

# CLACK!™

## GAME



AGES  
5+



10  
MINUTES



2-6  
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/clack](http://www.amigo.games/game/clack).

### CONTENTS

36 Magnetic Discs



1 Shape Die + 1 Color Die



Instructions

### OBJECT OF THE GAME

To collect the most discs. Players collect discs by matching the color and shape 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 visible.
2. Place the color die and the shape die on the table.

## PLAYING THE GAME

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

*For example:* If the color die shows blue and the shape die shows the arrow, players race to pick up all of the discs with blue arrows.



2. Play continues until there are no more discs with the color and shape shown on the dice. Players may only use one hand to pick up discs, using the stack of discs they've collected. 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, players race to pick up all of the discs with the shape shown on the shape die—the color doesn't matter.
  - b. When the shape die shows white, players race to pick up all of the discs with the color shown on the color die—the shape doesn't matter.
  - c. When both dice show white, players race to pick up every disc—color and shape don't matter.

*For example:* If the shape die shows the puzzle piece and the color die shows white, players race to pick up all the discs with a puzzle piece of any color on them.



4. If players pick up a wrong disc (one that doesn't have the color and shape that match the dice), they return this disc plus one penalty disc to the table. Players who don't have any discs only return the wrong disc; they 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. Players compare their stacks—the player with the tallest stack of discs wins.

## PLAYING WITH YOUNG CHILDREN

If children younger than 5 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](http://www.amigo.games/contactus) to sign up or send an email to [info@amigo.games](mailto:info@amigo.games) with "Game Design Council" in the subject line.

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