



יש חמט!

Caramba

Playing with

2-4 players, Age 6 and up.

The Game Contains

- 4 sets of playing dice. Each set is marked with a different symbol. In each die, one face is red, two are blue and three are black.
- 4 orange advancing dice.
- 3 wooden pawns. (Red, blue and black).

The Object of the Game

To roll your five dice until all of them show the same color and quickly catch the pawn in that color.

How to Play

Place all three pawns in the center. Each player chooses a set of five dice with the same symbol. (Leave the orange dice in the box until they are needed).

When everybody is ready, all the players start to roll their five dice and try to bring all of them to show the same color. In the first toss, the players must roll all five dice and then, they may reroll any number of dice they wish any number of times in order to reach their goal. As soon as all his dice depict the same color, the player quickly grabs the pawn in that color and places it besides him, but within reach of the other players. After catching a pawn, the players continue to roll and try to catch more pawns to maximize their score.

Hijacking: As long as the round has not ended, captured pawns, may still be hijacked by other players but the hijacker must make at least one roll after the pawn was captured.

End of a Round

A round ends when there are no more pawns in the center. The player who captures the last pawn will use it to knock three time on the table to announce the end of the round. As soon as the announcement is made, everybody must stop playing.

Scoring: Each player earns points according to the pawns he holds at the end of the round:

3 points for the **red** pawn

2 points for the **blue** pawn

1 point for the **black** pawn

The players use their orange die to move on the scoring board according to the points they earned.

Winning the Game

After all the players who earned points have moved their orange dice, place the pawns back in the center and start a new round. The winner of the game is the one who completed a full round on the board. If more than one player has crossed the finish line in the last round than, the one who got further away from the finish line is the winner.

