

4176

CHAMELEON

An adult game of skill for two to six players

IMPLEMENTS

The Chameleon Board has 69 square holes, arranged in a checkered pattern. There are 69 cubes, which fit into the board. Each of the six sides of a cube is painted in a different color.

One disk-shaped counter or marker which is to be placed on top of the last cube put on the board.

OBJECT OF THE GAME

Each player tries to get more cubes of his color on the board than his opponents.

METHOD OF PLAY

1. Each player selects a color. In the two-handed game only two colors are used; with three players, three colors are used; four players, four colors are used, and so on.
2. The game begins with each player having cubes on the board placed as shown in the diagrams; the balance of the cubes are not put on the board until used in playing.
3. The players move in rotation, the player to have first lead being determined before the start of a game.
4. A player moves by placing a cube, either one that is off the board or on, *with his color facing up*, in an unoccupied square directly in line with another cube of his color and enclosing (with no empty squares intervening) at least one cube of a color other than his own. The player moving now places the round marker on top of the cube he has placed on the board and proceeds to turn to his color all cubes lying in a straight line between the cube with the marker on it, and the next cube of his own color in that line. A player may capture cubes in any straight line, vertical, horizontal or diagonal, and may, and often does, capture cubes in more than one row on the same move.
5. A player must always move so as to capture at least one cube, and if he is unable to do this when it is his turn to play, he loses his move and the next player proceeds to play.
6. A player must turn to his color all cubes as captured on his move. If he overlooks any his opponent may, if he so desires, call his attention to them and oblige him to turn them.
7. A player may not move so as to turn another player's last cube from the board, unless he has no other possible move.
8. If a player has started to move a cube he can not change his mind and move some other cube, but must finish the move he has started.

9. The game ends when no one has a move, either because the board is full, or because all find it impossible to move.

THE WINNER The player who has the greatest number of cubes of his color uppermost on the board at the end of a game is the winner.

STARTING POSITIONS

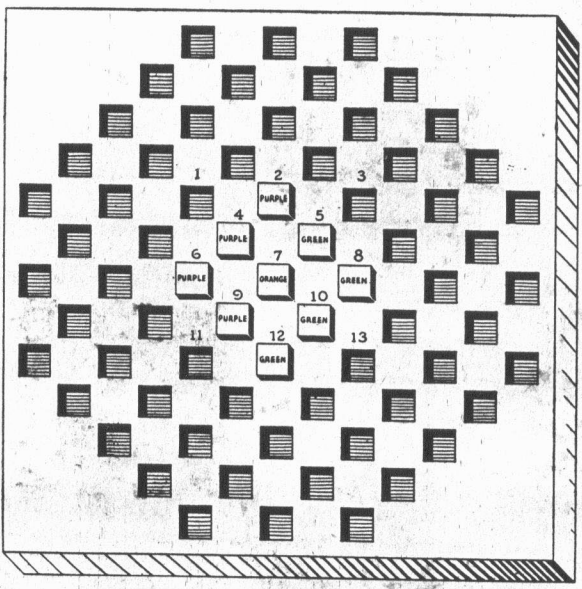


Diagram for Two-Handed Game

In the two-handed game, one player having PURPLE and the other player having GREEN, the game starts with PURPLE on 2, 4, 6, 9 and GREEN on 5, 8, 10, 12, and ORANGE on 7.

In the three-handed game, the colors being PURPLE, GREEN and RED, the play starts with PURPLE on 2, 5, 8, GREEN on 4, 7, 10, and RED on 6, 9, 12.

In the four-handed game the starting position is GREEN on 2, 6, YELLOW on 4, 5, RED on 8, 12, PURPLE on 9, 10, and ORANGE on 7. In this game YELLOW and GREEN are partners playing against PURPLE and RED.

In the five-handed game, the arrangement is GREEN on 2, 6, YELLOW on 4, 5, RED on 8, 12, PURPLE on 9, 10, BLUE on 1, 13, and ORANGE on 7. Colors in the five-handed game are GREEN, YELLOW, RED, PURPLE, and BLUE.

Six-handed starting position is BLUE 1, 13, GREEN 2, 6, YELLOW 4, 5, ORANGE 3, 11, PURPLE 9, 10, and RED 8, 12. In this game GREEN, YELLOW, and BLUE are partners, and RED, PURPLE and ORANGE are partners.

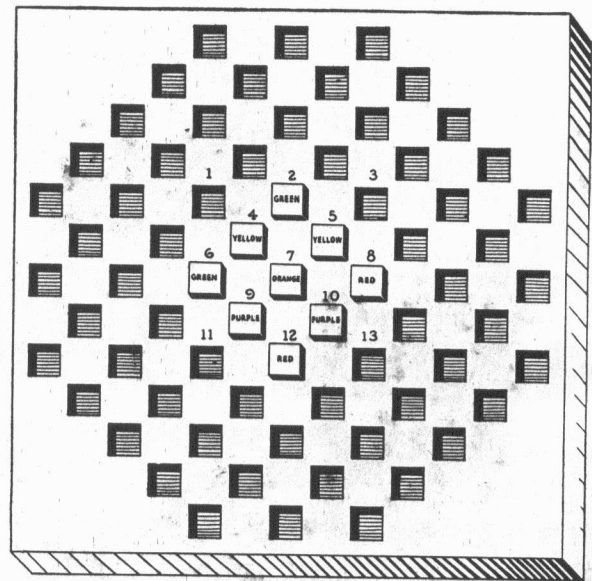


Diagram for Four-Handed Game

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