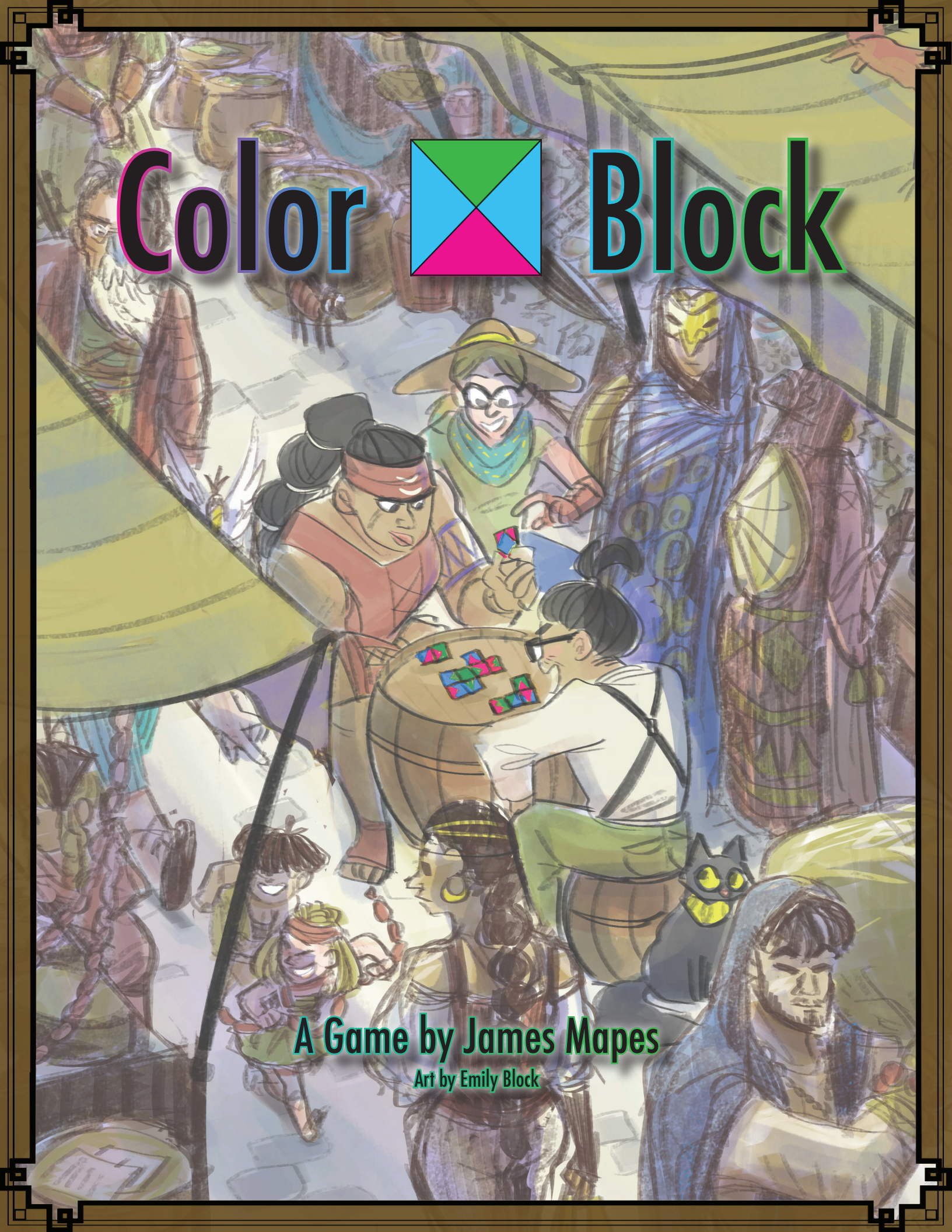


Color Block

A Game by James Mapes

Art by Emily Block



Colorblock



A strategic game of shape-making for 2 to 4 players

THE GAME:

Colorblock is a competitive game about completing shapes.

During the game, each player is trying to complete as many shapes as possible of a single color.

At the end of the game, each player will count up their shapes to see who has the highest score.

Game Contents:

75x Square tiles

15x Goal cards

1x Manual

SET-UP:

If this is your first game, set the Goals aside for later games. (See page 4 for details.)

Play on a table big enough to give each player a little space in front of them, as well as a larger central space.

Shuffle the colorful square tiles, then make one or more face-down stacks, so that everyone can reach. Players will draw these tiles during the game.

The player wearing the most colorful outfit goes first.

GAMEPLAY:

Play goes around the table in clockwise order.

Each turn consists of a player drawing a single tile from a stack and playing it.

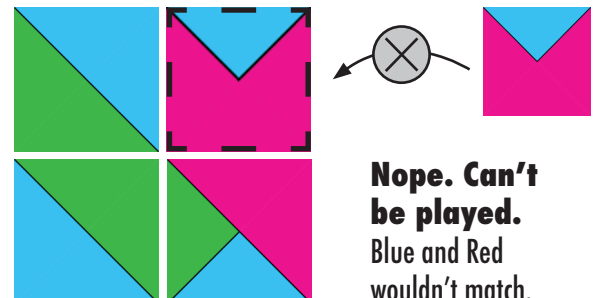
Any time a tile is placed, it must be played with at least one edge attached to an existing tile.

When it is played, all edges of the new tile must match the colors of the existing tiles around it.

(Exception: the first tile of each board will be played by itself, alone into the void of the empty table.)



Yep!
All colors match
across all tiles.

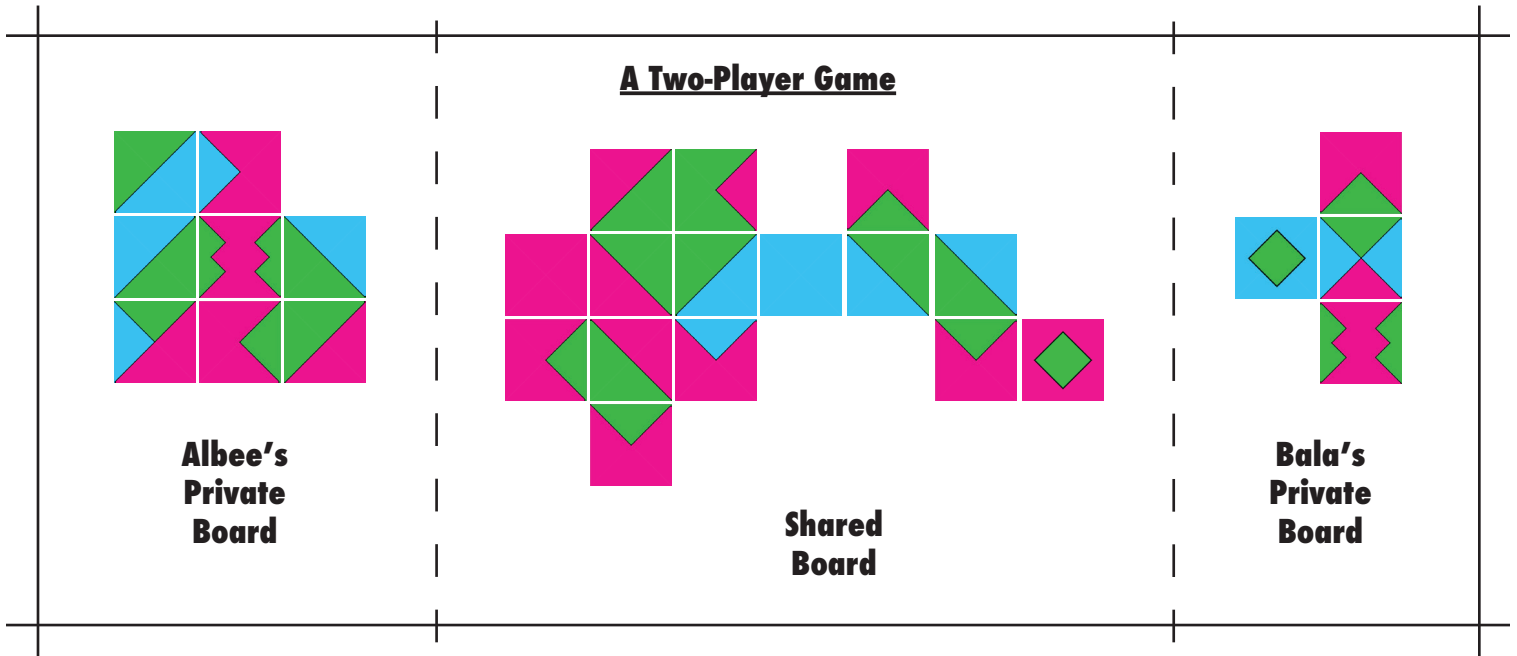


**Nope. Can't
be played.**
Blue and Red
wouldn't match.

Players can choose between two places to play their tile:

1. They may play it on the Shared Board, in the middle of the table. This board can be any size and shape. Anyone can play on it.
2. Or they may play it on their Private Board, in front of them. This board cannot be bigger than a 3x3 square of tiles (9 tiles total), and only that player may build on their Private Board. (In other words, you can't play a tile on another player's Private Board.)

Tiles don't ever move once they're placed.



END OF THE GAME:

A game of Colorblock ends when a player places the ninth tile of their Private Board, finishing their 3x3 square. They will choose a color and then count up their points (see Scoring, below).

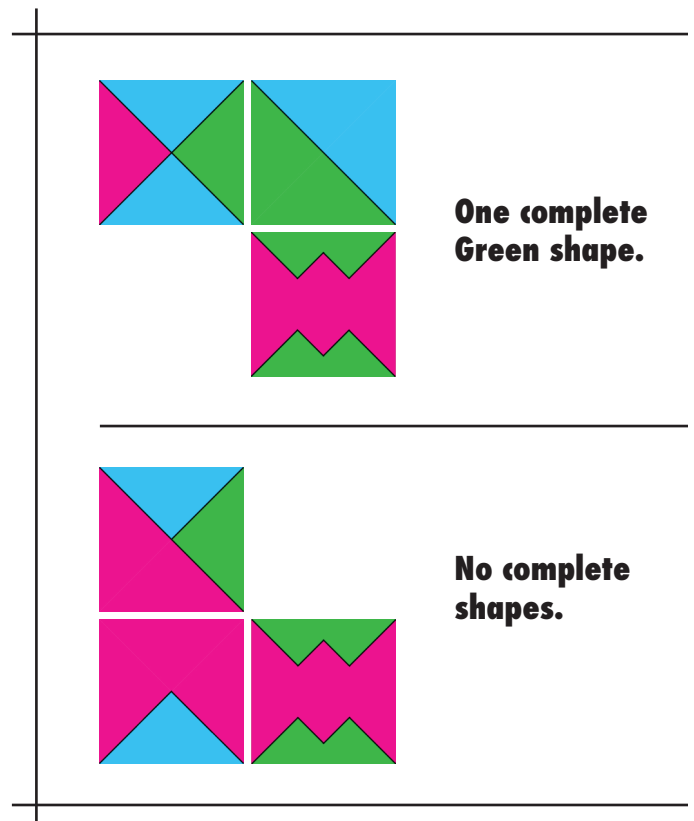
Each successive player will get to draw and play one more tile before they have to choose their color and score their own points.

SCORING:

At the end of the game, players count their points. First, they must choose one of the three colors to score: Red, Green, or Blue.

Once they've decided, they count the number of completed shapes of that color on their Private Board and multiply that by the number of completed shapes of the same color on the Shared Board. (An example is on the next page.)

A shape is completed when it has an unbroken perimeter and is not missing any tiles from its interior.



Example:

Albee ends the game and chooses to score green shapes. They count 2 completed green shapes on their Private Board and 3 green shapes on the Shared Board. Multiplying the two numbers gives Albee 6 points. Yay Albee!

Bala would get to play one more tile before they score. Based on their Private Board, they would hope to complete another green shape and edge past Albee.

Albee's Private Board

Shared Board

$$2 \times 3 = 6$$

↑ ↑ ↑
 Private Shared Albee's
 Green Green Score
 Shapes Shapes

Reminder: After the first player completes their board and scores, each successive player gets one more tile before they have to choose their color and score their own points.

The game ends if the tiles run out. Starting with whoever played the last tile, each player picks a color and scores their points.

GOALS:

Goals add more strategy and choices to Colorblock. It is recommended that you play your first game with just the base tiles before adding Goals.

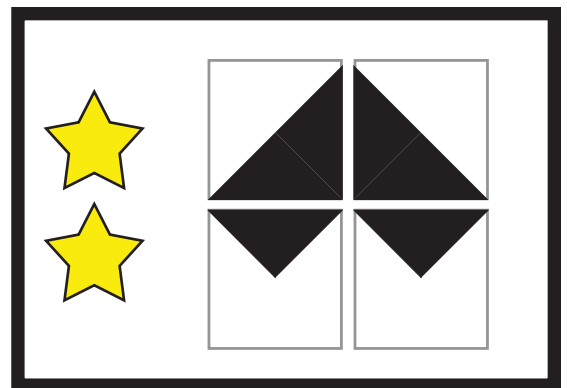
Each Goal has a condition and a point value (one point per star). Conditions include making a particular shape (example to the right), creating shapes with certain numbers of tiles, scoring specific colors, and more.

Page 5 describes all the Goal conditions.

Number of Players:	2	3	4
Number of Goals:	3	4	5

At the start of the game, shuffle the Goals, then turn the number you are using face-up. Set the remaining Goals aside for future games.

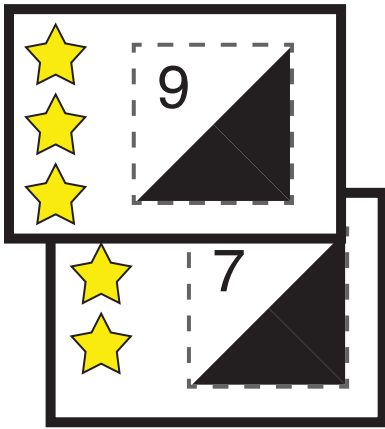
The first time a player satisfies the Goal's condition, they take the card. At the end of the game, they add the point value to their total. (Some Goals may only be satisfied during final scoring.)



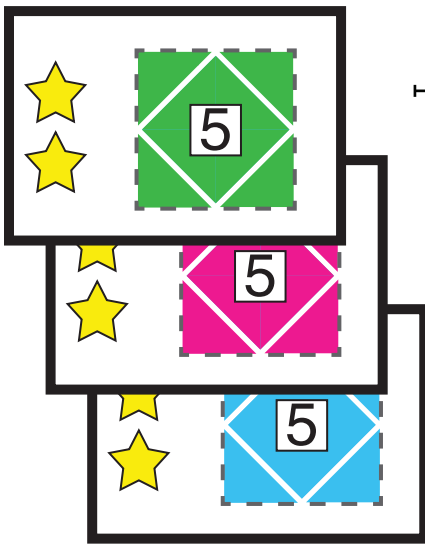
A two-point Goal that asks you to complete the pictured shape (in any color or any orientation).

See next page for a list of all conditions.

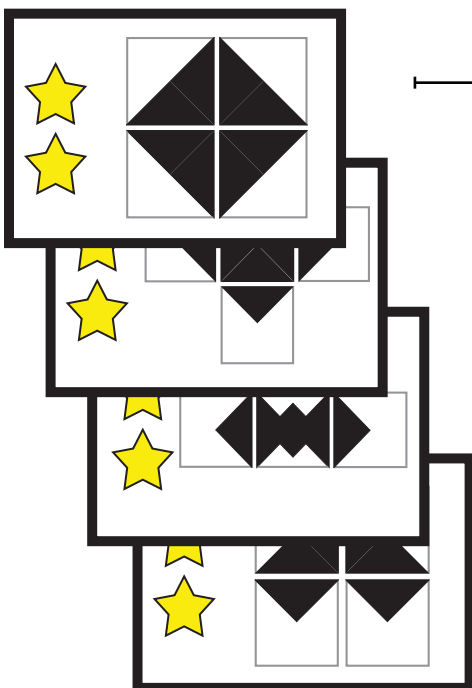
GOAL CONDITIONS:



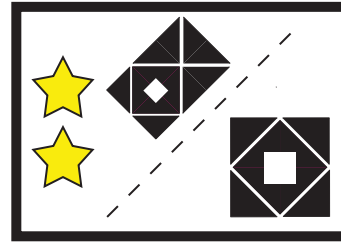
Make any shape with the pictured number of tiles.



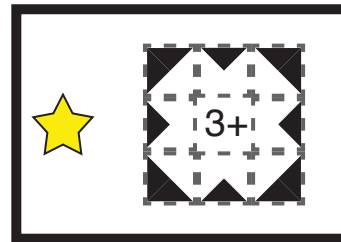
Make any shape with 5 tiles of the pictured color.



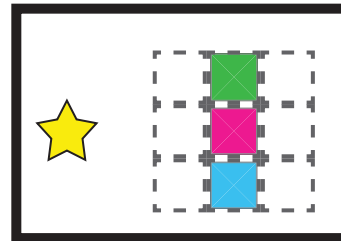
Make the pictured shape out of a single color of tiles.



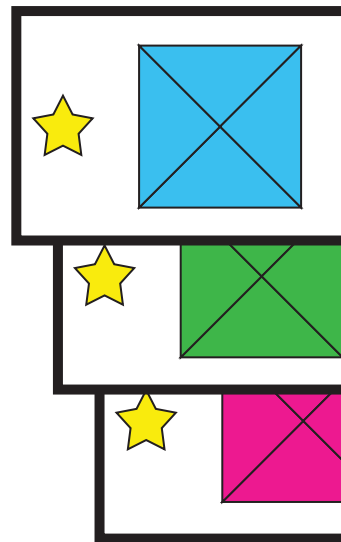
Create a shape with an "island" of a different color inside of it.



Create a shape with 3 or more tiles in your Private Board.



Create a shape of each color in your Private Board. (Claim this Goal when you complete the third shape.)



Be the first player to score the pictured color at the end of the game.

EXPERT MODE:

Looking for more of a challenge? In Expert Mode, each round of tiles is drafted from a collection of face-up tiles.

One player begins as the dealer, and turns face-up one tile for each player plus one. Starting with the dealer, each player selects one of these tiles to play. The final tile is discarded, and the next player becomes the dealer for the following round.

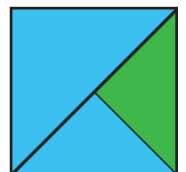
Example:

Albee, Bala, and Coltrane are playing and it's Albee's turn to deal. Albee turns over four tiles. After looking at each of them, Albee chooses one. Bala chooses another, leaving Coltrane with a choice between the last two. After Coltrane makes their choice, they discard the unchosen tile. It is now Bala's turn to display four more tiles for the group and pick first.

When a player completes their Private Board, finish drafting the rest of the round, scoring as you go. Then, any remaining players score immediately. If ever there are not enough tiles for a full draft round, the game ends and all players score.

ADDITIONAL RULES, INFORMATION, AND CORNER CASES:

- You don't have to decide what color you're going to pick until the end of the game. Strategically, you can try to keep your options open with all three colors, balance between two colors, or you can go heavy on a single color to warn other players away.
- A particular color can be scored by multiple players or not at all. In other words, each player gets their own individual choice.
- You must play your piece if able, even if you don't like where you're forced to play it. But if a piece doesn't fit anywhere at all, discard it to the side of the table and draw a new tile.
- Goals must be claimed immediately. If you don't notice that you finished a Goal and someone else finishes it, then they get it! On the other hand, you cannot rush a move to deprive another player from claiming their Goal. (In other words, no "fast-play".)
- Your Private Board can't be bigger than a 3x3 square, but that doesn't mean that the first tile you play on it is the center. You can play in any direction, as long as it doesn't expand beyond a 3x3 footprint.
- If any players are tied for the most points after everyone has scored, then a lightning round occurs. The tied players each select a second color and add that score to their totals. If necessary, do it with the third color. If they are still tied, then yay! It's a tie!
- If a tile is placed illegally (colors not matching the tiles surrounding it) but the mistake isn't noticed for a while, it's still best to remove the offender. Exceptions can be made if removing it would drastically alter the game.
- Some tiles have two adjacent sections of the same color (pictured right). These sections are separate. If they are joined into one large shape with other tiles, though, it still only counts as a single "tile" for the purpose of Goals.



Colorblock was created by James Mapes in beautiful Portland, Oregon, USA

The original kick that made the game playable was the dance piece Trinary, co-created by Éowyn Emerald and James Mapes

Cover Art for this Manual was created by Emily Block

Dedicated to Lyndsay: Just one more play-test, I promise

Testers: Lyndsay Hogland, Rory Breshears, Molly Gardner, Alan Cline, Jamie Lynne Powell-Herbold, Teela Labrum, Patrick Davis, Jessica Hillenbrand, Jeff Wallin, Vincent Wallinberry, Salvadore Wallinberry, Paul Susi, Jerry Tischleder, Nevan Richard, Stephanie Bayne, Isaac Raines, Brian Jennings, Summer (Panda) Turpin, Katie Mapes, Karen Mapes, Jeff Mapes, Jerry Hogland, Mark Hogland, Kathy Lakey, Darise Weller, Jenessa Raabe, Liam Kaas-Lentz, Patrick Blenkarn, BB Anderson, Jeffrey Arnsdorf, Ryan Scott, Charles Copeland, Éowyn Emerald, Jonathan Krebs, Emily Dang, Emily Block, and others

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