

Color Catcher Rules

A set collection card game with high levels of player interaction.

Players : 2-4

Ages: 8+

Time: 15 minutes

Objective

Collect 3 sets with 3 cards in each set. Each set is a different color. Expose all 3 of these sets in front of you at the same time to win.

Contents

- 42 Color cards
- 12 Effect cards
- 1 Dominant Color Tracker Card
- 1 Dominant Color Tracker
- 4 Player Aids Cards
- 1 First Player Tracker
- 1 Rulebook

Setup

Deal 5 cards face down to each player, these are private cards. Place the remaining color cards in a draw pile. Place the effect cards in a separate draw pile. Set the dominant color to red using the tracker on the dominant color tracker card. The player who most recently saw a rainbow will be the first player or use any other means to decide. The first player takes the first player tracker for this round.

Turn Play

1. Play any effect cards you wish.
2. (a) Draw a card from the deck or the discard pile into your private hand. Discard 1 card if desired.
OR
(b) Steal a public card from in front of another player into your private hand.
3. Expose a set containing 1 or more cards in one color into the public area in front of you.
4. If you have greater than color 7 cards in your hand at the end of your turn discard to 7 color cards.

Round Play

Each player takes their turn until the round ends. At the end of the round:

1. The player with most public cards in front of them in the dominant color wins the round.
2. The round winner takes an effect card from the effect card draw pile. Reshuffle the effect card discard pile if required.
3. The round winner returns the set of dominant color cards used to win this round to their private hand. If the winner has greater than 7 color cards they discard to 7 color cards.
4. The round winner selects the dominant color for the next round on the dominant color tracker card.
5. Move the first player tracker one player clockwise.

Resolving Ties

At the end of the round if more than one player is tied for the most public cards in the dominant color the tie will be resolved. To resolve the tie compare the total number of public cards each player has in the colors adjacent to the dominant color. The player with the highest total wins. Adjacent colors can be seen on the dominant color tracker which is a circle in order Red, Orange, Yellow, Green, Blue, Indigo, Violet back to Red.

If players are still tied compare the total for the next nearest colors. If still tied compare the total for the colors furthest away. If still tied no one wins and the dominant color stays the same.

For example Jill and Jack have 2 Red public cards each and Red is the dominant color. Jill has 2 public orange cards and 1 public violet card for 3 total. Jack has 2 public Violet cards only. Jill wins the round.

Effect Cards

Change Dominant Color: Change the dominant color tracker to any color for this round.

Steal Public Color: Steal a public color card from another player.

Steal Private Color: Steal a private color card from another player without seeing its color.

Steal Private Effect: Steal a private effect card from another player without seeing its effect.

Expose Two Sets: Play at the start of your turn. Then expose 2 sets in different colors from your hand as you end your turn.

Discard Public Set: Put a public set in one color from another player into the discard pile.