

**Čamba** – a card game for 2-4 players that resembles Crazy Eights.

### **Cards dealing**

Each player receives 5 cards into their hand.

It is dealt by the player who lost in the last game. The cards are dealt clockwise alternately, two and three at a time.

The remaining cards form a draw deck and are placed face down on the table. The top card of the draw deck is drawn and placed next to the deck face up to create the discard pile. If it is necessary to decide on the function of the first discarded card, the card at the bottom of the draw deck is used. Cards that have two functions (normal and special) have only a normal function when a discard pile is set up.

### **Game objective**

The objective is to get rid of the cards in your hand by putting them on the discard pile. The player who succeeds first and passes through one game round wins without having to draw / swap cards with the others. The remaining players finish the game in the same way until the last player with the cards in his hand is left.

### **The course of the game**

A player may discard one of the cards from his hand to the discard pile if the card has the same suit or value. Some cards change this rule. Players will discard clockwise after discarding the card unless the direction of the game is reversed. If a player cannot discard a card, he draws one card from the draw deck. If the draw deck runs out, the top valid card from the discard pile is left as the basis for the new discard pile, and the rest of the cards from the old discard pile are shuffled and placed face down on the table as a new draw deck.

## **Functions of the cards**

1 prima ..... čamba/čamba <sticks something>

The player announces the “čamba sticks” and may discard another card which can be discarded according to the rules of the game. Or, a player calls a “čamba” and the discarded class behaves like a regular card without any other function.

2 sekunda ..... take two

The player must announce “take two”. The next player in the order either:

- draws two cards from the draw deck for every sekunda-card for which no one has drawn two cards in front of him, or
- discards his own sekunda-card, or
- he discards his own sexta as a “pasa doble”

The next player then continues.

3 tercié ..... seet/tees

The player announces “tees” to leave the game direction, or “seet” to reverse the game direction.

4 kvarta ..... changes <color>

This card can be placed on a card of any color, as long as its functions do not prevent it. The player reports “changing <color>”, with <color> being blue, green, yellow or red. The next player must discard a card of the desired suit or the kvarta-card of any suit (and so he changes the suit).

5 kvinta ..... vojádžr <card>

The player announces “vojádžr <card>”, where <card> is the name of the class card prima to oktáva, or its functional name. The next player must discard a card of the desired class or a kvinta of any color (and thus change the desired card value).

6 sexta ..... pasa doble/pasa doble play

The player announces a “pasa doble” and may discard this card on any function and color card other than an oktáva; this discarded sexta behaves as “transparent” card and remains in effect of the function of the card below it.

Or, the player will announce “pasa doble play” and may discard this card according to the Čamba rules; this discarded sexta behaves like a regular card without special function.

7 septima ..... alkondor pasa/alkondor pasa change

The player announces “alkondor pasa change” and all players exchange their cards in hand according to the current direction of play. Or, the player calls “alkondor pasa”, and the discarded septima is a normal card without any special function.

8 oktáva ..... you stay

The player announces “you stay” and the next player in the sequence is without exception skipped in this game round.