

MAMBOO!

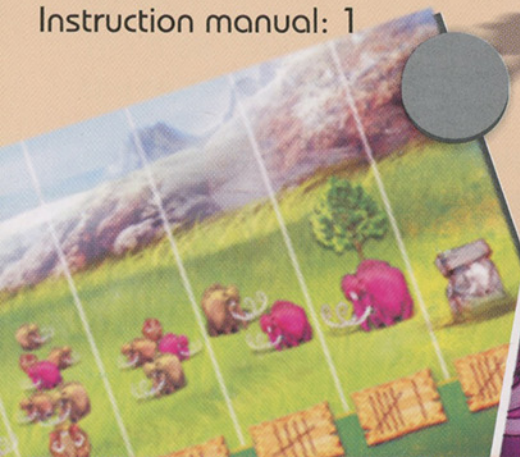
A game from Roberto Fraga

A Game for 3 to 6 Gamers
Ages 8 to 88

Game by Roberto Fraga, illustrated and edited by Pegasus International
Ages ago, life wasn't so bad for Neanderthal man. Records of his light-hearted antics have been recorded in cave paintings. Even though TV and the Internet hadn't been invented, there was never a dull moment for them. In between hunts for the now extinct Mammoth, they amused themselves with games like Mamboo, a game that probably kept them fit both mentally and physically! Their fun activity was interrupted at a moment's notice if herd mammoths happened to pass by... Today we relive their lifestyle with a fulfilled, hilarious and an almost mad party game.

Contents

- Mambo cards: 55 (including 48 gesture cards, 7 hunt cards)
- Mammoths: 5 (4 brown, 1 pink)
- Tribal leader figure: 1
- Plastic base for leader: 1
- Time-line player board: 1
- Counter: 1
- Instruction manual: 1



Objective of the players

Players try to eliminate all their cards. To do this, they must attempt to dance the mammoth mambo (call and gesture) without making a blunder. Anyone who fails to complete the sequence correctly has to pick up all the cards as a penalty. The same fate awaits anyone who comes away from the mammoth hunt empty handed.

How to play

Shuffle all the mambo cards well and deal them face down to all the players. Each player keeps their cards in a pile in front of them. Place the mammoths in the middle of the table, one less than the number of players. The pink mammoth is always included in the game. Mammoths form loose herds, and they should be easily accessible to all players. Insert the tribal leader figure into its stand and place it in front of your chosen tribal leader. Place the game board at the side of the table and place the counter on the caveman on the far left of the time-line.

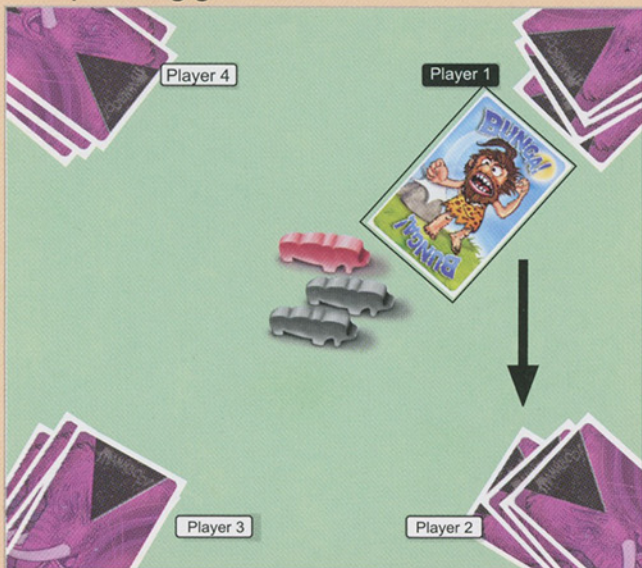
The Mambo cards show cavemen performing seven different gestures that are combined with a particular call. Every gesture is always associated with the same call. Each gesture has two different backgrounds – one during the day, and one during night. Some mambo cards have mammoths on them instead of gestures. Before you start, take a look at all the gestures and calls, practice and master them. The tribal leader begins by quickly turning over the top mambo card in his/her pile. To avoid giving the leader an unfair advantage, the card should face away from the leader and is clearly visible to all the players.

As soon as the card is displayed, all players call out the word on the card (preferably simultaneously) and perform the pictured gesture at the same time.

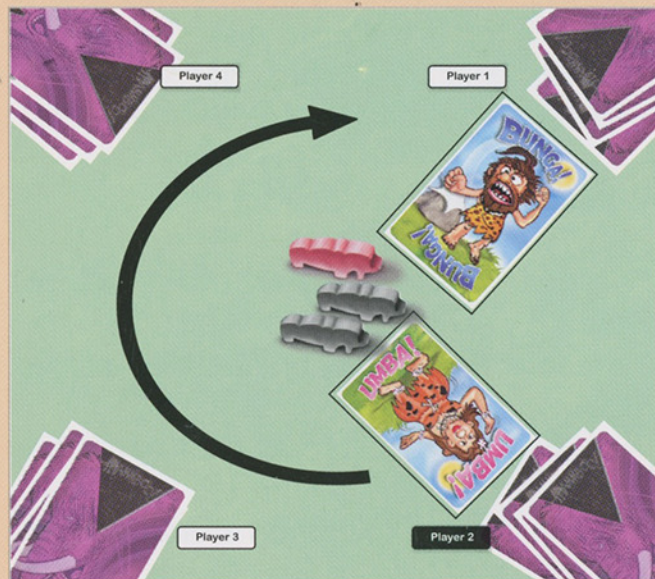
If no one makes a mistake, play continues with the next player in a clockwise direction. The top card is turned and placed face up in front of the pile and all players perform the call and gesture of the new card first, followed by the call and gestures of all cards previously displayed. This sequence is enacted turn by turn by all players. The gestures are to be performed in sequence according to the time revealed on the card whether it is day or night. For example if the newly revealed card shows a day scene, all the revealed cards (call and gestures) are followed in a clockwise direction. If it shows night, all the revealed cards are followed in a counter-clockwise direction. New cards are always turned over in a clockwise direction, but the moves are sometimes performed in a counter-clockwise direction. If two or more cards with the same gesture are revealed, players perform the gesture for each of these cards, and not the call. If a hunt card is exposed showing Mammoths, the whole tribe goes on a hunt.

Example Day Mambo

Player 1 begins and opens the card Bunga showing day from the pile, places it face up in front of his/her pile. All players then call out the word Bunga simultaneously and perform the corresponding gesture.

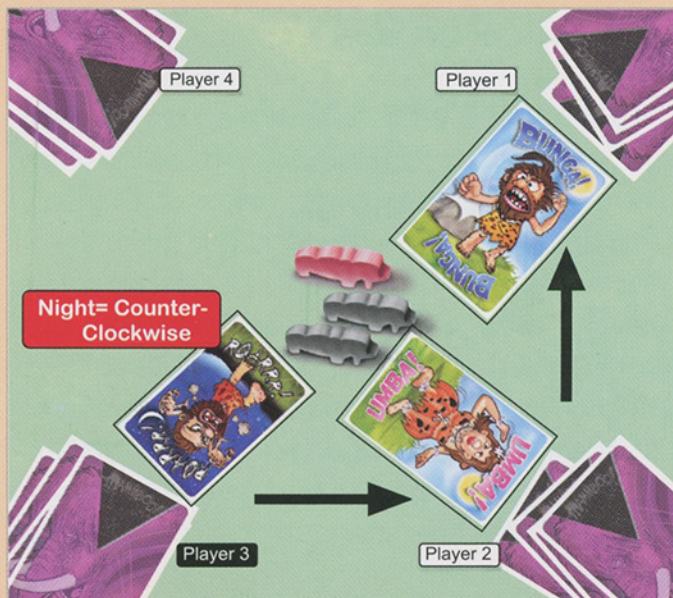


Next, player 2 turns over the card Umba, again showing day scenario, and all players call out Umba with the corresponding gesture first, followed by Bunga and the corresponding gesture.



Night Mambo

It is the third player's turn. The card Roarr is opened and it shows the time as night, the sequence will be followed counter-clockwise after the players have performed Roarr with the gesture. All players will then perform Umba and its gesture followed by Bunga and its gesture. Had the Roarr card shown the caveman outdoors, the players would have had to follow the cards in a clockwise direction.



If all the players have managed to complete a round without making blunders, there will be one card face up in front of each player. Play continues normally. The next card to be turned over is placed on top of the previously shown card so that only one card per player is revealed at any given time.

Mambo Misfit: the odd one out!

If a player makes blunder in the sequence, there is a penalty!

There are 3 possible blunders: a player may...

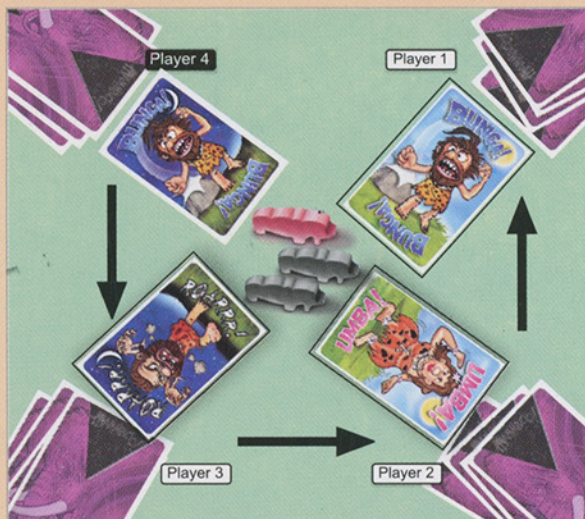
- Perform the wrong gesture or the wrong call.
- Perform a call when identical cards are exposed (follow rule for identical cards).
- Be far slower than the rest of the tribe (or do nothing at all).

As a penalty, the player must pick up all revealed cards and place them face down under his/her pile.

If there is doubt, the leader decides whether someone has made an error. If several players make a mistake simultaneously, the revealed cards are distributed equally among the players concerned. If there are cards left over, the leader decides who gets the extra cards.

Identical cards

If two or more cards with the same gesture are revealed, players perform the gesture for each of these cards, and not the call! The time - day or night and the position of the cards are not relevant. The other cards which only reveal one gesture are performed with the gesture and its call. It's player no. 4's turn. The card Bunga at night is opened. Since another Bunga card is already revealed (turned over by player no. 1) all players now perform the **gesture only**, but not the call.



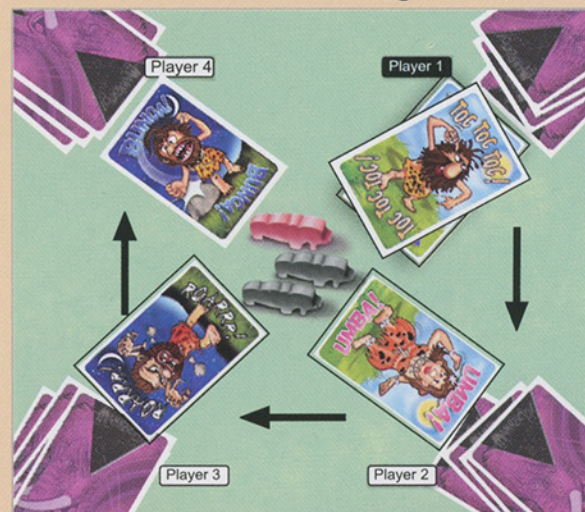
And since it is also a night card, play continues in a **counter-clockwise** direction. Roarr (call plus gesture), Umba (call plus gesture), Bunga (gesture only!).

What happens next?

A **new round** begins: the player who made the blunder in the previous round now turns over the first card. If a blunder was made by more than one player, the player closest to the leader in a clockwise direction, begins.

New round:

It's now player no. 1's turn again. The card Toc Toc Toc is revealed from their pile and placed on top of the earlier Bunga card. Now all players perform the gestures and calls of the four visible cards according to the rules. (Since only one Bunga card is now revealed – in contrast to Example 3 – the players must now perform the call as well as the gesture).



Mammoth hunt



If a hunt card is exposed showing Mammoths, the whole tribe goes on a hunt: Each player attempts to snatch a mammoth from the middle of the table (only one mammoth per player!) Not all mammoths are the same. The "Hunter of the Pink Mammoth" is granted the special honour of becoming the new leader!



- As a reward, the leader can give 2 of his/her cards to other player/players.
- He/She must advance the Stone Age counter by one square on the time-line.
- The mammoths now venture back to the middle of the table.
- The mammoth hunter who came away empty-handed must now put all the revealed cards under his/her pile. They now begin the next round.

End of the game

The game ends when:

- a) A player has turned over the last card of their pile and performed the subsequent sequence without a mistake. This player becomes "King Caveman". The same applies when the leader has distributed all of their cards to the other players.
- b) After the 7th mammoth hunt, the Stone Age counter reaches the last square on the time-line. Sadly, the mammoths have now become extinct. All players then count their cards and the one with the fewest cards becomes the "King Caveman" and the winner of the game.

An interesting alternate for Mammoth hunt

The leader distributes the wooden mammoths around the room instead of placing them in the middle of the table. All players should be aware of the mammoths' locations. When the mammoth card is revealed there is mad rush with players darting all around the room like caveman to grab the mammoths.

So go ahead, back in time and enjoy playing this crazy game.

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