

Rainbow Rush

A game played with **CHROMA CARDS**

Game by: Brian Bollinger

Number of Players: 2+

Supplies: Three of sets of Base Cards, 1 set of Colors Cards and 1 set of Shapes Cards.

Game summary: Players compete to see who can collect a rainbow (one of each color) all of the same shape.

The set up: Shuffle all the cards together (including the shapes and colors decks) and deal each player 3 cards. Place the remaining cards in a pile face down. This will be the draw pile.

Who goes first?: The person that most recently saw a rainbow.

Goal: To create a 5 card rainbow. The rainbow must consist of all 5 colors and all the cards must be of the same shape.

A Turn: On a player's turn they draw 1 card from the draw pile or the discard pile* (see Important Rule). They then have 3 possible options:

1. They play a card in front of them, thus, adding to their rainbow. A player may not have more than 5 cards in front of them. If a player's rainbow exceeds 5 cards, the player must select a card to move to the discard pile.
2. They can place a card directly from their hand to the discard pile.
3. They can place a wild card* from their hand directly onto an opponents rainbow.

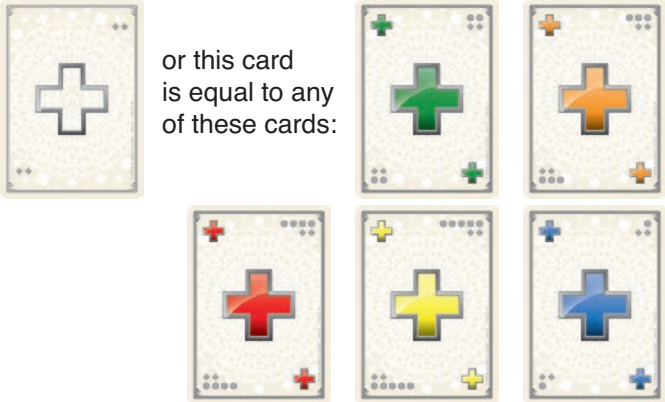
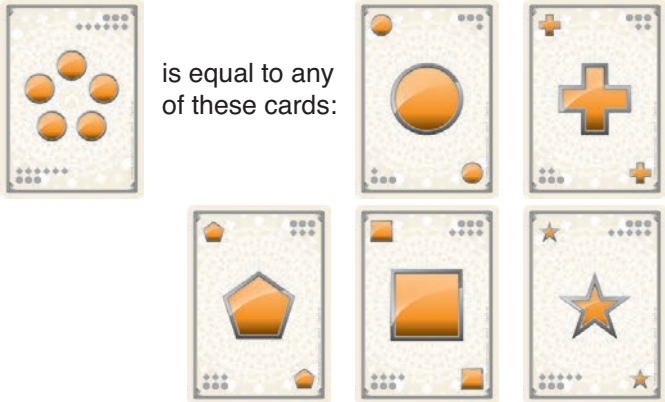
Wild Cards*: All of the cards from the shapes deck and the colors deck are wild cards. Wild cards can be placed directly onto your rainbow or an opponent's rainbow.

If the card is a colors card then it can represent any shape of the color shown. Example: If the card is a red color card (5 small red circles) then that card can represent any red shape - square, circle, star, cross, or a pentagon.

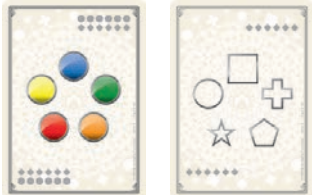
Any shapes card can represent any color of that shape. Example: If the card is a star shapes card it can represent a star that is blue, orange, red, green, or yellow.

If the card is the all shapes card or all colors card then it can represent any shape of any color - a wild among wild cards.

Here are a couple of examples:



And these two are wilds among wilds. They both equal any card in the deck!



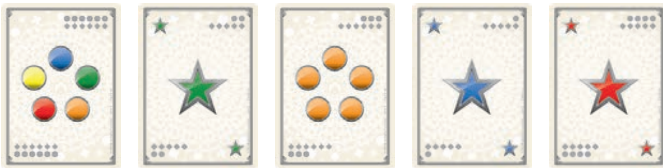
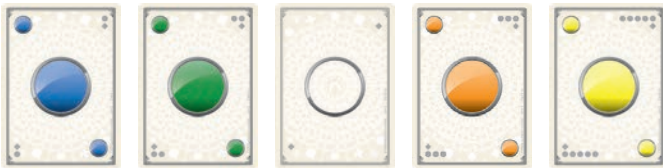
***Important Rule:**

There are two cards that **can not** be picked up from the discard pile. Any wild card (ever) or any card that has just been replaced by a wild card. If a card that has been replaced by a wild card is still on top of the discard pile 2 turns later it may be picked up.

Winning the game:

The first player to collect 5 cards of the same shape with 1 of each color wins.

Here are some examples of winning rainbows:



General notes:

At the beginning of the game each player has no cards in front of them so they have to build their rainbow one card at a time from nothing.

The cards you place in front of you for building your rainbow do not need to match in color or shape as you are building your rainbow. In fact, towards the beginning of the game they probably will not match at all. They only need to match to win the game.

Here is an example of what your rainbow might look like near the beginning of the game:



Why play a wild card on an opponent's rainbow? It could mess them up... If player A is collecting stars and has, in their rainbow, a yellow star, a blue star, a red star, an orange star and a blue square then all they need is a green star (to put in place of their blue square) to win. If player B draws a yellow colors card (a wild card) it could be used to play on one of player A's star cards, such as the blue star, which would cause the blue star to go to the discard pile, and make it so player A now has 2 yellow cards instead of just one.

This is illustrated here:

Player A only needs 1 card to win...



...but after player B plays a wild on player A's hand now player A needs 2 cards to win.



And if the "Important Rule" did not exist then player A could just pick up the blue star from the discard and place it back in their rainbow... but it does exist so he can not!