

A Game About Colors, More or Less... — Version 3 (Final Rules)

SETUP

1. Place the 12×18 game mat in the center, showing zones A, B, C, and D and the color key.
2. Shuffle the 48-card Solid Color Deck and place it color side up on zone A.
3. Leave room for each player's personal pile.

GAMEPLAY

1. Youngest player goes first; turns proceed clockwise.

Player Turn Sequence:

- a. Draw the top two cards from Pile A and place them color side up onto zones B and C.
- 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 or less of the rolled color before flipping.
- d. Flip both cards to reveal their numeric color values. Compare the rolled color only:
 - Higher value = more; lower value = less.
 - Matching values = Good Luck (automatic win of the pair).
- e. If correct or Good Luck → keep both cards in your personal pile.
If incorrect → place both cards in discard pile D.
- f. End turn; next player repeats with two new cards.

END OF ROUND

1. Round ends once all 48 cards from Pile A have been played.
2. Players count cards in their personal piles only (discard pile excluded).
3. Record scores on a sheet, then reshuffle all 48 cards to begin 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+ points, highest total wins.
4. If two or more players are tied with the same winning score of 50+, play a full new round with all players until a single winner emerges.