



5+

2-4

10'

COLOR CHAOS

A FAST-PACED, COLOURFUL GAME OF REACTIONS
BY MANFRED REINDL & WOLFGANG DIRSCHERL

A splash of colour here and there makes the world look a lot more cheerful, don't you think? But which of the picture cards on the table shows the most fields of a certain colour? Only the player who is quickest to recognise this will be the winner. Using the red filter chip will allow you to check the number of fields for each colour!

COMPONENTS:



24 double-sided
picture cards



4 miniatures



1 colour die stick



1 red filter chip



1 "plus-minus" die



1 rulebook

Tip: Before you begin, take a good look at the picture cards. Each card shows the same picture front and back, but filled out using different colour fields. The objective of the game is to recognise how many fields are filled out in each respective colour. To see whether your guess is correct, place the red filter chip on the corner of the picture card that corresponds to the colour: this will show you the correct number. Just give it a try!



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BASE GAME

GOAL OF THE GAME:

Your goal is to be the first to collect 5 picture cards. To do so, you will try to be the first to place your miniature on the picture card with the most fields in the colour corresponding to the die.

SETUP:

- Shuffle the 24 picture cards and arrange 6 of them in a circle in the middle of the table. Make a draw pile out of the remaining cards and place it within reach.
- Each take a miniature and place it in front of you. Have the colour die stick and the red filter chip within reach next to the draw pile. You will not need the plus-minus die for the base game: return it to the box.

HOW TO PLAY:

The youngest player begins the game and throws the colour die stick.

After that, everyone plays at the same time.

You will each try to be the first to place your miniature on the card which you believe shows the most fields in the colour shown on the die stick. Please note:

- There is only room for exactly 1 miniature on each card. If there is already a miniature on a given card, no more miniatures may be placed on it.
- After you have placed your miniature on a card, you may not change your selection.
- All players must place their miniature on a card

Once you have all placed your miniature, collectively check who has won this round. To do so, take the **red filter chip** and place it on each selected picture card, aligning it with the corner of the right colour. The player who has placed their miniature on the card with the most fields in the die's colour, wins the round. They may claim the card on which they have placed their miniature as a reward and place it in front of them.

In case of a **tie**, all players who have found the highest number of colour fields get their card as a reward.

Setting up the next round:

Retrieve your miniatures. Draw cards from the draw pile and place them in the circle until it once again has 6 cards. The winner of the last round begins the new round by throwing the colour die stick.

Example:

Michael has rolled BLUE. Everyone now tries to identify a card showing the most BLUE colour fields and place their miniature on this card. Once everyone has chosen, they use the red filter chip to check who was right. Elsa wins the round, since she has picked the card with the most BLUE colour fields. She claims the card as a reward and places it in front of her.



END OF THE GAME:

The game ends immediately once a player has claimed their 5th card. This player is the winner. In case of a tie, all tied players share the victory.

VARIANTS

Once you have become masters of Colour Chaos, you can increase the game's difficulty via the following changes. The setup for and rules of the base game remain the same.

Variant A: Not the most, but the fewest colour fields

Here you will not look for the card with the most colour fields in the targeted colour, but the card with the **fewest**. Who will be the best at thinking upside-down?

Variant B: More cards

At the beginning of the game, instead of placing 6 cards in a circle, place 8 or even more – the number is up to you. The more cards are in the circle, the harder the game!

Variant C: Plus-Minus-Die

Here you will need the plus-minus die in addition to the colour die stick. The player whose turn it is to roll the dice, rolls both colour die stick and plus-minus die at the same time:

If the die shows a +, you will need to identify the card with the most fields in the specified colour



If the die shows a -, you will need to identify the card with the fewest fields in the specified colour.



This is certainly the most challenging variant, as it forces you to think differently in each round!

Variant D: Solo game

You can also play the game on your own. To do so, place 6 or more cards in front of you and throw the colour die stick. Now look for the card with the most fields in the specified colour. How many cards in a row can you identify correctly?



Illustration and Layout: Fiore GmbH

If you have questions or suggestions regarding "Colour Chaos!", please contact: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, Austria, or info@piatnik.com.



Warning! Not suitable for children below 36 months. Contains small party. Choking hazard. Please retain address for future referencing

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