laying down face up 1 Hunter and 1 Trap card. He then takes the animal card from the "Herd" and the player who has lost the animal picks up the rest of his "Herd" and returns them to his hand.
10. A "Herd" becomes SAFE when the fourth animal is played on it either by the player laying down the "Herd" originally or some other player laying down the fourth animal on his opponents hand.
11. All "Herds"—even SAFE "Herds"—may be played on by other players in their turn. Such a play constitutes the players turn.
12. A player cannot "Trap" the same kind of an animal more than once during a game.
13. A player must always discard after his turn, UNLESS it is his final play of the game and he has won.
14. SPECIAL MBOGO CARD RULE:

When a player has the MBOGO card in his hand he has a special advantage. He may play this card whenever he wishes on his turn. He calls MBOGO and lays the card down face up in front of him. He then picks one card from each of his opponents and places them in his hand.