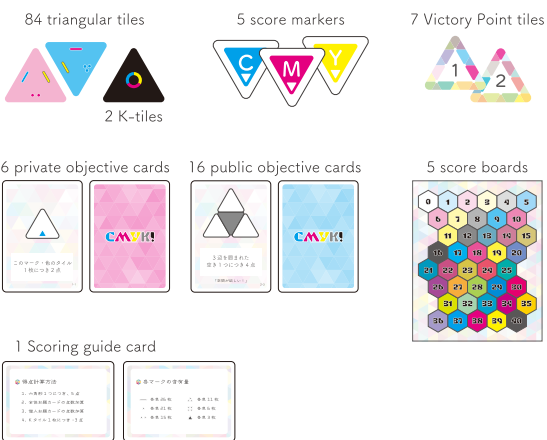


CMYK!

2-5 Players Age: 8+ 15 min

Components



Story

You are a mosaic tile craftsman, who was supposed to paint all the tiles white. Due to a mix up you painted them different colors! Repainting them isn't an option as there's a deadline. All you have to do is to arrange the order of the tiles to satisfy your client's needs.

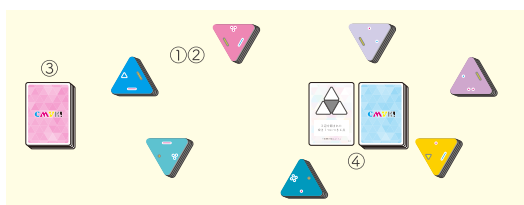
Game objective

You earn points for making a hexagon by connecting triangular tiles. You can also earn extra points by connecting triangular tiles in a way that meets conditions specified in the objective cards.

The player with the most points at the end of the game wins.



Preparation

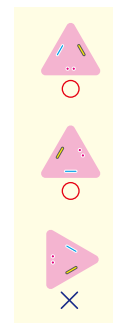


- Shuffle the tiles, stack them and **make piles of 12 tiles**. The number of piles differs depending on the number of players.
2-3 players: 5 piles (60 tiles)
4-5 players: 7 piles (84 tiles)
Remaining tiles will not be used in this game. (Shuffle them together when you play next game.)
- Place piles of tiles in a circle.
- Shuffle **private objective cards** facedown. Deal 1 card to each player face down. While being careful not to show the other players, check your card. Place remaining cards outside of the piles of tiles. Those remaining cards will be used as The Deck.
- Shuffle the **public objective cards** facedown. **Reveal 1 card** so that everyone can see it. Remaining cards will be used as a deck of public objective cards.

How to play

Initial placement

- Choose the **first caller** randomly. The caller is the person who starts the game.
- Starting from the caller, take turns clockwise with each player **taking 1 tile** from any pile of tiles.
* Do not take K tile(Explained later).
- Once everyone takes a tile, **pass it to the player on the left**. This is the initial tile.
- Place your initial tile pointing forward.



Start of game

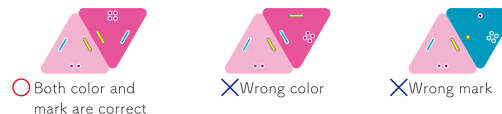
When the Caller says "Ready Go!" everyone starts the game.

Each player takes a tile from **the top of a pile** simultaneously and places the tile adjacent to your tiles. You can choose any pile.

You **don't have to wait for others** when you pick up a tile. (This is NOT a turn based game.)
Finish your job quicker than anybody else!

How to place tiles

Adjacent tiles must be the same color AND the same mark. If you're placing a tile that goes between 2 tiles, the new tile has to have the same mark and color for the both sides.



- You can **take another tile only** after you've finished placing the tile you have.
- When you take another tile, **you're not allowed to move the current tile around**. However, you CAN move your last tile around until you take a new tile.
- In case you take a tile that you can't place, put it back to where it came from. If you forget where you got it from, put it back in a random pile.

- If a player knocks a pile over, that player has to re-stack them up again.
- If **none of the players can place a tile from the remaining set of tiles**, everyone takes a tile from a random pile and removes the tile from the game. If the number of piles is less than the number of players, remove the top tile from all the remaining piles.

K-tiles

lack tiles are called "K-tiles". There are 2 of them in this game. Special rules will be applied to them when played.



- When you get the K-tile, you can **choose to place it or discard it**.
- When you place the K-tile, you are only matching the color, **not the mark**.
- If you choose to discard, remove the K-tile from the game.
- When you finish your move with the K-tile (placing or discarding), **reveal an additional public objective card** from the deck.
- The player who placed the K-tile gets **-3 points** per K-tile when they count their score.

End of game

The game ends when (1) there's no tiles left or (2) everyone decides to not take more tiles.

Scoring

Use your score board to count the score. Follow the steps written below and move your score marker around.

- 5 points** per hexagon (Unless you have "I want to see more than hexagons").
- Additional points if your tiles meet the conditions specified in public objective cards.
- Additional points if your tiles meet the conditions specified in private objective cards.
- 3 points** per placed K-tile.



Scoring guide card

The player with the **most points** wins.

In case of a tie ①the player with the most hexagons ②the player with the least amount of K-tiles and ③the player with the least amount of tiles decides the winner.

Additional rules

If you play the game continuously, you can choose to use additional rules.

3 Games Rule

For each game, deal 2 VP to the first place player and deal 1VP to the second place player. The player with the most VP after playing 3 games is the winner. Reset the score board every time you start a new game.

· Total Score Rule

You add up the score you gained from each game. When someone reaches to 40 points or greater, the game ends. The player with highest score is the winner.

Distribution of marks

- 26 for each color
- 21 for each color
- 15 for each color
- 11 for each color
- 6 for each color
- ▲ 3 for each color



This information is also available on Scoring guide card. You can see it when you're playing.

Extra

Each mark denotes the distribution of C(cyan), M(magenta), and Y(yellow). The color of the tile is the sum of distribution defined by the marks.

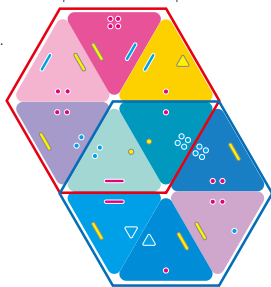
- 0%
- 20%
- 40%
- 60%
- 80%
- ▲ 100%

Additional notes on Scoring

▲ 5 points per hexagon.

Each hexagon is worth 5 points. A hexagon can be constructed with tiles that are used to construct other hexagons. If you have an objective card that changes points you get from each hexagon, you add points for that.

5 points × 2 = 10 points



▲ Score -3 points per K-tile.

Calculate K-tiles only if they are placed. Ignore K-tiles that are not in game.

▲ Private objective card

Private objective cards can be used by a player who owns it.



You can gain extra points for the tiles you placed. The maximum points you can get from your private objective card is 6 points.

Additional notes on public objective cards

「おまかせ！」 As you like!

Double the score of your private objective card. You may earn points greater than 6 if this card is played.



「六角形以外も欲しいな！」 I want to see more than hexagons!

Each hexagon is worth 3 points, not 5 point. If "Do it again!" is played after this card, you score 6 points per hexagon.



「空間が欲しい！」 I need my space!

From each empty space surrounded by 3 tiles, you get 4 points. Those empty spaces that are surrounded by more than 3 tiles won't be counted.



「もっとやって！」 Do it again!

Double the points you can get from the last played public objective card before this card. If this card was revealed as the first public objective card, this will double the points you get from the next public objective card.



「このタイルいいね！」 I like this tile!

If you have a tile with the same mark with different colors, you score 3 points each. There are 4 tiles like this in the game.



「やっぱりやめた！」 I take that back!

This card cancels out the last public objective card before this card. If this card was revealed as the first card, remove this card from the game and reveal another public objective card.



「横に長くして！」 Make it wide!

Count the number of the longest set of horizontal tiles. You get 1 point per 2 tiles. Ignore the tiles placed diagonally.



「高さが欲しい！」 I want height!

Count all the tiles placed in the vertical direction. If only one tile is placed, it counts.



「トゲトゲさせて！」 Make it Pointy

Get 1 point per tile that has only 1 side connecting to another tile.



「左右対称にして！」 Make it vertically symmetric

If tiles are placed vertically symmetric, you get 6 points. You don't score points even if you placed tiles horizontally symmetric.



「上下対称にして！」 Make it horizontally symmetric

If tiles are placed horizontally symmetric, you get 7 points. You don't score points even if you placed tiles vertically symmetric.

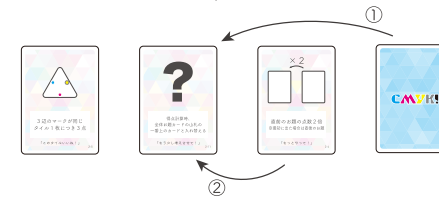


「もう少し考えさせて！」 Let me think!

Replace this card with the card on the top of the deck when the game is ended.



If "Do it again!" was played after "Let me think!", you get doubled points from the card that is replaced with "Let me think!".



「この色も欲しい！」 I want this color too!

The player who revealed this card replaces this card with a private objective card from the deck. The private objective card will be applied to everyone. If "As you like!" is in play, the points you gain from the new private objective card will be doubled.



「たくさん使って！」 As many tiles as possible!

The player with the greatest number of tiles played gets 5 points, second place gets 3 points. If there are multiple players with the greatest number of tiles, those players get 5 points. If second place players are tied, they get 3 points each.



「隣の色もいいな！」 Your color looks better!

Reveal everyone's private objective card. You gain additional points from the private objective cards that are placed in front of the player on your right side. This effect will be canceled out if "I take that back!" is played. Though you don't have to flip your revealed private objective card. If "As you like!" is in play, you get doubled points from this card. If "Do it again!" is in play, the points you gain from the private objective card will be doubled.



「あれもこれもやって！」 Do them all!

Reveal 2 additional public objective cards from the top of the deck. The "Do them all!" card will be removed from the game. If this card was revealed as the first card, reveal 2 additional cards before starting a game.



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