



Palette Rules - Rev 2.0

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Introduction:

Welcome to PALETTE! Palette is a family friendly game of color matching. Players try to play color or change goals to match up 4 and win.

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Basic Cards

1. Color card 4 each: Red, Orange, Yellow, Green, Blue, Purple (ROYGBP)
2. Goal cards 2 each: Red, Orange, Yellow, Green, Blue, Purple (ROYGBP)

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21. Draw 2 use one 1
22. Find-a-card 1
23. Repel Action 1

Winning the Game:

You must match all 4 goal slots to your color slots during your turn to win the game.

Board Setup

Goal Slots - There are 4 goal slots. These are used to set the goal needed to complete the game. The goal slots are located in the center of the game board.

Color slots – each player has 4 color slots. These are used for the player to match the goal slots to win the game. These slot are located directly in front of the player on the board.

Starting game

- Shuffle the deck and deal 5 cards to each player.
- The youngest player decides who starts first.
- Play start in clockwise direction
- Game starts with no goals. Goals will set during game play.

Game Turn

At start of a turn, draw card(s) until you have 6 in hand.

Play one card from hand

Player may rearrange any cards in their color slots (only during their turn).

Discard any cards in hand if over 5 to discard pile.

Play continues to the next player

Two types of Game Play

Rule for allowable play are based on what type of game you decide on:

Simple Play = Color slot cards may be played on one of your 4 color slot locations only. May play to replace existing color card or on an open slot.

Open Play = Color slot cards may be played on any color slot in game (yours or other players). May play to replace existing color card or on an open slot.

-Note - All cards are placed face up unless specified otherwise.

Basic Cards

Color cards (ROYGBP) – Card with “color” on it. Place this card in a color slot on the game board.

Goal cards (ROYGBP) – Card with Goal repeated on it. Place these cards in one of the 4 center goal card slots. May play to replace existing goal card or on an open slot.

Special Cards

Steal – Play this card to take any color slot card in play on board. May not take from a location with lock card in play.

Switch – Play this card to change the location of any 2 Color Cards on the board. These cards can be your own or other players cards.

- Note some cards will protect color slots and may prevent switch from occurring.

Destroy-a-card- Play this card to destroy any card on the game board. This includes the Lock Card.

Lock – Play this card under any slot in game. Can play on your color slots, goals, slots or others players color slots.

-Lock prevents the card under the slot from being moved or changed by other players. No switch, randomize, steal, etc.. will affect the lock card or color card in this slot.

-Hide and other beneficial cards can be used with the lock card in the same slot.

- Lock card can be moved from one color slot to any other slot players during players turn.

Wild Card – multicolored card (all 6 colors). Place this card on color or goal slot on the game board.

- Wild card allows card to be any color (except Blank).

Blank Card – Place this card on color or goal slot on the game board.

- A Blank card allows an open slot to be a match.
- Blank cards are matches for each other.

Example 1: If you have a blank in a color slot location you may win when only 3 goals slots are filled. You blank acts as a match for the 4th unfilled goal slot.

Example 2: If you have a blank as a goal a player may win by having 3 color cards filled. The blank in the goal slot acts as a match for the 4th unfilled color slot.

-Note If a blank is used you must have a match on the board for the blank card to win (either another blank or an open slot).

Hide Card – Place this card in one of your color slots on the game board.

- Any color card in this slot will be turned upside down and be hidden from view of other players.
- The hide card should be placed face up and on top of any color card in this slot.
- If player declares they have won the game they must revile the hidden card to prove they have the proper match to win.

Advanced Cards

Skip Card – Play this card to skip the next players turn.

Reverse Card – Play this card to change direction of play in game. Example: Clockwise play changes to counter clock wise.

Stop Card – Play this card immediately after a card has been played (even when not your turn). Card being played is discarded and counts as played card.

Destroy a color card - Play this card and choose to either:

In Hands = Destroy all card of a color in players hands. - Or -

On Board = Destroy all cards of a color on board.

- Lock and Hidden card slots are protected.

- All cards are affected including goals and the cards of the person playing the card.

Randomize Card – Play this card to collect all cards from all color slots (except any slots with lock card in play). These include hide cards.

-Count the number of cards taken from each player. Shuffle the cards and deal them back to the players so they receive the same number of cards back as were taken.

- Players then choose what cards they will place in the colored slots they have on the board. Note some cards may have to be discarded if they cannot be played on board (example a player receives 5 color cards and must discard one as there are only 4 color slots).

Trade Hands Card – Play this card to trade hands with any player in the game.

Do Not Draw Cards - Player targeted does not get to draw cards on their turn. They must play with cards they have in hand.

Lose the key - Play this card on a lock card. Place the card behind the lock with the top showing the lose the key text.

- This keeps all card in the lock location from being moved by the player who has the lock. None can be added or taken away unless this card is destroyed first.

- If the lock card is destroyed this card is destroyed also.

Lock Group one turn – Play this card on any player including yourself. Place card in front of player effected.

- No changes can occur to this player's color slot cards until their next turn has ended. This includes the player rearranging the cards.

Take a card and use it – Play this card to take a card from another player and immediately play it.

- You must play the card you take.

Play this card – Play this card with another (hidden) from your hand on any player. Place this card and the extra card (face down) in front of the player.

- They do not get to draw cards and must play the hidden card on their next turn.

Draw 2 and use 1 – Play this card to draw 2 cards and immediately play one of them.

- You must discard the other unused card.

Find-a-card – Play this card to ask for any card in game. Players in order of play must give the card if they have it in their hand. If no players has it, they can look for it in the discard pile.

Repel Action Card – May immediately use whenever someone is affected by another played card. The card played does not affect its target, but the person who played the card instead.

Players: 2-5 players. 3+ recommended.

- Game can also be played with 6+ if added decks are combined. However game play slows down greatly if this is done.

Final Notes:

- It is recommended to not use advanced card when playing with younger players.

- If you have multiple decks we encourage the extra addition/removal of any cards that you like or dislike. Play game with the cards you enjoy and take out items you do not.



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