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How to play The Chameleon Pictures



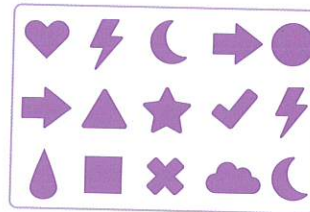
AIM

To unmask the Chameleon without giving away the Secret Picture. If you are the Chameleon, then your mission is to avoid detection and work out what the Secret Picture is.

SET UP



Picture Cards



Symbol Cards



Symbol Reveal Sleeves

Find the Symbol Reveal Sleeve with the Chameleon on it.

To play the game, each player will need their own sleeve. Shuffle the Chameleon Sleeve with enough 'normal' sleeves so that each player will get one. Now deal them out face down.

Example: In a 6-player game you need 5 'normal' sleeves and 1 Chameleon Sleeve.



x1



x5

Next, shuffle the 12 Symbol Cards. Pass the top card to any player, face down. Without turning the card over, this player slots the card into their sleeve. They secretly turn over their sleeve to see the symbol printed on the other side. If you are the Chameleon, your sleeve will only show you a Chameleon symbol. Now slide the Symbol Card out of your sleeve carefully, keeping the symbol secret, and pass it face down to the next player. Keep doing this until the players have either seen the hidden symbol or now know they are the Chameleon.

THE HUNT BEGINS...

Start by flipping over a Picture Card. You will see 12 pictures, each with a unique symbol. All the players, except the Chameleon, will know which symbol to look for. Once you've located the symbol, you've found the Secret Picture. Meanwhile, the Chameleon is trying to blend in by pretending that they also know the Secret Picture.



All the non-Chameleon players now know that the Secret Picture is: Sandcastle. Every player, including the Chameleon, thinks of **one word** to say out loud to prove that they know the Secret Picture.

ONE CRUCIAL WORD

Choose wisely! If your word is too obvious, the Chameleon might catch on and figure out the Secret Picture. But if it's too cryptic, people might think that you're the Chameleon. For the Chameleon, your mission is to think of a word that won't raise suspicion. When everyone is ready, each player says their word without hesitation or interruption, moving clockwise around the table. If another player says the word that you were going to say, you can repeat it, but it will look suspicious, so maybe have two ready.



CATCHING THE CHAMELEON

Once everyone has said their word, the cross-examination, debating and finger-pointing begins. This is where you get to channel your inner Judge Judy and pick holes in each other's choice of word. After a few minutes discussion, everyone votes by pointing at the person they think is the Chameleon.

In this example everyone is convinced that the Chameleon is Player 1 for using the word 'plastic' to describe a sandcastle. They're either innocent and gave a weird clue or they're guilty. Player 2, Player 3 and Player 4 point at Player 1. Player 1 points at Player 2.



AND THE CHAMELEON IS...

The player with the most votes must now reveal their true identity. (If there is a tie, the player who said their Clue Word first gets to decide.) If they are innocent, you've accused the wrong person and the Chameleon has escaped! If they are the Chameleon, then you've successfully cornered the culprit... but it's not over yet. The Chameleon can still escape if they can guess what the Secret Picture is.

Player 1
was the
Chameleon!



Was the secret
picture a sandcastle?



Yes! Aah! You got away!

LET'S DO IT ALL AGAIN

Shuffle the Symbol Reveal Sleeves and deal them out again. Shuffle the Symbol Cards and pass around the top card for everyone to insert into their sleeve. Now turn over a new Picture Card, locate the correct symbol and start thinking which word you will say to avoid suspicion.

BIG GROUPS, SMALL GROUPS AND SCORING

3 PLAYERS

If you're playing with three players, then the Chameleon, if caught, gets two guesses at the Secret Picture.

7 OR 8 PLAYERS

If you're playing with 7 to 8 players, turn the Picture Card over once everyone has said their word. This makes it harder for the Chameleon to work out the Secret Picture.

SCORING (optional)

If you want to prove once and for all who's the best player, you can keep score like this:

If the Chameleon escapes undetected:

The Chameleon scores 2 points.
Everyone else scores 0 points.

If the Chameleon is caught (but guesses the Secret Picture):

The Chameleon scores 1 point.
Everyone else scores 0 points.

If the Chameleon is caught (and doesn't guess the Secret Picture):

The Chameleon scores 0 points.
Everyone else scores 2 points.

The first player to
score 5 points wins.

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CONTENTS:

20 picture cards, 12 symbol cards,
7 symbol reveal sleeves,
1 chameleon sleeve,
1 rules, 1 potato sticker



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