COLOR CODE

2–6 · 14+ · 30 min

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GAME CONCEPT

Try to get a feeling for the color associations of your fellow players by using empathy and intuition, thus cracking their individual COLOR CODE.

Reveal three words. One player is the Color Coder. That player contemplates which color they associate with the individual words, and places their respective color cards face down next to the words.

Then, the other players must try together to reach the same color association as the Color Coder by using their color tiles. The more often you choose the same colors, the higher is the level you achieve as a team.

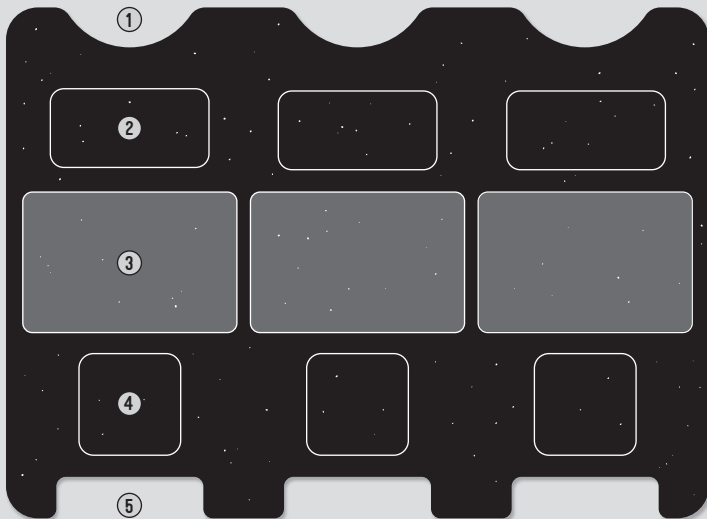*Have fun and good luck to all of you!*

COMPONENTS

8 ROUND COLOR TILES

1

1 DISPLAY BOARD

Slots / places for:
1. Color tiles (Team)
2. Bonus tiles
3. Word cards
4. Special tiles
5. Color cards (Color Coder)
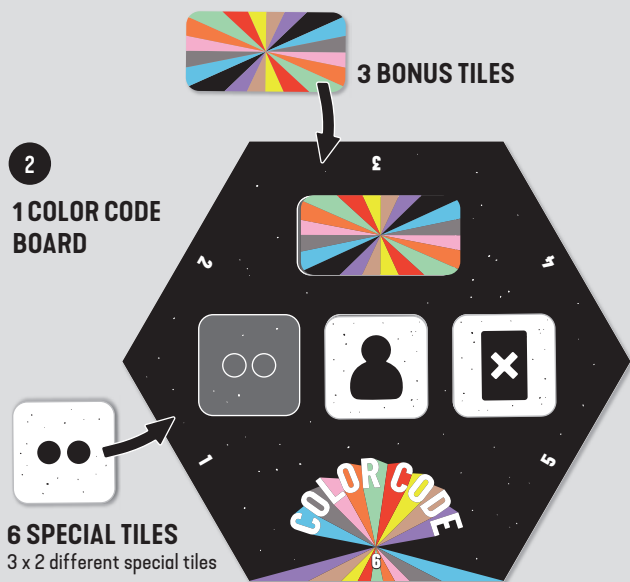
Front

Rear side

4 **8 COLOR CARDS**

1 The player wearing the most colorful outfit becomes the first Color Coder. They place the **display board** in front of themselves with the square slots pointing to them.

2 Place the hexagonal **color code board** in the center of the playing area, and the **bonus and special tiles** on their designated spaces.

3 Mix the **word cards** and take a number of cards, based upon the number of players.

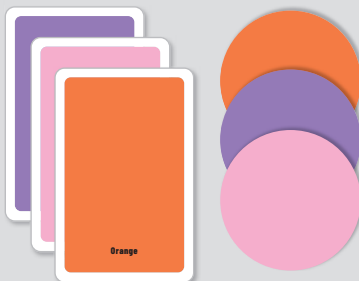| Player	2	3	4	5	6
Word cards	18	18	12	15	18

Stack these cards face down next to the color code board. Return any unused cards to the game box.

In a game with 4 or 5 players fewer words are used to ensure each player is the Color Coder an equal number of times.

4 The Color Coder takes the **8 color cards**. The other players take the **8 color tiles**. Leave the remaining color cards and tiles (Purple, Orange, Pink) in the game box; they are used only when playing with the module »Colorful Bustle«.

3 BONUS TILES

2

1 COLOR CODE BOARD

3 133 WORD CARDS
including 8 blank cards

Magic

COLOR CODE

6 SPECIAL TILES
3 x 2 different special tiles

3 COLOR CARDS AND COLOR TILES
for the module »Colorful Bustle«
(Pink, Purple, Orange)

Orange

PLAYING THE GAME

OVERVIEW: First, the Color Coder places three colors next to the words, then the other players do likewise. Subsequently, proceed to scoring.

IN DETAIL: The Color Coder reveals **3 word cards** from the stack und places them on the display board in good view of all players. They read the words aloud, and then contemplate **which color they will assign to the individual words**. They should count on their personal feelings and color associations. The selected colors should not be too difficult for the other players to guess – **you are playing as a team.** However, the Color Coder nor the other players are allowed to give any hints by any means.

Once the Color Coder has made their choices, they place **one color card face down into each slot for the associated word.** The player keeps the remaining color cards face down next to themselves.
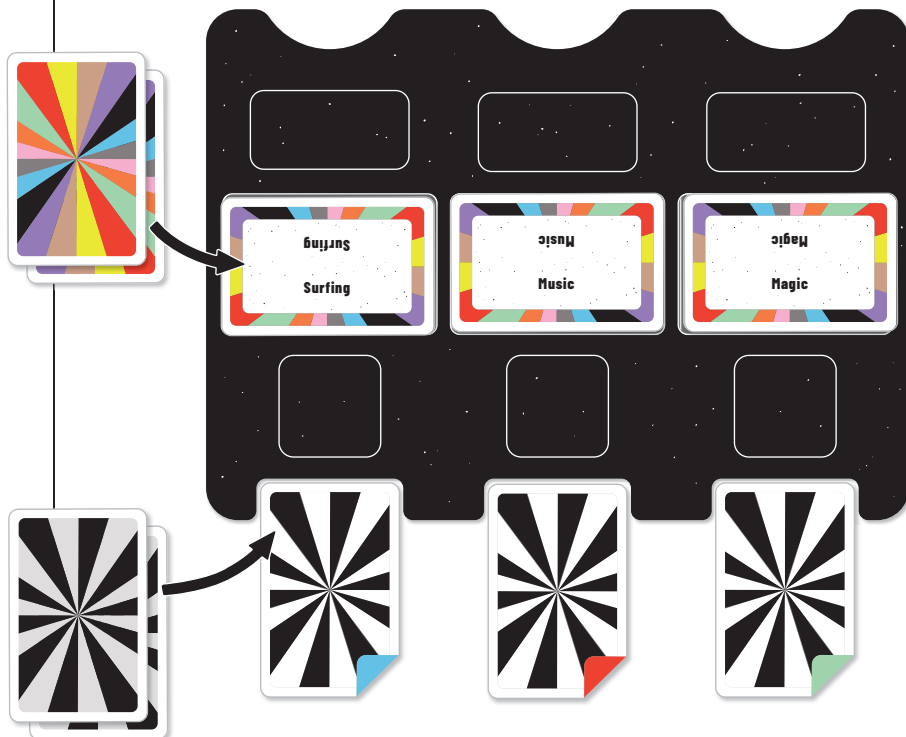
They may assign a certain color to one word only. This means a color code is made up of **3 different color cards.**

Lucy is the Color Coder and selects her three colors.
The words are: Surfing - Music - Magic.

She selects Blue (for the water needed when surfing), Red (because music is her passion) and Green (her most magical color).

Now it's time for the other players to act. Together they discuss which colors the Color Coder may have selected and try to pick **the color tiles of the same colors**. They should use their **empathy and intuition** to reach the same color association as the Color Coder.

During each round there is one **Color Master**. This is always the player sitting to the right of the Color Coder. The Color Master's task is to lead the discussion and **make a decision** in case the team cannot agree on a color for a particular word. Of course, the Color Coder must not let on about anything.

*Note: There is no Color Master in a game with two players.*

After the players have selected **3 color tiles**, the Color Master puts them into the round slots of the display board, next to the word they think to be the correct choice.
The color code is now locked in and can no longer be changed.

The discussions of Lucy's fellow players add up to: Though White (surf board) or Yellow (beach) would match, they agree that Lucy will have selected Blue for **Surfing**. Concerning Music they are undecided between Brown (instruments) and Red (because of Lucy's love for music). The Color Master then chooses Red. The players are doubtful about **Magic** and finally decide on Gray (thinking of Gandalf).

Surfing

Music

Magic
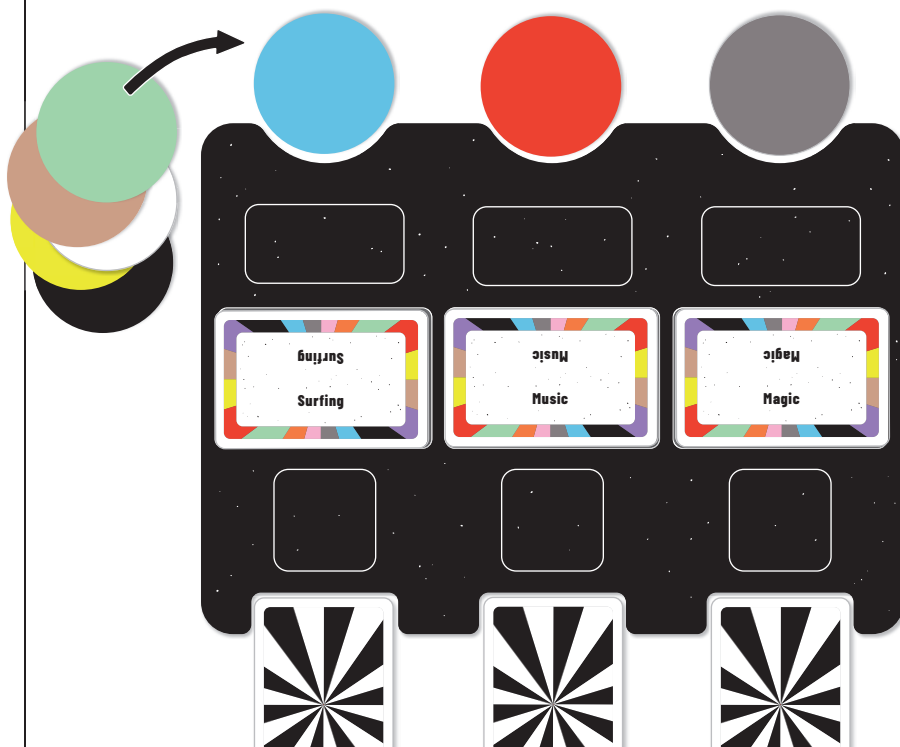
THE COLOR CODE

Once the color tiles have been locked in, it's time for the showdown. **The Color Coder reveals the 3 color cards, one after the other.** (They may try to make an exciting show of it). The players now have the opportunity for exchanging ideas and discussions. Then, the color code will be scored. In case the Color Coder and the other players have chosen **the same color** for a certain word, they take that word card and place it next to edge 1 of the color code board, **face down**.

Each edge of the board represents **one level**. The players start at level 1. A level is complete as soon as there are **2 cards** placed at that level. The next card(s) will be placed at the next level (first, level 1, followed by level 2, then level 3 etc.)

*Please note: You may place **any number of cards and bonus tiles at level 6**. If you manage to place more than 2 cards or bonus tiles there, you reach the **highscore** (see below).*

EXAMPLE

Lucy reveals one color after the other.
Surfing → Lucy – Blue → Team – Blue!
Music → Lucy – Red → Team – Red!
Magic → Lucy – Green → Team – Gray.
Two matches!

Lucy takes both word cards, **Surfing** and **Music,** and places them at the edge of the color code board. Thus, Lucy and her team have completed level 1.

NEXT ROUND

The round ends after the showdown. Return the color cards and color tiles from the display board to their respective stacks. The next player in clockwise direction is the next Color Coder. That player takes the 8 color cards and places the display board in front of them. Remove any word cards still on the board from the game.

The new Color Coder places **3 new word cards** on the board, and the next round starts.

END OF THE GAME

The game continues this way until no more word cards can be placed.
Then, the game ends and all players check the level they reached together. A level is complete if 2 cards have been placed at that level's edge of the color code board. Which level have you reached as a team?

1   **Amateurs**
2   **Much to learn you still have**
3   **Good work**
4   **Colorful minds**
5   **Color experts**
6   **Perfect performance**
6+ **Highscore**

You may start the game now! Once you are familiar with the game after a few rounds, go on reading the next pages.

On their turn the Color Coder may use **one special tile per word** in order to make it easier for their fellow players to guess their color associations. **If they want to do so, the Color Coder puts a special tile on the corresponding spot of one of the words.** After the Color Coder has assigned one or more special tiles (or none, if they can't or don't want to do so), **the team takes their turn.** At the end of the round, put the used special tiles back into the game box.

INSIDER The Color Coder may **appoint one player** to let them know that their selected color refers to a joint experience or association.
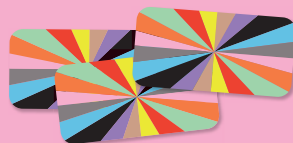
COLOR FILTER The Color Coder may reveal one of the color cards they did not use, thus showing that they did not assign this color to any of the current words.

50/50 The players may place **2 color tiles** for a word (placing them next to each other at the chosen slot) in order to increase their chances for a match.

If the team is very sure when selecting a color tile, they may decide together to use one or more bonus tiles **before locking in the 3 color tiles.**
The Color Master places this bonus tile next to the chosen word card.

No more than one bonus tile may be used for each word.
Both one bonus tile and one special tile may be placed for the same word.
If the players guessed the correct color for this word during showdown, they place that word card plus the bonus tile at the edge of the color code board, and **the bonus tile counts as a word card**.
In case the colors do not match, **that bonus tile is removed from the game.**

Lucy is the Color Coder, and places the **Insider special tile** next to the word **Bicycle**, then points to her friend Emma. Emma knows that Lucy owns a yellow bicycle. She is dead sure and convinces her fellow players to place **the yellow color tile plus a bonus tile**. Because the colors match, they place the **Bicycle card** and the bonus tile at the appropriate color code board edge.

COLORFUL BUSTLE

If you want to enjoy even more colors you may add this module to your game. Put the 3 additional color cards and color tiles (Pink, Purple, Orange) in good reach of all players.

Each time you manage to complete **one of the first 3 levels** you may choose together one of these 3 additional cards and the matching tile. **Starting with the next round**, the Color Coder may use this new color additionally. The other players take the matching tile.

PARTY VERSION

For 7 players and more:
You may play **COLOR CODE** with up to **18 players** (send us a picture if you manage to play with even more than that).
Take 18 random word cards and deal them **as evenly as possible to all players**. The active Color Coder puts all their cards on the display board (this means 1 or 2 spaces can stay empty). **The rules remain unchanged**, except that now there can be fewer than 3 words on the display board to be guessed. In the first round, appoint one player to be Color Master (especially important for the Party version). In the following rounds, the Color Master always is the former Color Coder.

CHILI ISLAND