

# The Ch'ami

For 2 to 6 players

For 6 year-olds and over

Time of the game: between 15 and 30 minutes

**Aim of the game:** get rid of your cards by putting them down on the table by 3 (series of 3 successive numbers or 3 equal cards) or by completing the series or 3 of a kind already put down.

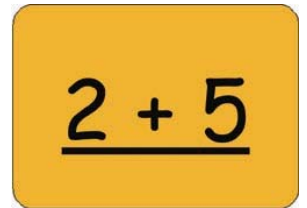
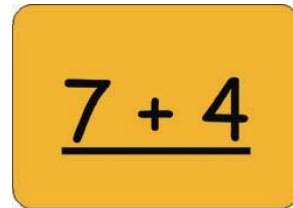
**Principle of the game:** deal 3 by 3 a total of 12 cards by player. The players then play one after the other. The player starts by picking a card from the pile of cards that were not dealt. He can, if he wishes, place a series (3 cards with successive numbers, be it additions or sums) or three of a kind (3 cards with equal numbers, be it additions or sums). He can also fill in series or three of a kind, if there are some on the table. He finishes playing his turn by putting a card next to the pile of cards. If it is a special card, the attribute of the card applies immediately.

**Necessary cards:** les 100 addition cards, the 19 sum cards and the 19 special cards.

\* **The addition cards:** 100 cards

They include the 10 addition tables. Examples:  $2+5, 7+4$ .

You must make the addition and find the sum (result of the addition) to be able to use the card in a series or three of a kind.



\* **The “sum” cards:** 19 cards

A number is written in the center of the card.

Examples: 6, 18.

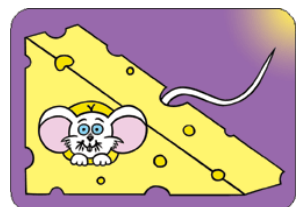
The sums can be made by different additions (from 1 to 10 additions). They are used to make a series or 3 of a kind.



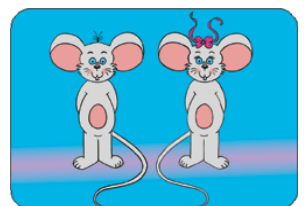
**The special cards:** 19 cards

There are 7 types of special cards in the Chami.

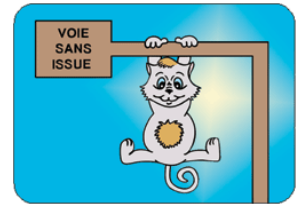
- The “Gruyère” card: card with the mouse in the cheese. The other players pick 2 cards (it is possible to counter the effect of the “Gruyère” card with the “present” card. In that case, the player puts down the “present” card on the “Gruyère” card and doesn’t pick a card).



- The “pursuit” card: card with the two mice. The player who puts this card down picks 2 other cards, even if it was the last card he had in hand.



- The “dead-end” card: card with a kitten hanging from a “dead-end” post. The next player skips his turn. It isn’t possible to counter the “dead-end” card.



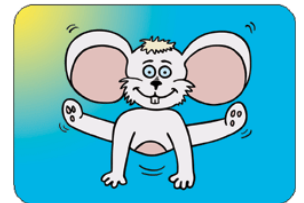
- The “magic” card: card with the magician cat that makes a card come out of the hat. The other players pick a card. Every player has the possibility to counter it if they have themselves a “magic” card; in that case the player places the “magic” card over the opponent’s card and doesn’t pick a card.



- The “seesaw” card: card with 2 cats on a seesaw. The player can exchange his pile against another player’s pile (to counter this effect, you must put down a seesaw card) or create a collective exchange. Each player then puts down a card of his choice face down to his right, and then takes the card on his left (no possibility to counter this effect).



- The “ambush” card: the gymnast mouse. The player who puts down this card makes the player of his choice pick the 3 first cards of the pile. It is possible to counter the effect with the “present” card. In that case, the player puts down the “present” card over the “Gruyère” card and doesn’t pick a card.



- The “present” card: card with the female mouse holding a present in her arms. This card replaces a number or a special card. This card has no effect against the “dead-end” card or the collective exchange of the “seesaw” card.



In the game, there are 4 “pursuit” cards, 4 “dead-end” cards, 4 “magic” cards, 4 “seesaw” cards, 1 “ambush” card, 1 “present” card and 1 “Gruyère” card.

When the player has no more cards, he wins the game. The other layers add up the numbers they have left in hand (one special card is worth the biggest number the player has in hand).

**End of the game:** The game is over when a player goes over 200 points or when a single player has less than 200 points.

### **The Ch'ami is another rule of Addi Cat's**

### **A Cat's Family Game**

Conception and design : François Petit  
Translation : Christina Phellipon

Already published : Multipli Cat's  
There are many other ways of using these cards ! Download the other rules at  
**[www.catsfamily.net](http://www.catsfamily.net)** . There are rules for everyone !