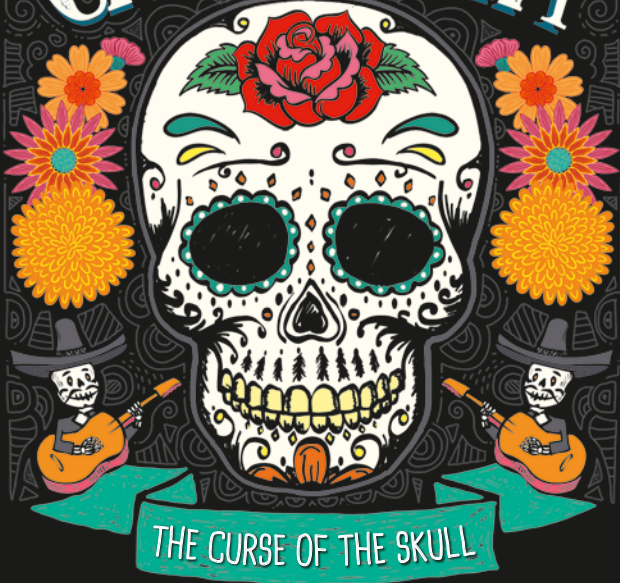


KLAUS-JÜRGEN WREDE

CALAVERA



An exciting dice game for
2 to 4 players aged 8+


moses.



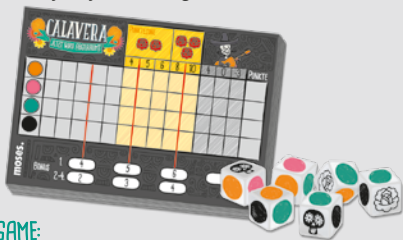
The game is incredibly simple: each player would like to make as many crosses on their sheet as possible. Lots of crosses mean lots of points. But be careful: are you too greedy and overshoot your target? If so, then your precious points just melt away again. Decide on the best score of the dice and make your crosses in the right place. That's the only way to winning the game.

THIS IS INSIDE:

6 dice

1 score pad

You will also need
some pencils



GETTING READY FOR THE GAME:

Each player gets a sheet from the score pad and places it face up in front of him on the table. Take a pencil and have the dice ready.

HOW TO PLAY:

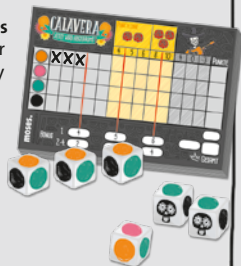
The youngest player begins. Then continue playing in a clockwise direction. Are you the youngest player? Then roll all six dice. You may **roll them up to twice more**. After each roll of the dice, you are free to decide which dice you would initially like to put to one side and which you want to roll again. You may roll again using the dice already put to one side. After the **third roll** at the latest, you must stop.

Take a look at the dice score. There are the following options:

COLOUR:

Decide on **one colour**. For every die showing this **colour**, mark a **cross** in the corresponding colour row of your score sheet. You may not "omit" any die of the chosen colour.

Example: After the third roll, Sami's dice score shows 3 x orange, 2 x green and 1 x pink. He decides on the colour orange. For each of the orange coloured dice he makes a cross in the orange coloured row on his score sheet.



JOKERS:



Have you rolled one or more **Jokers**? Then you may use them as any colour of your choice. You may also choose one of the colours that already appears in your dice score. However, it is not permitted, to combine your Joker with a colour you have **already** rolled. Thus, you must decide, whether you use all the Jokers already rolled, **or all of the dice of one colour** already rolled.

Example: After the third roll, Ina's dice score shows 3 Jokers, 2 x orange and 1 x pink. She decides to take the 3 Jokers and chooses the colour orange. For each of the three Jokers she makes a cross in the orange row of her score sheet. Ina may not use the two orange coloured dice.

Have you made the crosses on your score sheet? Then your turn is finished and the player on your left takes their turn.

BUT BEWARE, SOMETIMES LUCK FAVOURS OUR FELLOW PLAYERS!



And exactly then, when you roll the Calavera – the skull:

CALAVERA:

Have you rolled **at least one** skull? Then, each time you roll the dice, you must put all dice showing a skull to one side. You may not roll these again on your turn. Leave them lying in the middle of the table until you have finished your turn.

But that's not all: The skull also affects your **fellow players**. They must now **make crosses on their score sheets** – whether they want to or not. However, you are the first one to choose the colour (or Joker) from the remaining dice and make the corresponding number of crosses in the matching colour row.

Now it's your fellow players' turn: They must choose one of the remaining colours (or remaining Jokers) and make the corresponding crosses. Does more than one player want to use the same colour? No problem – they're allowed to do so. But they may not use the dice you used to make crosses on your score sheet!





THE CURSE OF THE SKULL:

Have you rolled **three or more** skulls? ¡Ay, Dios mío! You're out of luck and may not mark anything on your sheet. Your fellow players **must** use your dice score. They choose a colour (or Joker) and make a cross on their score sheets for each die. Here too, several players may use the same colour. Then the player on your left takes their turn to roll the dice.

Exception: If you have already filled up or "frozen" a colour row (see "Rescue your points") and are not able to mark up any other colour, then you don't do anything. This also applies in the rare case of being left empty-handed – in spite of the skulls.

Example: Sami rolls 2 skulls and 4 times the colour orange. He makes 4 crosses in the orange row. His fellow players are left empty-handed, because they may not mark up Sami's colour.

THE BONUS HUNT HAS COMMENCED:

Take a look at your score sheet: Following every third box you can see a vertical **bonus line**. There are three of them in total. They each lead to bonus points. To gain bonus points, you must fill **all four colour rows up to the bonus line**. It doesn't matter if you have already made crosses over the bonus line in one or more colour rows. Are you the first one to fill all four rows up to the bonus line? Then you gain – depending on the bonus line – the following bonus points:

1st bonus line: 4 points
2nd bonus line: 5 points
3rd bonus line: 6 points

Circle the corresponding bonus points. Your fellow players cross out this bonus point. But there's a consolation prize for your fellow players: As soon as they have filled all four colour rows up to the bonus line, they at least gain – depending on the bonus line – "minor" bonus points:

1st bonus line: 2 points
2nd bonus line: 3 points
3rd bonus line: 4 points

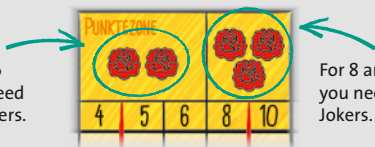


RESCUE YOUR POINTS - FREEZE AND SAVE POINTS:



Take a look at the grey shaded area (below the guitar player) on your score sheet. That is the **death zone**. There, you gain only a few points or even minus points. Thus, if possible, do not make any crosses in the death zone. You can avoid that, by “freezing” a colour row in good time, thus rescuing your points. Here’s what to do:

The **points zone** (yellow shaded area) is before the death zone. There, you can score between 4 and 10 points for each colour row. If you decide to “freeze”, you may not make any crosses on your score sheet. Now, everything depends on how skilfully you roll the dice. If you want to freeze the points in a colour row, then on **your turn** – and depending on the points – you must roll a specified number of Jokers:



For 4, 5 and 6 points you need at least 2 Jokers.

For 8 and 10 points you need at least 3 Jokers.

Have you rolled at least the required number of Jokers? If so, you can immediately **freeze** the points in that colour row. Take all the Jokers and circle the last cross in that colour row. Write the corresponding number of points in the score box at the end of the colour row. As from now, you may not make any more crosses in that colour row.

Note: Only you have frozen this colour row. Your fellow players may continue to make crosses in this colour row – providing they have not already frozen that row themselves.

Exception: It sometimes happens that you roll 3 skulls and at least two Jokers. Since you have rolled 3 skulls, the Jokers are of no use to you and thus, you may not freeze anything.

OOPS, HAVE YOU LANDED IN THE DEATH ZONE?

You have made your crosses in one of your colour rows and have landed in the death zone? Then freeze them now. Circle the last cross in this colour row. Check to see whether you get any plus points, no points or even minus points. Write them in the score box at the end of the colour row.



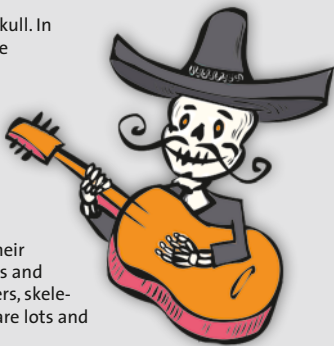


END OF THE GAME:

The game ends as soon as one of you has frozen points in all four colour rows. Each of you whose last cross is in the points zone, may score the points shown in the column. Write them in the score box of the matching colour row. Now count up all your points in the score boxes. Add on the bonus points and write the total in the box "Total" on the bottom right. The player with the highest number of points wins. In the event of a tie, there is more than one winner.

DID YOU KNOW THAT?

Calavera is Spanish and means skull. In Mexico, on 2nd November people celebrate the *Día de los Muertos* (Day of the Dead). It counts as one of the most important holidays and a grand, colourful festival is held in remembrance of all those who have died. People believe that on this special day, the souls of their deceased loved ones return to their families to visit them. The streets and houses are decorated with flowers, skeletons and colourful skulls. There are lots and lots of sweets for the children.



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Arnoldstraße 13d
47906 Kempen
CH: Dessauer • 8045 Zürich

www.moses-verlag.de

Author: Klaus-Kürgen Wrede
Graphics / Design: Kreativbunker
Editing: Elke Vogel
Editor: Anneli Ganser
Production: Anja Trentepohl
Translation: Birgit Irgang

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