

Caramba



amigo-spiele.de/01720

by Haim Shafir

Illustrations by Marina Zlochyn and Markus Wagner

Players: 2-4 • Ages: 7 and up

Duration: about 20 minutes

COMPONENTS

24 dice
(4 sets of 6 dice that
have the same symbol)



1 game board



3 different-sized pawns
in red, blue, and black



THE IDEA OF THE GAME

Roll your dice as fast as you can until they all show the same color. As soon as they do, grab the pawn of that color. The bigger the pawn, the more points you earn. The player with the most points wins the game.

SETTING UP THE GAME

Place the three pawns in the middle of the table within easy reach of all players. Put the game board next to them. Each player takes a set of six dice showing the same symbol. Your orange die goes on the number "1" square on the game board. You'll count your points during the game with these dice. Keep the other five dice in front of you.

Any sets of dice you're not using go back in the box.

Nike



Tizian



Tristan



Ricarda



PLAYING THE GAME

The game has several rounds. During each round, try to grab as many pawns as you can. A round ends when there are no more pawns in the middle of the table.

Let's Get Started!

Give the starting signal: "Caramba!" Everyone plays at the same time. Roll your dice trying to get the same color on all five. On your first roll, use all five dice. After that, you decide which dice you re-roll and which ones you don't.

ALL Five Dice Show The Same Color

If you manage to roll the same color on all of your dice, grab the pawn of that color and put it in front of you. You may have more than one pawn at the same time.

You can grab a pawn from the center of the table, but also from in front of the other players!

The game doesn't stop when you grab a pawn, so be quick and roll your dice again.

Grab The Last Pawn From The Center

The round ends as soon as one of you grabs the final pawn from the middle of the table. Rap it on the table three times to let everyone know the round is over.

Example: Nike takes the red pawn from the middle and ends the round. She raps the piece on the table three times.



Points

At the end of the round, every player with one or more pawns in front of them gets points:

- The small black pawn awards you one point.
- The medium blue pawn awards you two points.
- The large red pawn awards you three points.

Move your orange dice along the track on the game board to show your points.

Example: Ricarda has the black pawn. She earns one point and moves her orange die onto the next square of the track. Tristan gets two points for his blue pawn. Nike has the red pawn and earns three points. Tizian unfortunately finishes the round empty-handed.

Nike



Tizian



Tristan



Ricarda



Here You Go Again!

Put the three pawns back in the middle of the table and start the next round.

THE END OF THE GAME

The game ends as soon as one of you reaches or crosses square number 20 on the game board. If several players reach or cross that square at the end of the same round, the player with the most points wins. If there is still a tie, all the tied players win the game together!



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach
www.amigo-spiele.de, E-Mail: hotline@amigo-spiele.de

