FAST SLOTHS Framo Set Chameleon

THE STORY OF THE CHAMELEON

Unsurprisingly, the Chameleon also wants to join the holiday.

Instead of running around by itself, it prefers to support the other Animals, so they can run around the countryside even faster.

GAME COMPONENTS

This **Promo Set Chameleon** contains:

- 12 Cards (10 Cards for the Chameleon (3 of value "1" and 7 of value "2"), and 2 Reference Cards)

PREPARATION FOR ALL GAMES

Place the Chameleon Stack faceup next to the other six Stacks of Cards. The three Cards with value "1" are on top, followed by the seven Cards with value "2."

The Chameleon does not have its own Animal Disc, so you still only place the Animal Discs of the other six Animals on the Game Board.

HOW TO PLAY

1. DRAW NEW CARDS FROM THE DIFFERENT ANIMAL STACKS

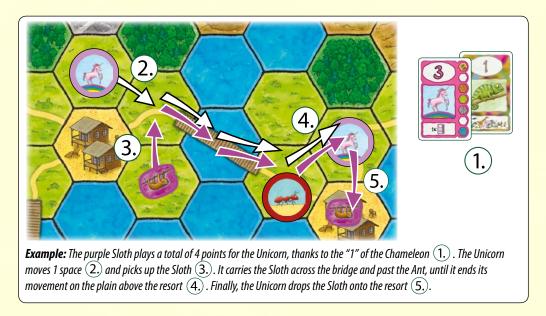
When you must draw Cards at the start of your turn, you may draw one of them from the Chameleon Stack. You still cannot draw two (or more) Cards from a single Animal Stack.

2. LET AN ANIMAL CARRY YOU AROUND

Now, you can let an Animal carry you around again. Play as many Cards of one Animal Species PLUS as many Chameleon Cards, adding up all their movement points. Move one Animal Disc of that Species by using the total sum of movement points.

You cannot play only Chameleon Cards. You must play at least one Card of one of the six Animal Species with Discs on the Game Board.

At the end of this step, place all played Cards in ascending order faceup below the matching Animal Stacks.



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