

A Game About Colors, More or Less... — Version 2 Rules

SETUP

1. Place the 12×18 game mat with rectangles A, B, C, and D in the center.
2. Shuffle the 48-card Solid Color Deck and place it color side up on rectangle A.
3. Each player has space for a personal pile; D is the discard area.

GAMEPLAY

1. Youngest player goes first; turns move clockwise.

Player Turn Sequence:

- a. Move the top two cards from Pile A onto B and C, color side up.
- b. Roll the six-sided die to determine the active color (1=C, 2=M, 3=Y, 4=R, 5=G, 6=B).
- c. Declare which card is more/less of the rolled color before flipping.
- d. Flip both cards and compare only the rolled color value:
 - Higher number = more; lower number = less.
 - Matching values = Good Luck (player automatically wins the pair).
- e. Correct or Good Luck → player keeps both cards.
Incorrect → cards go to discard pile D.
- f. Turn ends; next player draws two new cards from Pile A.

END OF ROUND

1. Round ends when all 48 cards from Pile A have been played.
2. Players count cards in their personal piles; discard pile does not count.
3. Record scores on a sheet, then reshuffle all cards for a new round.

WINNING THE GAME

1. A game can only be won at the end of a round.
2. First player to reach or exceed 50 total points at round's end wins.
3. If multiple players have 50+, highest total wins.
4. If two or more players are tied with the same winning score (50+), a full new round is played until a single winner emerges.