

Game info:

- 2-4 Players
- 105 cards (7 colors, 15 of each)
- To play, split the deck between all players
 - **If 2 players**, each player gets 52 cards, put the extra cards on the discard pile, and adds them to the winner's hand on the 1st round
 - **If 3 players**, each player gets 35 cards
 - **If 4 players**, each player gets 26 cards, put the extra cards on the discard pile, and adds them to the winner's hand on the 1st round
- Players keep all cards face down in a stack; do not look at them.

How to play:

- **All players flip over one card at a time.** If a player notices and yells the color combination (listed below), they receive all of the cards and put them back into their deck. Any cards that are not used to make a color combination during that turn will be put into a discard pile. The next round starts after a person has claimed the cards.

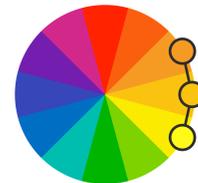
***EXAMPLE:** 4 players all place down cards, the colors are listed **“Blue, orange, yellow, and green.”** A player could either yell **“Complementary”** to get the orange and blue cards, or yell **“Analogous”** to claim the orange, yellow, and green cards. Any card not claimed will go in the discard pile.*

- **What happens if...?**
 - **If there are no color pairs?**
 - If there are no color pairs, put the colors back into your pile, face down at the bottom to use again, and replay the round
 - **If two people call out at the same time?**
 - FIGHT!
 - No, don't actually, do rock, paper, scissors to see who gets it
 - **If someone calls something wrong/wrong color pairs?**
 - Make sure you call them out on it

- If they are in the wrong, show them the correct options based on the color charts below, and then you can **add your cards to your pile**
- If YOU are in the wrong, take the top 3 cards off of your deck and give them to the player accused.
- **I ran out of cards?**
 - Then you are out of the game! Wait until a winner is decided

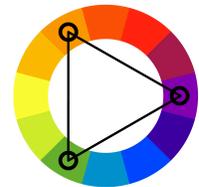
Color combinations/examples:

Analogous Colors: need 3 or more colors to use; it's described as colors that are directly next to each other on the color wheel



Complementary colors: Two colors that are on opposite sides of the color wheel. Worth 2 cards

Triadic colors. 3 colors that, when located on the color wheel, make a triangle



Winning the Game!

A player wins the game when they have all of the cards, and the rest of the players have no cards.