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# Colour MY Kritters



Your Kritters are in despair - they have no colour!! Collect Kritters and splotches of the primary colours. Gather Paintbrushes and Palettes to fill your Kritters with life.

Colour MY Kritters is an introductory deck building game for 1-6 players. With 2 copies of the game, it is possible with up to 12 players in one game, or 3 simultaneous games with up to 4 players each.

## Components

The base game contains a total of 135 cards. There are 36 Start cards, 63 Kitter cards, 27 Item cards and 9 other cards. The 3 expansions (Super Singles, Super Wilds and More Points) contain a total of 30 cards. These expansions add an additional 24 Kitter cards and 6 Item cards.

### A. Base Game

#### Start cards

- 36x "Start" Kritters (6 sets of 6 identical Kritters with different colour splotches)

#### Kitter cards

- 27x "Single" Kritters worth 1 primary colour splotch (Cyan, Magenta or Yellow), with the additional ability to "Draw 1 more card"
- 18x "Double" Kritters worth 2 primary colour splotches (Cyan, Magenta or Yellow)
- 9x "Wild" Kritters worth 1 primary colour of your choice (Cyan, Magenta or Yellow)
- 9x "Point" Kritters in secondary colours (Red, Green or Blue) worth 3, 4 or 5 points

#### Item cards

- 9x Magic Wands
- 12x Paintbrushes
- 6x Palettes

#### Other cards

- 1x First Player card
- 2x Advertisement cards
- 6x Player Aid cards

### B. Expansions

#### Super Singles

- 9x "Super Single" Kritters worth 1 primary colour splotch (Cyan, Magenta or Yellow), with the additional ability to "Draw 2 more cards".

#### Super Wilds

- 9x "Super Wild" Kritters worth 1 colour of your choice, with the additional ability "Draw 1 more card".

#### More Points

- 6x "Point" Kritters in secondary colours (Red, Green or Blue) worth 2 or 6 points.
- 6x "Paint Bucket" Item Cards that add 2 points to each Point Kitter in one of the secondary colours (Red, Green or Blue).

### C. Card Values and Abilities

- Main Colour / Item Effect / Point Value.
- Additional Colour / Ability.
- Price: Match this/these colour splotch(es) to buy this card.

- Primary Colours: Cyan, Magenta and Yellow. Use to buy Kritters/Item Cards and for scoring.
- Wild Colour: Use as any Primary Colour to buy cards and for scoring.
- Draw 1 or 2 more card(s) from your Player Deck. No effect for scoring.
- Magic Wand: Change the colour of *all* splotches of a primary colour (e.g. Cyan) to another primary colour (e.g. Yellow) when you buy cards. No effect for scoring.
- Paintbrush and Palette: No effect during gameplay. Use either one of them to make all your Kitter Cards in one of the main primary colours (Cyan, Magenta or Yellow) worth 1 point each. Combine one Paintbrush and one Palette to make each card of one primary colour worth 2 points. You *can not* use two Paintbrushes or two Palettes together.
- Point Value: No effect during gameplay. Add to the total score.
- Paint Bucket: No effect during gameplay. Add 2 points to each Point Kitter in one of the secondary colours (Red, Green or Blue).
- Kitter name (if it has one)
- Kitter illustration

## Setup

Prepare a standard game for 2 to 6 players as follows:

### A. Start Cards

Give each player a **set of 6 Start Cards** with identical Kritters.  
Place the remaining Start Cards in the game box. They will not be used.  
Each player shuffles their Start cards and makes a **face down Player Deck** on their left side.

### B. Item Market

The **Item Market** consists of 3 *face up* draw piles in the middle of the table. Do not look at the cards under the top card.  
Sort the **Item Cards** with **Magic Wands**, **Paintbrushes** and **Palettes** into 3 piles.  
Always use all 9 Magic Wands. Shuffle the two piles with Paintbrushes and Palettes. Based on player count, make draw piles with the following numbers of cards:

- 2 Players: 5 Paintbrushes and 3 Palettes
- 3 Players: 7 Paintbrushes and 4 Palettes
- 4 Players: 9 Paintbrushes and 5 Palettes
- 5 Players: 11 Paintbrushes and all 6 Palettes
- 6 Players: All 12 Paintbrushes and all 6 Palettes

Place remaining Paintbrushes and Palettes in the game box without looking at them. They will not be used.

### C. Kitter Deck and Kitter Market

Make the **Kitter Deck**: Shuffle the **Kitter Cards** and make a *face down* draw pile.  
Make the **Kitter Market**: Draw 4 Kritters from the Kitter Deck and place them *face up* on the left side, in a row below the Item Market.

## Gameplay

The youngest player decides who will begin, and that player takes the First Player card. On your turn, carry out the following four steps, and then pass the turn clockwise:

### A. Draw

- Draw 3 cards from your Player Deck** and place them *face up* in front of you.
- For each card you draw with the "Draw more cards" ability, draw the indicated number of cards.

### B. Buy

- Check the total number of colour splotches at the top of the cards you have drawn.
- Buy 1 of the *face up* cards** (in the Kitter Market, or top cards of the Item Market draw piles) **that you can afford**. You *can not* buy a card directly from the Kitter Deck.
- The cost of the new card is the colour splotches at the bottom of the card. For each of these splotches, you must have a matching colour splotch on the cards in front of you. Wild colour splotches on your cards match any colour splotch. Any other colour splotches on your cards are not used.
- One Magic Wand may be used to change **all splotches of one colour** on your cards (e.g. Cyan) to a different colour (e.g. Yellow). Two Magic Wands may be used to change two different colours (e.g. Cyan and Magenta) to one or two other colours (e.g. Yellow and Cyan). You may **not** use a Magic Wand to change only some of the splotches in a colour.
- If you cannot buy any cards**, move all 4 Kitter Cards from the Kitter Market to the bottom of the Kitter Deck. Do not shuffle the Kitter Deck. Then draw 4 new Kitter Cards from the top of the Kitter Deck to refill the Kitter Market. If you are still unable to buy any card, you must pass.

### C. Discard

Take the new card you bought and all of the cards in front of you, and place them *face up* in a **Discard Pile** on your right side.  
When your Player Deck is empty, shuffle the Discard Pile and make a new Player Deck.

### D. Refill

If you bought a Kitter Card, draw a new card from the Kitter Deck to refill the Kitter Market.

### E. Game End

When the **first of these two things** happens, it is the last round of the game:

- Both draw piles of **Paintbrushes and Palettes are empty**.
- The **Kitter Deck is empty**.

The last round continues until the player to the right of the First Player has finished their turn, so that **all players have the same number of turns**.

## Scoring

### A. Sort your cards by type

- Group **Kitter Cards** by their main primary colour (*top splotch*): Cyan, Magenta or Yellow.
- Each **Wild Kitter** (*with a wild colour top splotch*) can be in any of the groups.
- Item Cards** have no point value by themselves.
- Use **Paintbrushes** and **Palettes** to give value to the **Kitter Cards** of each Primary Colour (Cyan, Magenta, Yellow).
  - Place **1 Paintbrush and/or 1 Palette** next to the cards of one **Primary Colour**.
  - Each card (*not the total number of splotches!*) in a Primary Colour **with either** one Paintbrush **or** one Palette is worth **1 point**.
  - Each card (*not the total number of splotches!*) in a Primary Colour **with both** one Paintbrush **and** one Palette is worth **2 points**.
- Point Kritters** score the number of points written on the card.



## B. Scoring Example

1. You have one **Paintbrush** and two **Palettes**.
2. You score 2 points for each of the 6 **Magenta Kritters** by using one **Paintbrush** and one **Palette**.
3. You score 1 point for each of the 5 **Yellow Kritters** by using one **Palette**.
4. You score zero points for the 4 **Cyan Kritters**.
5. You score 7 points for the **Point Kritters**.
6. You get a total score of 24 points.



## Junior Version

The Junior version is recommended for 2-4 players, so they don't need to wait too long for their turn. With younger players, make the following changes to the standard rules:



**A.** Do not use Paintbrushes and Palettes. Use Magic Wands if you want to.



**B.** Remove 9 Double Kritters and 9 Single Kritters (3 of each colour Cyan/Magenta/Yellow) before shuffling the Kritter Deck.



**C.** If the players agree, the game can finish before the decks are empty.



**D.** Score **5 points for each set of 3 Kritter Cards** with Cyan/Magenta/Yellow primary colours.



## Solo Version

Follow the standard setup and rules, with the modifications described below. Try to beat your best score in the next game!



### A. Setup

1. Create Item Market draw piles with 9 Paintbrushes and 5 Palettes.
2. Split the **Kritter Deck** into 3 roughly equal *face down* piles.
3. Take 2 Paintbrushes and 1 Palette from the bottom of their Item Market draw piles, and shuffle them into the first pile of Kritter Cards. Do the same with the second pile, and stack it on top of the first pile. Stack the third pile (without Paintbrushes or Palettes) on top of that again. This is the modified **Solo Kritter Deck**.
4. The **Solo Item Market** draw piles now contain 9 Magic Wands, 5 Paintbrushes and 3 Palettes.
5. Draw 6 Kritter Cards and place them in the **Solo Kritter Market**.



### B. Gameplay

1. Before refilling the **Kritter Market**, remove the rightmost card from the game.
2. Slide remaining cards to the right. Refill the Kritter Market up to 6 cards by drawing new cards from the Kritter Deck and place these on the left side.
3. When **Paintbrushes** or **Palettes** appear in the Kritter Market, remove these cards from the game.
4. If you removed a Paintbrush, also remove the top card from the Paintbrush draw pile.
5. If you removed a Palette, also remove the top card from the Palette draw pile.
6. Refill the Kritter Market again, and remove again if necessary.



## Advanced Rules

Add one or more of the following advanced rules. The first rule speeds up the game, and is recommended for 1-3 players. The second and third rules increase strategic choices for 1-6 players. The third rule is more advanced and is recommended for experienced players.



### A. Double Purchase

You may buy up to 2 cards (2 Kritters or 1 Kritter and 1 Item, but not 2 Items) in each round. If you have drawn Kritter Cards with 2 splotches, you can use each splotch to buy a different card.



### B. Colour Triad Bonus

If you score points for all 3 colours (e.g. because you have 3 Paintbrushes), you will get +1 point per card in the colour with the lowest number of cards. Compare with the scoring example in standard rules. Place the **Paintbrush** by Cyan instead of Magenta. You score 1 point for each of the 6 **Magenta Kritters** by using one **Palette**, and 2 points for each of the 4 **Cyan Kritters** by using one **Paintbrush**, for a total score of 26 points.



### C. Card Effect Boost

On each turn, you may choose to double both the value and the ability of one of your drawn cards. Afterwards, you must remove this card from the game. Do not put it in the discard pile, but in the game box.



## Expansion Rules

Add one or more of these expansions to the base game.



### A. Super Singles

Add the Super Single Kritters to the **Kritter Deck**.



### B. Super Wilds

Add the Super Wild Kritters to the **Kritter Deck**.



### C. More Points

1. Add the Point Kritters worth 2 and 6 points to the **Kritter Deck**.
2. Shuffle the Paint Bucket cards and create a new draw pile in the **Item Market**. Use all Paint Buckets for all player counts.
3. One Paint Bucket adds 2 points for *each* Point Kritter card in a *single* Secondary Colour. For instance, if you have 3 Blue Point Kritters, you will get 6 extra points for them if you combine them with a Paint Bucket.
4. The game end is triggered when 2 of the 3 draw piles with Paintbrushes, Palettes and Paint Buckets are empty.



## Combining 2 Decks

With two decks, you can double or even triple the fun!



### A. One game for up to 12 players

You can combine two sets of the Base Game (with Expansions and/or Advanced as you prefer) for up to 12 experienced players who can play fast. Follow the standard rules, with the modifications to setup described below.

1. Avoid mixing sets of identical Start Cards (e.g. the turtle).
2. Always use all 18 Magic Wands, and the following number of the other **Item Cards**, according to player count:
  - 7 Players: 14 Paintbrushes and 7 Palettes
  - 8 Players: 16 Paintbrushes and 8 Palettes
  - 9 Players: 18 Paintbrushes and 9 Palettes
  - 10 Players: 20 Paintbrushes and 10 Palettes
  - 11 Players: 22 Paintbrushes and 11 Palettes
  - 12 Players: All 24 Paintbrushes and all 12 Palettes
3. Place 6 Kritters in the **Kritter Market**.



### B. Three games for up to 4 players each

You can also split the cards from 2 decks into 3 sets and play 3 games with up to 4 players in each game at the same time. We recommend this faster game for younger players, as each deck will include even fewer cards than if you play with Junior rules. Follow the standard rules, with the modifications to setup described below.

1. Combine the two decks and sort Kritters and Items into piles according to price - the colour splotches at the bottom of each card (e.g. 2 Cyan, 2 Magenta or 2 Yellow for Double Kritters).
2. The number of cards in most of these piles will be divisible by 3. Distribute them evenly between sets. Each set will have 18 Single Kritters, 12 Double Kritters, 6 Wild Kritters and 3 Magic Wands.
3. Distribute 6 Paintbrushes and 3 Palettes to each deck, evenly between price colours.
4. Distribute 2 Paintbrushes and 1 Palettes to each deck, one with each price colour.
5. Distribute 6 Point Kritters to each deck, so there are 2 Red, 2 Green and 2 Blue Kritters, and 2 for each point value (3, 4 or 5).

## Credits

Many people have contributed to the game you hold in your hands!

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