

Coloretto AMAZONAS

for 2 to 4 players aged 8 and up, length 20 minutes.

OVERVIEW

The players are experienced explorers hunting in the impenetrable Amazon basin for new animal species. The explorers, however, hunt only with cameras and magnifying glasses in this fast-paced, thrilling competition — always searching for unknown animals!

Thanks to the huge number of species in the Amazon basin, the players will quickly make new discoveries. But as time passes, they will find these discoveries duplicated and useless. At the end, the players get credit only for truly rare and unknown animals.

The player with the most points will win the game!

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90 animal cards (5 each of 18 different animals)

16 column cards

4 bonus cards

1 protection card

1 summary card



The game for two:

PREPARATION

- * Each player takes a column card of each color and places them in his play area in the following order **Blue - Violet - Brown - Green** (face up and side-by-side).
- * The extra column cards and the protection card are not used and returned to the box.
- * Place the summary card and the bonus cards to the side.
- * Shuffle the animal cards and place them as a card supply in the middle of the table.
- * Each player draws 3 cards from the supply as his starting hand.
- * The players choose a starting player using any method they prefer.

PLAYING THE GAME

The players alternate turns starting with the starting player. On a player's turn, he must take one of the following actions:

A. play a card

or

B. give a card to his opponent.

Afterwards, he draws a card from the card supply, adding it to his hand.

This ends his turn, and his opponent now takes his turn.

The two actions in detail:

A. Play a card

The player plays a card from his hand face up on his column card of the same color.

Note: the players play the card so they overlap each other by half. This allows both to see what cards each have played.

Each column card indicates the maximum number of animal cards can be played on it.

Example: in the green column, a player may play at most 6 animal cards.

Full column

When a player has the maximum number of animal cards on a column card (matching the number on the column card), the column is full. The player immediately places these cards face down in a stack in his play area.

The column card remains where it was in the player's play area and the player may now begin a new column in this color. Thus, it is possible for a player to have several stacks of animal cards of the same color.

Example: Anna plays the 5th blue animal card on the blue column card. Her blue column is full, so she takes the 5 animal cards in that column, turns them face down, and makes of them a stack in her play area.



Bonus: The first player to make a full column in each color takes the bonus card in that color, placing it in his play area.



When a player makes a full column and the bonus card for that color has already been taken, he takes no bonus card.

Double animals

A player may place a second animal of the same kind in a column. However, when he does so, he must discard both cards from that column. He places the two cards face up on a pile next to the card supply. This is the discard pile.

Example: Bob plays a brown toad card in the brown column. Unfortunately, he had already played a toad in that column, so he must discard both of them to the discard stack.

Note: also when the last card (making it full) in a column is a duplicate, the player must discard both duplicate cards, making the column no longer full.

Example: Bob plays a green anteater as the 6th card in his green column. That would normally make the column full. However, he had already played an anteater in that column and so must discard both, leaving only four cards in the column, making it not full.

B. Give a card to his opponent

Instead of playing a card on a column, the player may give one of the cards from his hand to his opponent.

The opponent may take or reject the offered card.

Take the card

The opponent chooses to take the card and immediately places it in the column of that color.

If that makes the column full, the opponent makes a face-down stack of the animals in that column, as described above.

The opponent may also earn a bonus card for this, as described above.

If the card taken is a duplicate in that column, the opponent must discard both as described above.

Reject the card

If the opponent does not want to take the card, he may reject it. When he rejects a card, he discards it and must also discard a card of his choice from a column directly adjacent to the column of the color he rejected.

Example: Anna gives Bob a brown chameleon card.

Bob does not want to take the brown chameleon as he already has a brown chameleon in his brown column.

Thus, he must also discard a violet or a green card from his violet or green columns. He may not discard a blue card as that column is not directly adjacent to the brown column.

He chooses a violet tukan, and discards the tukan and the chameleon.

If the opponent has no cards in either directly adjacent column, he may not reject the offered card.

Example: Bob gives Anna a green frog. Anna does not want to take the green frog, as she already has a green in her green column. But, she has no cards in the brown column (directly adjacent to the green column), so she cannot reject the card. She has two cards in each of her blue and violet columns, but these are not directly adjacent to the green column and so she cannot discard a card from either.

She must take the green frog, and then must discard the green frog she just got and its duplicate from her green column.

Tip: a player should consider this action when he has a card he cannot use and, especially, if giving the card will hinder his opponent.

GAME END

The game ends immediately when one of the following two conditions is met:

- * a player makes his third full stack
- or
- * the card supply is exhausted.

The players discard their hand cards and calculate their scores.

SCORING

For each column a player has in his play area, he scores points as shown on the summary card.

Example: Anna earns 1 point for 1 brown animal card and 10 points for 4 green animal cards.

A player also scores points for each face-down stack as shown on the summary card.

Example: Bob has one face down stack with 6 green card and earns 21 points for that.

Now, the players add their points for the columns, their face down stacks, and their bonus cards. The player with the most points wins!

OTHER IMPORTANT RULES

- * A player may only reject a given card if he has a duplicate animal in that column. A player must take a card if he has no duplicate in that column.
- * A player may not reject his only play. Thus, if the card played is a duplicate, he must discard the card and its duplicate.
- * A face down stack plays no further role in the game until scoring. The cards in a stack may not be discarded or even looked at.
- * When a player has three face down stacks, the game ends, even if the stacks are not three different colors.

VARIANT FOR THREE AND FOUR PLAYERS

Use the same rules as for two with the following changes:

The players take turns in clockwise order starting with the starting player. When a player gives an opponent a card, the opponent (regardless of whether he takes or rejects it), takes the protection card, placing it in his play area. The next player who is given a card, takes the protection card, and so on.

As long as a player has the protection card, he may not be given a card.

With 4 players, the game ends when the card supply is exhausted or when a player has 2 face down stacks.

Further information and variants at <http://www.spiele-aus-timbuktu.de>

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