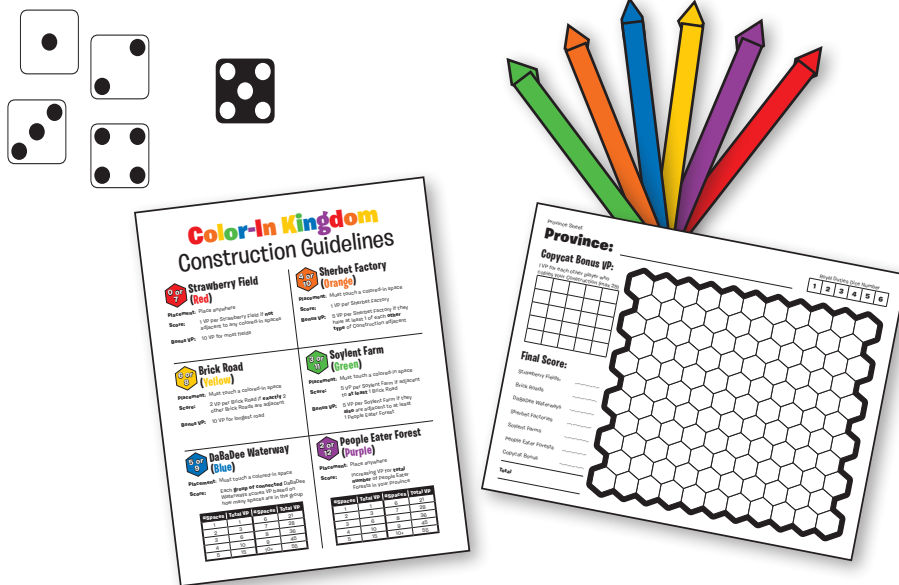# Color-In Kingdom

Rules

1-6 PLAYERS | AGES 8+ | 30-60 MINUTES

COMPONENTS:

- 5 dice (Construction Dice)
    - 4 dice of the same colour (Royal Family Dice)
    - 1 dice of a different colour (Royal Duties Dice)
- 6 colored pencils or markers (in yellow, orange, red, purple, blue, and green - ideally a set for each player, but 1 set can be shared)
- Print 1 copy of the Province Sheet for each player
- Print Enough copies of the Construction Guidelines so all players can easily see a copy

OVERVIEW

Color-In Kingdoms is a Roll-and-Write game where players are the lead architects trying to build a beautiful Province for the Royal Family, but, being hampered by the whims of that same family.

Each of the 4 Royal Family Dice represents the construction desire of that family member, the 1 Royal Duties Dice represents pressing duties family members must attend to, so removes them from the pool for that turn.

Victory Points (VP) will be awarded at the end of the game based on the scoring as outlined on the Construction sheet.

SET UP

- Give each player a copy of the Province sheet, make sure all players can see a Construction Guidelines sheet, and have easy access to a set of pencils or markers.
- Make sure there is a central area where the Construction Dice can be rolled and viewed by all players.
- Each player names their Province.
- The player wearing the most colorful outfit is the starting player.

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GAMEPLAY

The current player:

1. Rolls the 5 Construction Dice
2. Crosses off the number matching the Royal Duties Dice in the top right hand corner of their Province sheet if it has not been marked off yet. If it has been marked off, ignore this step.
3. Puts aside the Royal Duties Dice and any Royal Family dice that match it exactly. *For example, the Royal Duties Dice shows a 4, any Royal Family Dice also showing a 4 are put aside.*
4. From the remaining Royal Family Dice the player selects 2 dice (and only 2) then declares what they are constructing (by coloring in on the Province Sheet following the Construction Guidelines placement rules) the building that matches the number. *For example, the player has a 2, 6, and 1 available from the Royal Family Dice. They choose the 6 and the 1 making a total of 7, thus meaning that they construct a Strawberry Field by coloring in an empty space in their Province.* **If the player cannot combine 2 Royal Family Dice (as there are less than 2 available) or they do not wish to use them, they declare it a 0, meaning that they will build a Strawberry Field.** Players can always build a Strawberry Field no matter what they rolled.

Each other player now has the option of copying the current player, to do this they declare that they are copying and then construct the same type of construction (following the Construction Guidelines placement rules).

The current player writes down how many people copied them in a square of the Copycat Bonus VP section of the Province Sheet and will receive 1 VP for each person who copied them.

Once all players have finished Constructing (coloring in), the current player passes the Construction Dice to the player on their left and the process is repeated.

END GAME

There are 3 ways the end of the game can be triggered:

- A player marks off all 6 numbers in the Royal Duties section
- A player fills all 25 squares in the CopyCat Bonus VP section
- A player completely fills their Province and has no spaces left to construct anything

When one of these happens all other players get 1 more turn then the game is over and scoring commences.

SCORING

Each player uses the Construction Guidelines to work out their score for each Construction type and writes it down on their Province sheet in the Final Scoring section.

If there is a tie for any Bonus VP all tied players get the bonus.
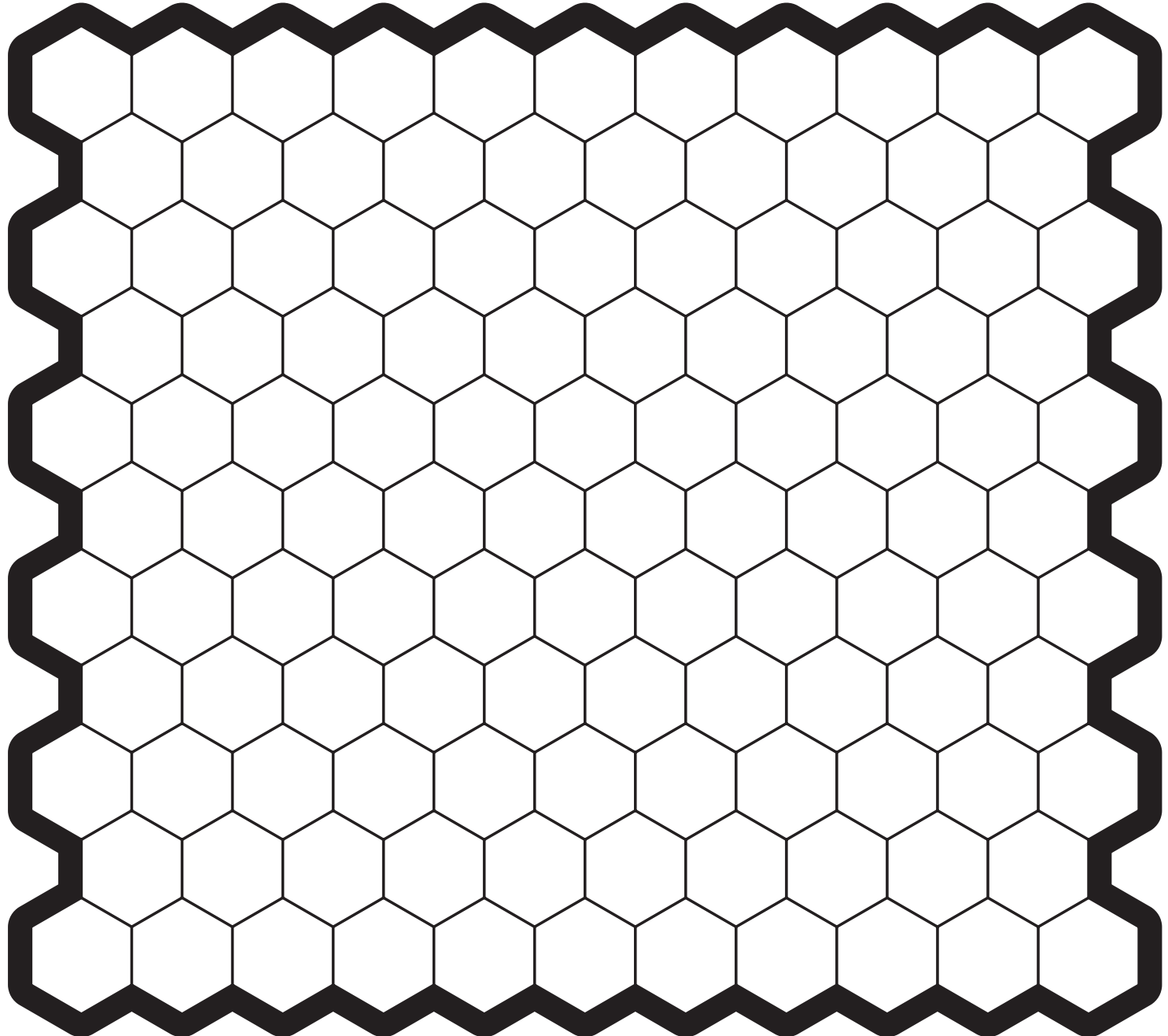
The player with the most VP wins!

Province: _____

Royal Duties Dice Number

1	2	3	4	5	6

Copycat Bonus VP:

1 VP for each other player who copies your Construction

Final Score:

Strawberry Fields: ....

Brick Roads ....

DaBaDee Waterways ....

Sherbet Factories ....

Soylent Farms ....

People Eater Forests ....

Copycat Bonus ....

Total

Game design by Sye Robertson | @syelon

Color-In Kingdom
Construction Guidelines

Strawberry Field (Red) — 0 or 7

Placement: Place anywhere

Score: 1 VP per Strawberry Field if **not** adjacent to any colored-in spaces

Bonus VP: 10 VP for most fields

Brick Road (Yellow) — 6 or 8

Placement: Must touch a colored-in space

Score: 2 VP per Brick Road if **exactly 2** other Brick Roads are adjacent

Bonus VP: 10 VP for longest road

DaBaDee Waterway (Blue) — 5 or 9

Placement: Must touch a colored-in space

Score: Each **group of connected** DaBaDee Waterways scores VP based on how many spaces are in the group

#Spaces	Total VP	#Spaces	Total VP
1	1	6	21
2	3	7	28
3	6	8	36
4	10	9	45
5	15	10+	55

Sherbet Factory (Orange) — 4 or 10

Placement: Must touch a colored-in space

Score: 1 VP per Sherbet Factory

Bonus VP: 5 VP per Sherbet Factory if they have at least 1 of each **other type** of Construction adjacent

Soylent Farm (Green) — 3 or 11

Placement: Must touch a colored-in space

Score: 5 VP per Soylent Farm if adjacent to **at least** 1 Brick Road

Bonus VP: 5 VP per Soylent Farm if they **also** are adjacent to at least 1 People Eater Forest

People Eater Forest (Purple) — 2 or 12

Placement: Place anywhere

Score: Increasing VP for **total number** of People Eater Forests in your Province

#Spaces	Total VP	#Spaces	Total VP
1	1	6	21
2	3	7	28
3	6	8	36
4	10	9	45
5	15	10+	55