



# Chameleon

A juicy snack for 2 to 4 players from age 7 and up

Hungry daring chameleons battle each other to see who is the best hunter. They select five hunting grounds in the tropical forest where they will try to catch as many insects as possible. Each of the five hunting grounds makes them change colour because of the tropical fauna that grows there. At the end of the day, the chameleon who has caught and eaten the most insects wins the battle. But watch out! Flying eagles in the forest are a threat to the hunting chameleons, unless they can hide underneath a tropical leaf. Transform into a colour changing chameleon yourself in this amusing dice game and become the best hunter of the forest!

## Game Components

- instructions
- 1 chameleon die
- 4 dice with eagle and tropical leaf
- 2 dice with bonus fly and tropical leaf
- 1 score note block

## Preparation

Write down the names of the players at the top of the score card. Everyone throws a die. The one with the highest score begins the game. The eagle, tropical leaf and bonus fly are worth 0 points. During the rest of the game take turns clockwise.

## Game Play

The game consists of eight rounds. During each round, each player takes one turn. Tick off each round on the score card once completed to keep track.

A player can roll the dice for a maximum of three times during his turn. After each roll, the player chooses which dice to set aside and which ones to roll again except for the eagle (see "Eagle, tropical leaf and bonus fly" on page 2). The dice that were set aside in the first roll, can be rolled again in the third roll if that's necessary. The players try to catch as many insects at each hunting ground, this is determined by the colour of the chameleon die.

ronde	1	2	3	4
	5	6	7	8

## Dice Explanation

### There are three kinds of dice in the game:

6 dice and 1 chameleon die.

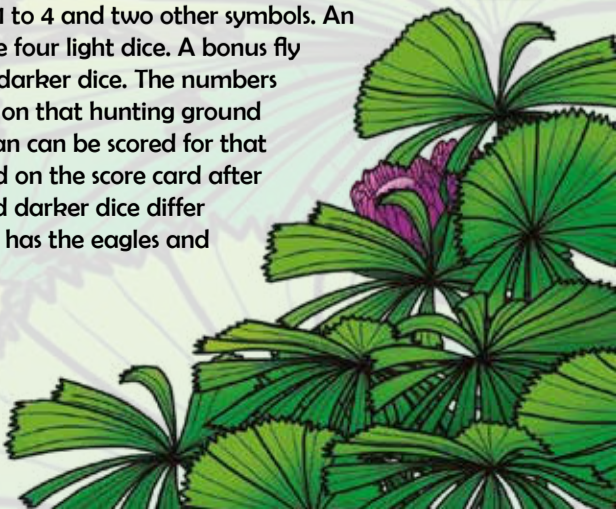
#### The chameleon die

The hunting chameleons are depicted on the chameleon die in five different camouflage colours that match each of the five hunting grounds. Each turn, the player decides during the three rolls which chameleon colour he will select in order to score points. After the three rolls, he adds up the points that are on the table at that moment and writes down the score total on the score card in the section that matches the colour he has selected. If the rainbow chameleon is thrown, it can be used as any colour of their choice.

A player only gets two chances to score per colour. The highest score counts! If the same colour comes up a third time, another colour needs to be crossed off. Which means only one chance is left to achieve a score for this colour. Suggestion: Make sure you have a score for each colour at the end of the eight rounds to maximize your chance to win.

#### The other dice

A player seeks to gain the highest score possible using the 6 other dice during his turn. The dice contain the numbers 1 to 4 and two other symbols. An eagle and a tropical leaf feature on the four light dice. A bonus fly and a tropical leaf feature on the two darker dice. The numbers stand for the amount of insects caught on that hunting ground and make up the amount of points than can be scored for that turn. These points are added and noted on the score card after a maximum of three rolls. The light and darker dice differ in colours so a player knows which dice has the eagles and which dice the bonus flies.



## Eagle, tropical leaf and bonus fly

If a player rolls an eagle, this die is to be put aside. This makes it more difficult to gain a high score, but there is a way out. If the player rolls a tropical leaf he may free up an eagle that has been put aside. In example 1, two eagles and a tropical leaf have been rolled. This means one eagle has to be put aside for the second roll. A tropical leaf is rolled in the second roll which means the eagle from roll 1 is now free to use for roll 3. When a bonus fly is rolled, he can up the value of a thrown die or a set aside die by 1 point. A 2 becomes a 3, a 3 becomes a 4. A 4 cannot be increased further in value by the bonus fly. If two bonus flies are rolled, a player can add 1 point to two dice or 2 points to one die. Eagles, bonus flies and tropical leaves are worth zero points after the third roll.



### Example of a turn



#### Roll 1

The player chooses to put the 3 and 4 aside after his first roll. He wants to re-roll the green chameleon and the 1 because he already has a nice score on green. Thanks to the tropical leaf, he can re-roll one eagle in roll 2. The other eagle has to stay on the table.

#### Roll 2

The already set aside 3 becomes a 4 thanks to the bonus fly. He picks the blue chameleon and he sets the 2 aside, just to be safe. The eagle is freed because of the tropical leaf. The bonus fly, eagle and tropical leaf are re-rolled in the third roll.

#### Roll 3

A 3 and a 1 are thrown in addition to the previously rolled 10 points. The player writes down 14 points at the blue chameleon on the score card. He gets no points for the tropical leaf.

### End of Game



The game is finished after eight rounds. The players add the highest score for each colour and write down the total in the subtotal section. A player gets three bonus points if he has the highest score out of all players on a certain colour. If there is a tie, both players will get the three bonus points. Players write down and add their bonus points to their original score. Write the total bonus score at the section "bonus points". Suggestion: Encircle the overall highest score of a certain colour. Players can instantly see and calculate the extra bonus points that have been earned.

For example, if a player has achieved the highest score for three individual colours, he will get  $3 \times 3 = 9$  bonus points. The subtotal and bonus points are added together to make up the total score. Have you caught the most insects? Congratulations! You have won the Chameleon game!

The image on the left shows a filled-out score card after eight rounds of a two player game. Ellen has rolled green with the chameleon die in three of his turns. She rolled 13 and 17 in his first two turns. She has crossed off a yellow chameleon because of the third time. This makes sense since she already has a score of 21 which she is unlikely to improve.

When a player has two scores of the same colour, the lowest one will be crossed out. Each player adds his highest score per colour and writes this total at the subtotal. The highest scores per colour are encircled. Both players have the highest score three times, so they will get  $3 \times 3 = 9$  bonus points. The subtotal and bonus points make the total score. Ellen is the winner of Chameleon with 95 points.

Chameleon scorekaart				
	speler Victoria		speler Ellen	
	<del>14</del>	18	<del>13</del>	17
	16	<del>13</del>	21	—
	12		<del>10</del>	16
	<del>17</del>	18	15	
	17		17	
subtotaal	81		86	
bonuspunten	9		9	
<b> totaal </b>	<b> 90 </b>		<b> 95 </b>	
ronde	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>
	<del>5</del>	<del>6</del>	<del>7</del>	<del>8</del>

Chameleon was thought up, developed and graphically designed by De Spelmakerij in collaboration with The Gamefantry. De Spelmakerij is a creative and inspiring place for people with autism, set up by the Jagerhuis in Ede. Also take a look at [www.despelmakerij.nl](http://www.despelmakerij.nl) and discover what they all do!

