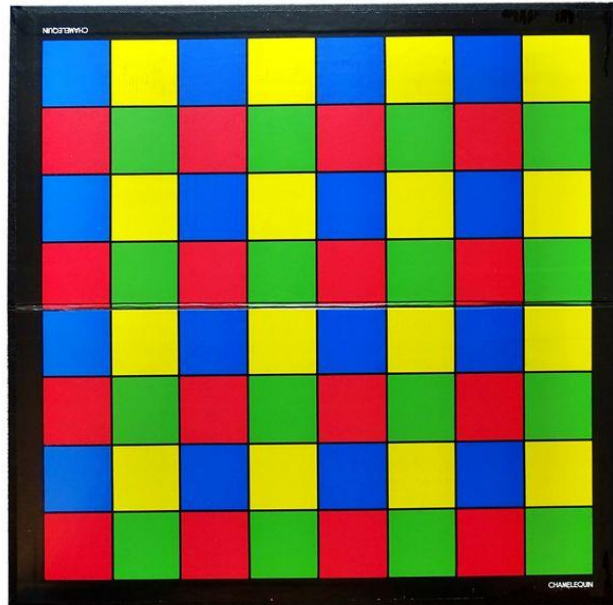


Chamelequin

1989, Richard Breese, published at R&D Games

The game is played on a 8x8 colored board,



Each player has 10 pieces where rings of various colors (*scoring tokens*) can be attached:



A piece must carry at least 1 and at most four scoring tokens

Rules

- During the setup phase, each player in turn places one of their 10 pieces on any free space on the board, and then places a round scoring token of the same color as the space on top of it. This continues until all 20 pieces are placed. The regular game then begins.
- Each turn, the player chooses one of three possible actions:
 - Move one of your own pieces exactly one space in any direction onto a free space. A scoring token matching the color of the new space is placed on top of the piece. This move is only possible if at least one token of the required color is still available in the supply.
 - Move one of your own pieces (which must have at least 2 tokens) exactly one space in any direction onto a free space. Then remove the topmost token and return it to the supply. The newly revealed top token must match the color of the space the piece now occupies.
 - Move one of your own pieces (which must have at least 2 tokens) exactly one space in any direction onto a space occupied by an opponent's piece. Remove the topmost of your own tokens and return it to the supply. The opposing piece is then removed from the board and placed in front of the capturing player; the tokens it carried are returned to the supply.
- Within a single turn, a piece may be moved up to three times, if it can remove one of its tokens after each move.
- The player who manages to remove all their opponents' pieces from the board wins.
 - If such a clear ending is not possible, the player who has lost the fewest pieces wins.
 - In the event of a tie, the player who has captured the most scoring tokens wins.

From the 2005's review of [Roland Winner](#):

***Chamelequin** is pleasant in that its rules fit neatly on a single A4 page. However, the translated rules raise some ambiguities that only become clear after reading the English version. The game board may at first seem garish due to its bright colors, but one quickly gets used to it. The pieces and scoring tokens are well-made and comfortable to handle.*

As expected, this is a true "brain-burner." Every move must be carefully considered, as a hasty action can easily backfire. It's wise to set up traps and drive opponents toward multiple of your own pieces. Because of the many possible moves and dependencies, every player is constantly engaged,

evaluating positions and possible consequences. With two players the game remains fairly clear, but with more it can become much harder to follow.

It's enjoyable to plan successful moves and possible multi-captures. However, if opponents start avoiding engagement, the game can devolve into a repetitive back-and-forth, leading to a less satisfying experience. The game thrives on the players' willingness to attack, and its excitement largely depends on their temperament.

The variant described below proved more interesting to me, as it quickly leads to the isolation of pieces and thus requires more deliberate play—especially since isolated pieces are defenseless against targeted attacks. On the other hand, this isolation prevents the game from dragging on indefinitely. Depending on whether you play the base game or the variant -- and on the players' personalities -- Chamelequin can offer quite different levels of enjoyment.

With the variant, I can attest that Chamelequin provides a solid level of strategic appeal. In this case, the HALL9000 reviewers award this rating to the variant rather than the base game.

Rule Variant. A player may only remove one of their own tokens if they can capture an opponent's piece at the same time. This means a piece may move a maximum of three spaces if it does not manage to capture any opposing pieces.