



Rulebook - Prototype Edition

A 1-3 player game by Jorge Zhang

You are a Lord of Color

Ever since you became a lord, you set your eyes on one goal: to be the King of all Colors. Now, you have an opportunity. The three primary colors Red, Green, and Blue, have each issued a challenge. Be the first to complete one of these three challenges and you shall know infinite wealth and power!

Game Overview

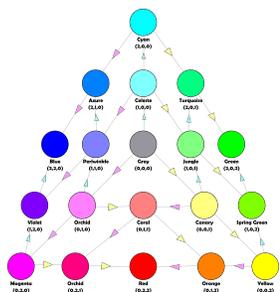
At the start of each round, players will take turns secretly bidding on the six different ac-

tions by placing numbered tokens face-down on the action board. Once all players have finished placing their tokens face-down, all of them will be flipped face-up. Then, the action numbered "1" will take place, and the player who bid the highest total on that action gets to use that action. Some actions will allow the second or third highest bidder to take a weaker action. Once all six actions have been used, the bidding begins once again. Be the first to complete one of the three challenges, and you will win the game.

Components

- 1 Color Board
- 1 Action Board
- 3 Player Boards
- 3 Color Disks
- Cyan, Magenta, and Yellow Pigments
- 12 Action Tokens
- 3 decks of colors (21 cards each)

Color Board



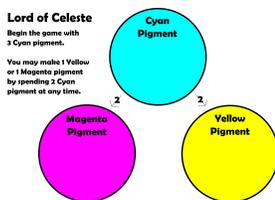
The Color Board tracks the location of the Color Disks.

Action Board

1 Gain 1/3/1/3 pigments of any color	2 Gain 1/2/1/2 pigments of any color	3 Activate up to 3 Colors
4 Combine 2 colors Cost: 2/0/1/0 Combine 2 colors Cost: 1/1/1/1 Combine 3 colors Cost: 1/1/1/1	5 Use up to 3 color abilities Use up to 2 color abilities Use 1 color ability	6 Move a Color Disk

The Action Board tracks the actions players bid on.

Player Board



The player board helps keep track of pigments and any special abilities that a color lord might get.

Color Disks



The color disks move around the Color Board and prevent players from activating, combining into, or using the color ability of a certain color.

Pigments



Yellow, Magenta, and Cyan cubes represent the pigments players will collect and spend throughout the game.

Action Tokens



Action tokens that players use to bid on actions.

Color cards



Color cards that make up the color decks.

Dice



Dice are used for the one player and two player variants.

Set Up



1. Deal out Player Boards: Shuffle up the 3 player boards and deal one to each player. Give each player the 4 Action Tokens that correspond to their color and any pigments that they begin the game with.

2. Prepare color decks: Give each player a deck of 21 color cards. Each deck includes 2 copies of the Celeste, Orchid, and Canary cards, and 1 copy of each other color.

3. Place Color Board and Action Board: Place the Color Board and the Action Board in the center of the play area so that all players can access them. Place 3 Color Disks on Grey (0,0,0) on the Color Board.

The Turn

Phase 1: Bidding

The first player is the player who is playing as the Lord of Celeste. Starting with them and continuing to the left, players will take turns placing an Action Token face-down onto one of the 6 actions on the Action Board.

In the next Bidding round, the player to the left of the first player will become the first player.

Phase 2: Actions

Flip over all of the Action Tokens, then resolve each of the six actions in order starting with the first action. When resolving an action, each player adds together the total values of their Action Tokens. The player with the highest total uses the action. Some actions may have multiple effects that sequentially get weaker, each separated by a line. In these cases, the player with the second highest total uses the second effect, and the player with the third highest total uses the third effect.

Players will never get more than one effect per action, like if they were both the first and second highest bidder. If two or more players are tied then they both get the reward. For example, if two players had a total of 13 and one player had a total of 5, then the two players with a total of 13 would both get the first effect while the player with a total of 5 would get the second effect. Resolve the first effect before resolving the second effect, and so on. In the case of a tie, the first player takes the action first, followed by the player to their left.

1. Gain Pigments This action allows the players to gain pigments of any one color. When using this action, all of the pigments must be the same color. They may not take 2 Magenta pigments and 1 Yellow pigment, for example.

The forward slash (/) indicates that the effects

change depending on the highest rank color of the player who uses the action. The first effect gives the player 3, 4, 5, or 6 pigments. If the player has a rank I active color or no colors active, they will gain 3 pigments of any color. If the player has a rank II active color, they will get 4 pigments of any color. A rank III active color gives 5 pigments, and a rank IV active color gives 6 pigments. The second effect gives 1/2/3/4 pigments of any color.

2. Gain Pigments of your color This action differs from the first action as players must take pigments of their color. The Lord of Celeste must take Cyan pigments, the Lord of Orchid must take Magenta pigments, and the Lord of Canary must take Yellow pigments.

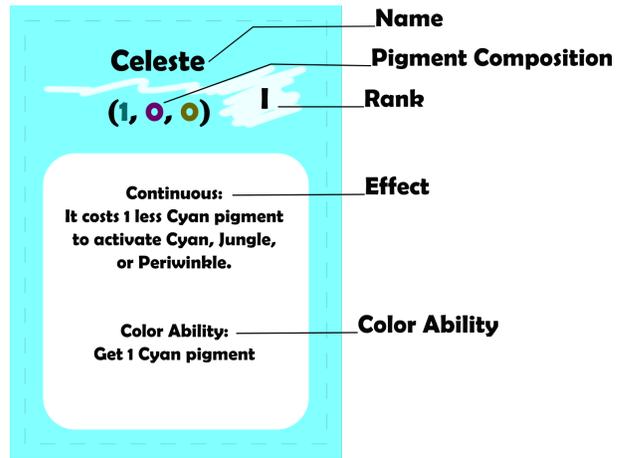
3. Activate Colors When activating a color, look through your deck of color cards and choose one to activate. Pay the amount of pigments required to activate the color, flip it face-up, and put it in front of you.

4. Combining Colors When combining into a color, you do not pay the normal activation cost. Instead, you de-activate 2 colors to activate the appropriate color based on the Pigment Composition. The 2 de-activated colors must have a total Pigment Composition of the color that was combined into. For example, Celeste has a Pigment Composition of (1,0,0) and Yellow has a pigment composition of (0,0,2). They can be combined into Jungle (1,0,2), but not into Green (2,0,2) or any other color.

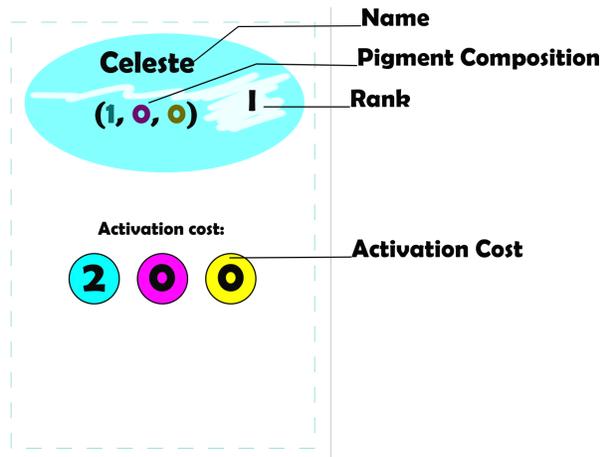
Depending on the rank of the color you are combining into, you will pay a pigment cost. This pigment cost can be paid with any combination of pigments from any color.

5. Using Color Abilities Every color has a color ability. During this phase, you may use the color abilities of any active color. Note: If you have to activate multiple colors, you can turn them sideways to keep track of how many you have activated so far.

6. Move a color disk You may move a Color Disk on the Color Board from any space to any other space. You may also choose to not move any disk. A Color Disk prevents the color it is on from being activated or combined into. It also prevents players from using that color's Color Ability. It does not, however, prevent players from using that color to combine into a different color, or prevent players from deactivating that color.



Color Card Breakdown



Back Side: When a color is face-down on its back-side it is considered inactive.

The Activation Cost is the cost to activate the color. The first circle is a Cyan color, and the number written in that circle is the Cyan Pigment cost. The Magenta Pigment cost is in the second Magenta circle, and the third circle is the Yellow Pigment cost. When activating a color, you pay the number of pigments dictated by the activation cost and flip the card from face-down to face-up.

Front Side: When a Color Card is on the front side, it is considered active. Each active Color Card has an effect.

There are three types of effects:

Continuous: This effect occurs for as long as the color is active.

If Combined: If the color is used combine into a different color, then this effect happens.

Immediate: This effect occurs as soon as the color is activated.

Each Color Card also has a Color Ability. These Color Abilities are not used unless action 5, the Use Color Abilities action, calls for it.

Two player and One player Variant

In the two player or one player variant, the unused player boards will become automata. At the beginning of the game, shuffle their Color Decks. When placing Action Tokens during the Action Phase, the automata will roll a die and place a random token face-down on the action corresponding to the die roll result. Each time the automata has the highest total in the Action Phase, they may activate the top card of their Color Deck for free if they are able to. If they are unable to do so due to a Color Disk blocking that color, they will shuffle their Color Deck instead. Ignore any Color Effects, Color Abilities, and Actions of the automata: they always choose to not use them.

If an automata manages to activate 17 or more colors, they win immediately, causing everyone else to lose. Note that since you can see the top card of the automata Color Deck and where they place Action Tokens, the players may wish to collaborate to block them from having the highest total and to prevent the

activation of certain colors.

Game Credits

Game Design: Jorge Zhang

Playtesting: Jorge Zhang. You could be a playtester too! Contact Jorge to be a playtester.