



Cambio – The Original

For 2 - 8 players. From 10 years.

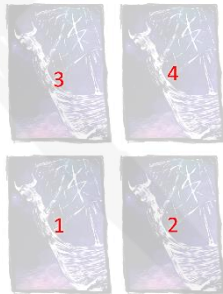
Cambio is a game of speed, memory, strategy and luck.

Goal of the game

The aim of the game is to get rid of cards or exchange them with lower card values in order to have the fewest points among his table cards at the end of the round in which Cambio is called.

Set up the game

- I. Shuffle all 76 cards. The youngest player starts as the dealer.
- II. The dealer deals four cards face down to each player. These are arranged in 2 rows with 2 cards each in front of one. The remaining cards are placed in the middle (easily accessible for all) as a draw pile.
- III. Each player gets to look at their own bottom 2 cards and memorise them before placing them face down back on the table in the same place.
- IV. The dealer starts with the first move. Own cards may not be looked at without action cards from now on!
- V. After each round, the position of the encoder changes clockwise.



Positions of your cards



Discard pile

Main pile



Game setup for 8 players

Gameplay

To start your turn, draw a card from the main pile or from the discard pile, as long as the discard pile is not "frozen" (see Special rules), and look at it.

After you have looked at and memorised your new card, you can either put it directly on the discard pile or replace one of your table cards face down with the new card, while quickly throwing the replaced card on the discard pile for all to see. The new card must occupy the same position as the previous card, as the positions of the table cards are fixed. The players may only change the positions of the table cards with swap actions.

As soon as the replaced card lands on the discard pile, everyone in the round (including you) may throw an identical card on it. For example, if a 7 is discarded, each player has the chance to throw any other 7 onto the discard pile that they know from all the table cards (including other players). Speed is crucial here (see special rules)!

Identical cards are based on their runic sign, not their point value.

If you threw in an identical rune, you now have one less table card. If it was another player's card that you threw in, you may now give him one of your table cards (always face down) and thus have one card less.



Now it is the next player's turn in clockwise order. The round continues until either Cambio is called or a player has no more cards in front of him.

Action cards

Actions must always be carried out when an action card is drawn from the draw pile and placed directly back on the discard pile without exchanging it with one of your own table cards.



View own card
Value \triangleq 10 points

If you draw this card and immediately discard it, you may look at one of your own cards.



View foreign card
Value \triangleq 10 points

If you draw this card and immediately discard it, you may look at another player's card.



Swap card
Value \triangleq 10 points

If you draw this card and immediately discard it, you may swap any two cards face down (own with stranger or stranger with stranger). You may not swap the position of two of your own cards.



Red king
Value \triangleq -2 points

If you draw a king and immediately discard it, you may take 2 actions (any combination of your own card, another's card, Look or Swap).



Blue king
Value \triangleq 13 points

If you draw this card and immediately discard it, you must select a card from each player (except you). The selected cards must be shown simultaneously for 3 seconds and clearly visible to everyone.



Energy card
Value \triangleq 10 points



Numbers Cards
Value \triangleq Value of the numbers on the respective card

These cards have no action in this game

Special rules

There are a few special rules to make the game more exciting.

Frozen main pile

If a card is discarded and a player throws an identical card on it before the next player's turn, the discard pile is "frozen" and the next player can only start his turn from the main pile.

Quickness

The first player to place an identical rune on top of the discard pile is the only player who may now discard all identical runes known to him. There is no limit to the number. Note again that this is all about the rune. This means that the leadership runes may be placed on top of each other!



Penalty cards

If you misplace your own or another player's table card (the rune was not identical to the discard pile or you were too slow), you must take your card back and also draw a penalty card from the main pile without looking at it and place it face down in any place next to your table cards.

In the duel: There are no penalty cards for cards that are not revealed or only touched. But everyone now guesses which rune is hidden under this table card... ..unless you are bluffing.

Also, if you look at one of your own cards during the game without having an action card for it, you have to draw a penalty card.

End of round

The round can end in 2 ways:

- I. As soon as a player has no more table cards, the round ends immediately.
- II. One player per round can call Cambio instead of drawing a new card if he thinks he has the fewest points (maximum 5 or less) among all players. This "freezes" his cards, no one is allowed to swap them, look at them or throw them in. Each of the other players then has only one more turn before the round ends.

Points

At the end of the round, the players turn over their table cards and add up the number of points indicated on the corners of the cards. Add up the round points on a notepad.

If a player called Cambio and actually had the fewest points, an additional 5 points are deducted as a reward. If he did not have the fewest points, 5 points are added.

End of game

The game ends when a player has reached a total of 50 points over several rounds. The player with the fewest points wins.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to constantly improve ourselves.

Please take a look!