

THE MARA



Category: Deduction, Memory
Mechanic: Deduction, Route
Planning, Pick-up and
deliver

Players: 2-4
Time: 30 minutes
Age: 14+

Components:
32 tiles, 32 cards, 10 tokens, 60 sticks

What is The Mara about?

Welcome to The Mara, the national reserve of the Maasai people. Your job is to drive tourists across the savannah where they may take photos of animals.

How do you win?

Each tourist has a favourite animal and each animal has its favourite habitat. When all the animals have been photographed, the game ends and the player with the most sets of unique animal photos wins.

How do you play?

The Mara consists of face down tiles, where only the habitat color is known, not the animal symbol. The players take turns to either pick up/drop off tourist cards at lodges or to drive their jeeps and peek at adjacent tiles. The more tourists they have, the less drive actions they can take.

If a tile's color and symbol matches a card's color and symbol, the tourist "takes a photo".

What makes the game special?

The Mara combines child-friendly mechanics like deduction, memory and pick-up and delivery with a healthy dose of randomness to provide a fun experience for the entire family. Animal cards tell you where on the map the animals are likely to be found, memorizing the animals you pass help you find them for the next tourist, and skilful jeep driving let you deliver as many tourists to the animals as possible.

