

Start again but this time, with a different starting position.



1. This time Matthew decides to place the chameleon under the third column and decides to eat the scarab beetle. He moves the chameleon one row forward.



2. He eats the ant next and again moves one row forward.



3. He then eats the 2 caterpillars and moves the chameleon forward 2 rows.



4. He wins! There's nothing left except the 2 flies and all the insects will have been eaten!

End of the game

Every successful Challenge is a victory. You can carry out as many as you want and take as much time as you like!



2 player variation

Aim of the game

Be the first to win 3 cards by blocking your opponent.

Set up

Randomly pick out one card from the pile and arrange the Insect tokens on the table as shown on the card. Choose who will play first.

How to Play

The first player places the chameleon wherever they wish, facing one of the rows of insects (placing the chameleon down counts as the first move of this round).

Starting with the second player, both players continue the game in turns by turning over the insects and moving the chameleon according to the rules of the Solo Challenge.

The first player who doesn't manage to feed the chameleon on their turn while insects remain face up elsewhere loses the game. Their opponent wins and they keep this card next to them.

The loser starts the next round by choosing where to place the chameleon.

If all the insects have been eaten at the end of the round then there is a draw and no one wins.

End of the game

The first player to win 3 cards wins the game.

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KAMELEO



blue orange



It's dinner time for a chameleon circling a group of insects and he's not about to miss the chance to catch them all. Help him catch every last one to have a tasty meal!

Contents

- 60 Challenge cards
- 16 Insect tokens (4 of each kind)
- 1 Chameleon token

Solo challenge

Aim of the game

Succeed in carrying out the challenges by helping the chameleon to eat ALL the insects.

Set up

- Choose your level of difficulty and pick one of the corresponding Challenge cards. You can also play the cards in order by starting with the number one and continuing in order.



- Place your chosen card in front of you, Challenge side up. Don't turn it over! You risk ruining the Challenge if you see part of the solution.

- Arrange the Insect tokens in front of you as they are shown on the card and keep the chameleon within reach. You're ready to play.

How to Play

The chameleon must successfully eat ALL the insects but only those in front of him. You have to choose wisely where you move him in order to carry out the Challenge.

Place the chameleon opposite the row or column of your choice.

Then:

1. Choose a colour.
2. Turn over ALL the insects of this colour which are in the row opposite the chameleon.
3. Move the chameleon clockwise as many rows as there are insects eaten.



Example: the player chooses to eat the ants (1). The player turns over the two ants (2) then moves the chameleon two rows (3).



If the chameleon finds himself opposite an empty row but there are still insects remaining face up elsewhere, the game is lost. Turn over the tokens so they are insect-side up and try your luck again.



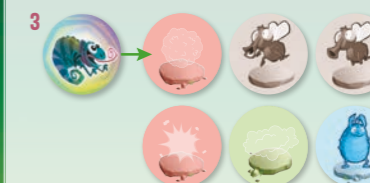
Successful challenge example:



1. Matthew places the chameleon under the second row and decides to eat the ant. He moves the chameleon one row forward.



2. He then eats the 2 caterpillars and moves forward 2 rows.



3. He then eats the 2 flies and again moves forward 2 rows.



4. Game over! The chameleon can't eat any more but there's still a scarab beetle left!