

Note: Players can guess any number, including an amount that has already been said by another player in the same round.

When all the players have guessed, the Maraca Player opens the maraca and reveals how many seeds were inside:

- ◆ Each player who guessed the exact number of seeds wins **2 points**.
- ◆ **If no one guessed the exact number** then the player(s) who guessed the closest number below the exact number wins **1 point**.

◆ Each player who guessed a number which is higher than the exact number loses **1 point**.

The maraca is given to the player to the left of the previous Maraca Player. This player is now the new Maraca Player for the next round.

Notes:

- ◆ The Maraca Player cannot join in guessing.
- ◆ Players cannot lose more points than they have.
- ◆ If there are not enough Victory Point tokens, players can use another method of counting points.

End of the game

The game ends when all players have had a turn being the Maraca Player. The player with the most points wins. In the case of a draw, players involved must do a victory dance together!

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RULES



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Contents

- ◆ 1 maraca
- ◆ 21 colourful seeds
- ◆ 36 Victory Point tokens



Introduction

To be the world's best maraca player you must have a good ear and a touch of mischief. You must correctly guess the number of seeds in the maraca in order to win against your opponents!

Setup

- ◆ Make a pile of all the Victory Point tokens.
- ◆ Each player should place 3 Victory Point tokens in front of them.



The last player to have danced Salsa (or any other Latin dance) is the Maraca Player first.

How to Play

The Maraca Player takes the maraca and picks up all of the seeds, whether these are inside the maraca already

or not. The Maraca Player then places as many seeds as they wish into the maraca, without letting the other players see, before closing the maraca. The Maraca Player keeps the rest of the seeds in their hand and doesn't show these to the other players.

At least one seed must be placed inside the maraca.

For example, the Maraca Player secretly puts 9 seeds into the maraca and keeps the rest hidden in their hand.



The Maraca Player then gives the maraca to the player on their left. This player can shake the maraca however they want so long as they do not open it. They must guess how many seeds are concealed inside the maraca, saying the number out loud.

The maraca is then passed to the next player, who will repeat the action.



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