

Chroma Cubes

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1 master booklet

Note: Do not color this booklet. After the individual booklets are used up, copy it.

6 crayons (shared by all players)

6 dice (per player)

1 booklet (per player)

All players will color their own copy of the same image. Pick one and have everyone turn to that page.

GOAL: Complete figures in your puzzle by coloring them before the other players.

FIRST TURN

Roll: Each player rolls their 6 dice

Color: Players color in the figures in their puzzle, section by section. Each section has a number of letters indicating how many dice showing a specific color must be set aside to fill this section.

Example: To fill in a BB section, set aside two dice, each showing a blue sticker on the top.

Use each die only once per turn. You cannot use both colors on any die.

You can color in multiple sections in a single turn.

Each player colors at the same time. Once all players are finished, proceed to the next turn. (Advanced: See Deadlocked)

SUBSEQUENT TURNS

Roll: Each player rolls the dice they set aside (used) in the previous turn.

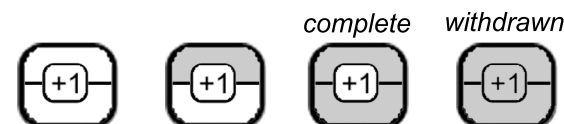
Color: Same as above. You can use any of your 6 dice (not just the ones you rolled this turn).

Score: The scoring chart on each puzzle is a miniature copy of the puzzle divided into separate figures. For example, the Butterfly Puzzle has 5 figures, two for each upper wing, two for each lower wing, and one for the body.

If you complete the last section of a figure, circle the highest remaining score in that figure. Anyone else who completes that figure this turn circles the same score. Everyone else crosses out that score.

If this is your last figure, or if you cannot use any dice, see the End of Game section below. Otherwise, once all players are done coloring, everyone repeats the steps listed above, starting by rolling the dice they set aside.

B = Blue
G = Green
O = Orange
P = Purple
R = Red
Y = Yellow



COLOR BANKS

In addition to completing sections of the puzzle, players can use their color banks. (Exception: the Butterfly puzzle has no color banks.)

Deposit: Set aside any die to fill in the top section with either color showing on that die. You will re-roll this die along with any other dice you used this turn.

The bottom section can only be filled in with the same color as the top section. Once both sections are filled in, this color bank is **complete**.

Example: Set aside a die with a blue sticker on top to fill in the top section of a color bank square using the blue crayon. On the same turn, or on a future turn, set aside another die with a blue sticker to complete the color bank.

Withdraw: You may withdraw from a **complete** color bank to fill in a puzzle section of that color using one fewer dice. You may only withdraw from each **complete** color bank once per game, so choose wisely! To withdraw from a color bank, fill in the +1 section of the color bank.

Example: After completing a blue color bank, you may set aside just three blue dice to complete a BBBB section, which normally requires four blue dice. Color the inner part of the color bank square blue.

Score: At the end of the game, score 1 point for each **complete** color bank that was not withdrawn from.

DEADLOCK RESOLUTION

If multiple players are waiting for each other to decide which sections to complete, all players involved should secretly write down which section they plan on completing. Reveal simultaneously, and players must complete those sections.

END OF GAME

A player is finished when he or she cannot complete any more figures (possibly because he or she has completed all of them). The first player (or players) to finish score 1 point, and everyone else takes one final turn.

After that turn, add up your points from three sources. You get points for each completed figure, plus one point for each color bank that you deposited to but did not withdraw from, plus one point if you were among the first to finish. Highest total wins!

REMINDER:

Do not roll any dice you did not use!