

Chamelee-Yum!

Grow, gobble, and glow! Be the first little, lousy lizard to blossom into a dazzling chameleon.

Goal

Every player begins as a tiny, plain hatchling with a short tongue. Through hunting and munching, you'll grow bigger & gain all the colors to be the radiant chameleon of your wildest dreams! The first chameleon to shine in all colors wins immediately. (On a tie, the group decides which chameleon looks the absolute bestest!)

Setup

- Each player starts with:
 - **Size 1** (tiny tummy)
 - **Tongue length 1** (short snatcher)
 - 1 Gnat
- Shuffle the **Food deck**.
- Prepare the **Fallback Snacks**
- Deal each player **3 Chamelee-Trick cards**. Each player chooses **1 to keep** and discards the others.
- Place food locations equal to number of players (or +1 if you want the game to be a bit faster with fewer clashes)



Rounds

Each round has **three phases**:

1. Fresh Food appears

- Slide all remaining foods forward.
- Reveal new cards until all 5 positions are filled.



2. Snatch the Snacks

1. Everyone secretly points their tongue – by selecting a token and placing it face-down in front of you. (psssst, you can talk and mislead others or go into alliances!!!)
2. Reveal together: time to strike!
 - If just **one Chameleon** targets a food → it eats it.
 - If several choose the same food:
 - The **longest tongue** snaps it up – but shrinks by **1 tongue length** afterwards (because it was stretched so eagerly).
 - The others retreat and get a **fallback snack (gnat)** →
 - If tongues are tied → everyone just nibbles on a fallback snack.
3. Players who chose to learn a trick draw a new Trick now.



3. Digest the Feast

- Eat & gain the effects based on your size:
 - **Contains a Protein** → +1 Size (grow chunkier)
 - **Contains a Vitamin** → +1 Tongue (stretch farther)
 - **Contains a Pigment** → splash on that new Color! (select something that looks nice and add it to your chameleon) – If you're only one pigment away from winning, shout "**CHAMELEE-YUM!**"
- You may keep up to 2 in your lair (to digest later)

