




STICKY CHAMELEONS

Rules

History tells us that chameleons are solitary animals living hidden in lush forests. But for you, this is just a sweet dream far away from your everyday life. As a young chameleon born into a large and misfit family, you don't have a choice: you must stay with the group.

Living in a family has its perks: snakes and leopards keep their distance, afraid of retaliation, and, believe me, evening chats under the full moon are quite nice. **But when it comes to mealtime, it's a free-for-all!** Together, you are all ravenous and competing to quickly fling your tongue on the tastiest bugs going by.




Will you be the fastest and most precise to satisfy your voracious appetite?



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8 sticky tongues
(including 2 spare tongues)



30 Insect tokens
(6 x 5 different colors)



6 Wasp tokens



30 Yummy tokens



1 Insect die



1 Color die



1 rulebook

Overview and Goal of the game

At meal time, a whole bunch of insects swirl around you. Your sharp eye noticed the plumppest one who looks tastier than the others. But you are not the only one who saw it! Equipped with your sticky tongue, throw your best “tongue shot” to catch this Insect first and win a Yummy token. However, be careful to not tangle your tongue with other chameleons’ tongues or to get stung by a wasp.

Be the fastest at this meal to be victorious since the first player to win 5 Yummy tokens wins the game.

Game Elements

🕒 Sticky tongues

Sticky tongues represent the chameleons’ tongues and are the only way to catch Insects during the game.



Note: To keep them sticky, we recommend washing them after each game with cold water, no soap or detergent.

🕒 **Insect tokens**

These tokens represent the Insects to catch during the game. There are 6 kinds of Insects, each present in 5 different colors.



🕒 **Wasp tokens**

These tokens represent Wasps which sting your chameleon's tongue when touched.

🕒 **Yummy tokens**

These tokens represent your level of fullness which increases during the game. As soon as a player reaches 5 Yummy tokens, his tummy is full and the game ends.



🕒 **Insect die**

The Insect die identifies the plumpest Insect, and therefore the one you need to catch with your sticky tongue this round.

🕒 **Color die**

The color die shows the color of the plumpest Insect, and therefore the one you need to catch with your sticky tongue in this round.



Setup

Place all the Insect tokens **1** and Wasp tokens **2** randomly on the table. Make sure that the tokens do not overlap each other, and that the Wasp tokens are spread out evenly on the table. Create a reserve of Yummy tokens **3**, separate from the Insects. Each player takes a sticky tongue **4**. The player who looks most like a chameleon is the first player and takes both dice **5** in front of him.



Gameplay

The game takes place over several consecutive rounds until one of the players wins his 5th Yummy token.

🕒 Overview of a round

Each round has two phases:

- ⇒ Observation
- ⇒ Meal

Observation

The player who has both dice rolls them on the table where everyone can see them. The Insect die shows which kind of Insect to catch and the Color die shows the color of this Insect. This Insect is the **plumpest** one for this round.



Example: You throw both dice. These indicate that you have to catch the green Dragonfly.



Meal

All players, simultaneously and as fast as they can, try to catch the plumpest Insect with their sticky tongue. It's strictly forbidden to use something other than your sticky tongue to catch the Insect on the table.

When you successfully catch the plumpest Insect with your sticky tongue, remove it with your regular hand. Then place it back on the table.



Besides the plumpest Insect, it's forbidden to touch other Insects or Wasps stuck to your sticky tongue with your regular hand. However, you can shake your sticky tongue to make them fall off.

Note: As long as the plumpest Insect is off the table, your opponents can still try to catch it with their sticky tongue, even if it's already stuck to yours.

If you catch other Insects at the same time as you catch the plumpest Insect, it's not a problem: simply place them back on the table at the end of the round.

Wasps

You must always avoid catching a wasp with your tongue. If you catch one, you'll get stung!

If you have a Wasp on your tongue when you place the plumpest Insect back on the table, you do not gain a Yummy token.

If the Wasp falls off of your sticky tongue after you unstick the plumpest Insect from your sticky tongue and before you place it back on the table, you still do not gain a Yummy token.



Example : You roll the dice and they show the pink Spider. With the help of your sticky tongue, you catch this Insect. You remove it with your regular hand and quickly place it back on the table. You see that your sticky tongue also caught a blue Fly and a green Praying Mantis but no Wasp. You gain a Yummy token.



☉ End of a round

As soon as a player places the plumpest Insect back on the table, the round ends. This player gains a Yummy token, as long as he didn't catch a Wasp as well. Then, he takes both dice.

All players must return the Insects and Wasps they caught to the center of the table. Now, a new round begins.



Note: *The round does not end until a player catches the plumpest Insect, even if it's on the ground!*

End of the game

The game ends immediately when a player gains his 5th Yummy token. This player is declared the winner and the other players can congratulate him for being the fastest Chameleon in the Forest!

Credits

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