

CLACK!TM

CATEGORIES

GAME



AGES
7+



10
MINUTES



2-8
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/clackcat.

CONTENTS

48 Magnetic Discs



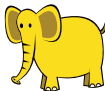
1 Category Die + 1 Color Die



Instructions

OBJECT OF THE GAME

To collect the most discs. Players collect discs by matching the color and category shown on the dice.




























SET UP

1. Spread the magnetic discs on a table so that they are within easy reach of all players and the colored shapes are face-up.
2. Place the color die and the category die on the table.

PLAYING THE GAME

1. The oldest player rolls both dice. With everyone playing at once, race to pick up a disc with an image from the category and the color shown on the dice. As you see additional discs that match that color and category, put the discs you've already collected on top of the matching discs – the magnets will make them “clack” into a stack.

Food	Vehicles	Plants	Clothing	Animals
				
				
				
				
				

Please note that some of these items could show up in multiple categories (for example, some types of cactus are a plant and a food), but the items in the food category are foods that are ready to eat.

For example: If the color die shows blue and the category die shows the vehicles, race to pick up all of the discs with blue vehicles.



2. You may only use one hand to pick up discs. After you've picked up a disc use that disc to pick up more discs. Continue until there are no more discs on the table with the color and category shown on the dice. This ends the round. At the end of each round, keep one disc in your hand to use for picking up discs in the next round. Then add the rest of the discs you collected onto the stack of discs you collected in previous rounds. Play passes to the left, and the next player rolls the dice.
3. The white sides of the dice are wild cards.
 - a. When the color die shows white, race to pick up all of the discs with the category shown on the category die – the color doesn't matter.
 - b. When the category die shows white, race to pick up all of the discs with the color shown on the color die – the category doesn't matter.
 - c. When both dice show white, race to pick up every disc – color and category don't matter.

For example: If the category die shows food and the color die shows white, race to pick up all the discs with food of any color on them.



4. If you pick up a wrong disc (one that doesn't have the color and category that match the dice), return this disc plus one penalty

disc to the table. If you don't have any discs only return the wrong disc; you don't have to pay a penalty.

WINNING THE GAME

When a player picks up the last disc on the playing surface the game ends. Put all of your discs on top of the stack you previously collected and compare your stack to the other players' stacks. The player with the tallest stack wins.

PLAYING WITH YOUNG CHILDREN

If children younger than 7 years old would like to play with their older siblings, we suggest that parents switch one rule. Instead of all players racing against each other to find matching discs, players take turns. On each turn, one player rolls the dice, then picks up all of the matching discs. Play passes to the left. All other rules remain the same.

If you have questions on these rules or on any of our products, please call us at **844-962-6446, M-F 9:00 – 6:00** Central Time. We'll do our best to help you.

GAME DESIGN COUNCIL

From time to time, we ask families to review games for us and give comments on the gameplay, educational benefits for their kids, packaging styles, and other attributes in return for free games. If you're interested in being one of these families, please visit www.amigo.games/contactus to sign up or send an email to info@amigo.games with "Game Design Council" in the subject line.

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