

# Chroma Cubes

by **Chip Beauvais** (ChromaCubes@FlyingSheep.com)

1–4 players, 20–40 minutes, Ages 8+

## *Overview*

Chroma Cubes is a strategy dice game with coloring. Players use colored dice to complete pictures by matching symbols to each part of the game sheet. The first player to earn a specified number of points is the winner!

## *Contents*

6 sets of 6 dice (red, orange, yellow, blue, green, purple), 6 crayons, game sheets, rulebook

## *Object of the Game*

Be the first player to score a specified number of points by coloring in sections of your puzzle.

## *Game Setup*

1. Place five sets of dice (six sets for 4 players) in the center of the table. A set consists of one die each of red, yellow, green, blue, purple, and orange.
2. Place the crayons in the center of the table.
3. Each player takes one copy of the same game sheet.
4. Randomly select a start player.

## *Initial Draft*

1. Starting with the start player, and continuing to the left, each player selects a die from the center of the table to add to their active dice. Continue until each player has selected 5 dice.
2. Continuing in this manner, each player selects 2 additional dice to place in their reserves.
3. Each player rolls their five active dice, and then separately rolls their 2 reserve dice.

## *Gameplay*

Chroma Cubes is played over a series of rounds, with every player taking their turn at the same time.

Each round, every player does the following:

**Roll** - After the first round, **only roll dice that were used** during the previous round.

**Color** - Use the dice to color in the game sheet. To color in the game sheet, match the symbols on dice to sections in the picture. For example, to color in a section with two yellow stars, use two dice that each rolled a yellow star. Set aside each die used to color in the game sheet to be rolled next round.

Each die can be used once each round, and you can use only one symbol from each die each round.

You may choose to not use a die (even if you could otherwise) in order to save it for the next round.

**Activate Reserved Dice** - You can move dice from your reserves into your active pool.

In order to use a die from your reserve, put one of your unused active dice into an opponent's reserves. You may then move one die from your reserves into your active area. Do not roll or otherwise change the face of either die.

Players are limited to four dice in their reserve. You cannot give a die to an opponent who has four dice in reserve.

**Unlock a Superpower** - You can use five dice showing the same symbol to color in one side of a superpower lock. Each time you do this, you must use a different symbol. Once you have colored in both sides, you have unlocked that superpower, and may use it immediately. Whenever you unlock a superpower, score 1 point.

**Score** - The scoring chart on each game sheet is a miniature copy of the picture divided into separate figures. If you fill in the last section of a figure, immediately score that many points. If no other player has completed that figure earlier in the game, score an additional point. Anyone else who completes that figure this turn scores the same number of points. Check to see if you have unlocked an additional die. If so, take a die of any color from the leftover dice and add it to your pool.

If you have reached the victory threshold in points, you have won, and the game is over.

### *Round End*

Once every player has finished coloring in her game sheet and used all the dice they wish, the round ends. Begin a new round with every player rolling all the dice **that they used** to fill in a game sheet last round.

### *Game End*

When a player scores a total number of points indicated on the sheet, that player wins at the end of the round. If multiple players are tied with the highest score, the one who has completed the most figures wins. If the players are still tied, the one who has colored in the most symbols wins.

## Notes

Dice that are not used are not rolled. However, you can use those dice during the next round. If you do use those dice in a future round, you get to roll them at the start of the next round.

The color of the die indicates the probability of rolling any specific color. Look at a red die for an example,

Chance of rolling red:  $1/2$

Chance of rolling a color adjacent to red on the color wheel (purple or orange):  $1/2$

Chance of rolling any of the three remaining colors (blue, purple, or green):  $1/6$

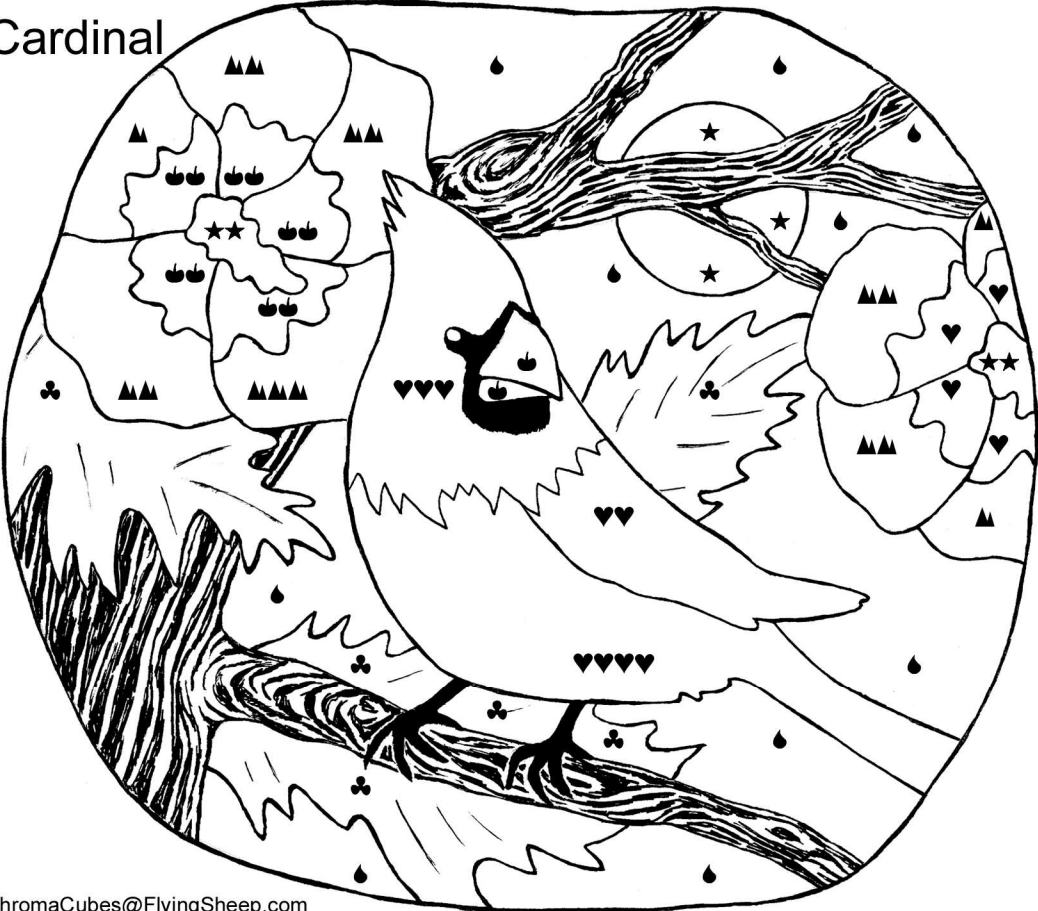
Each set of dice you use only allows you to fill in one matching section, not all matching sections. So, you can use two dice showing the orange symbol (a pumpkin) to fill in one (1) section marked with two pumpkins. You do not get to fill in ALL the sections of the puzzle marked with two pumpkins.

It is possible for a die to get "stuck". For example, if you've already finished all the yellow and red areas on the puzzle, and a die shows yellow and red on the top face, you will not be able to use that die for the rest of the game. You can, of course, use it to activate a die from your reserve.

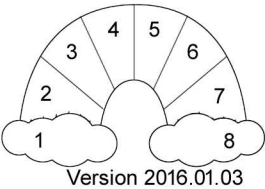
For readability, different shades of the same color are used on the dice. For example, the yellow star on a green die is darker than the yellow star on a blue die. When in doubt, refer to the shape of the symbol.

Rules for solo variant available separately.

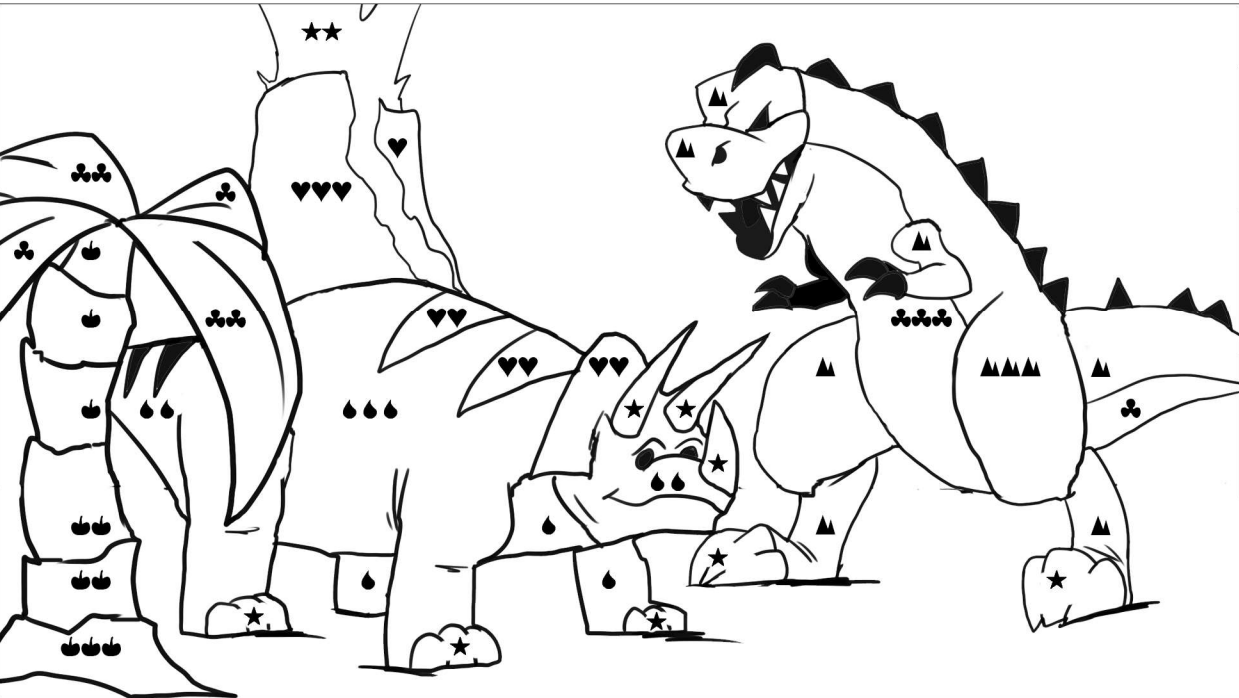
Cardinal



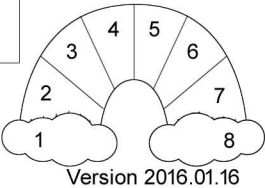
	4
	2
	2



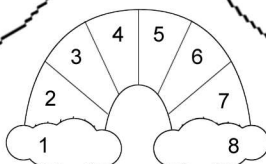
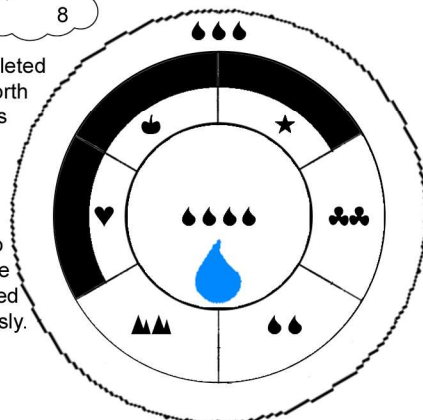
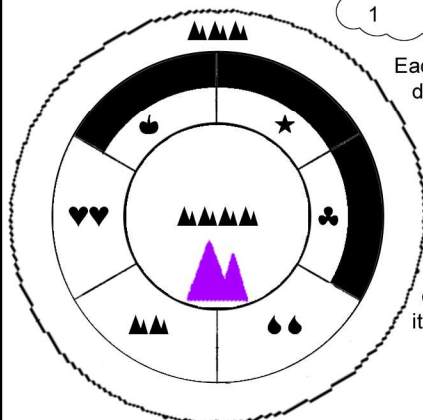
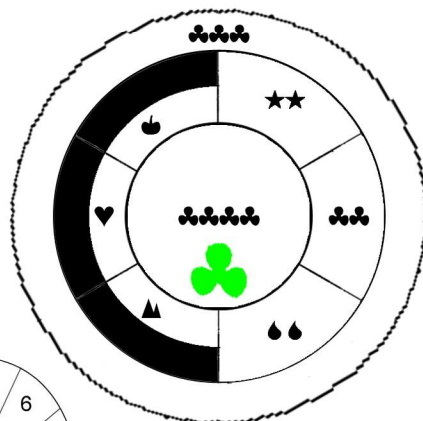
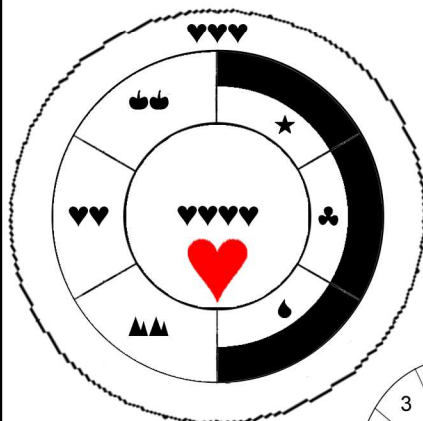
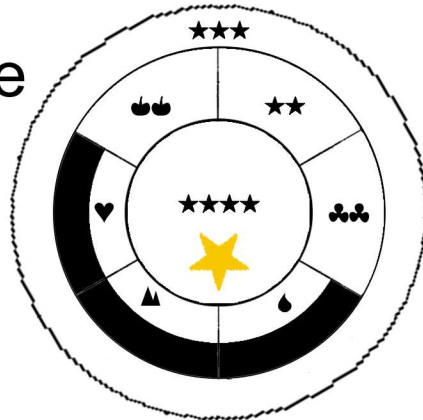
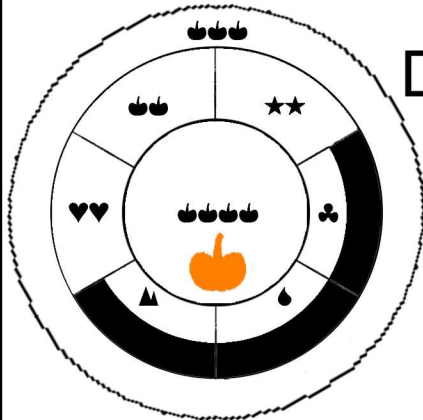
Dinosaurs



	2
	3
	3
	3



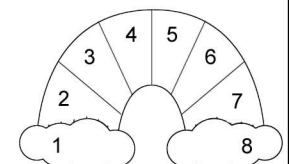
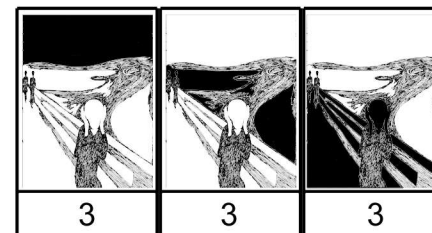
# Dice



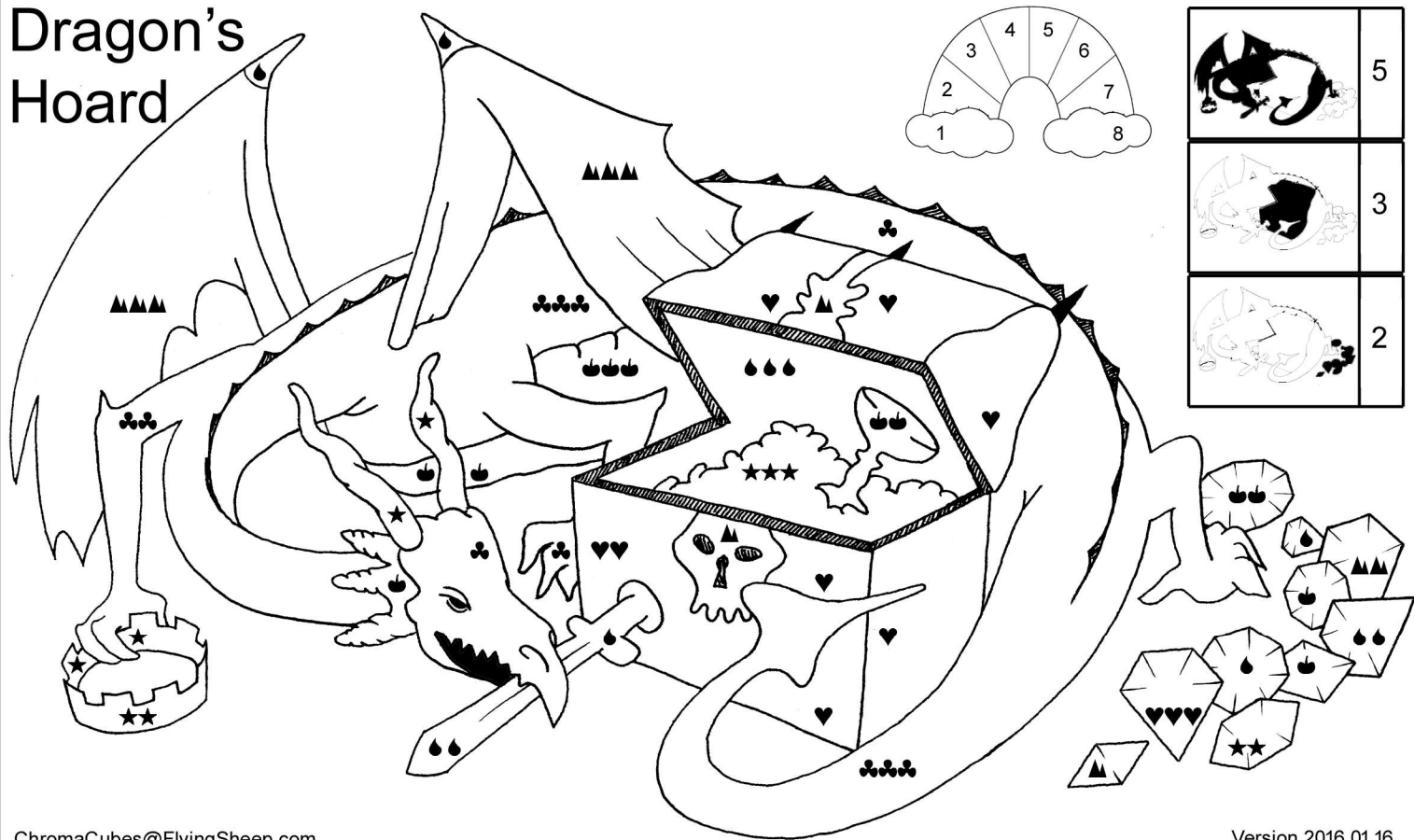
Each completed disc is worth 2 points

+1 if no one else completed it previously.

# The Scream Do not use the blue die.

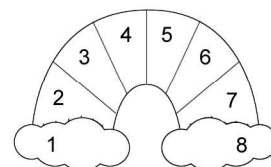
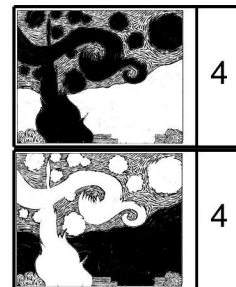
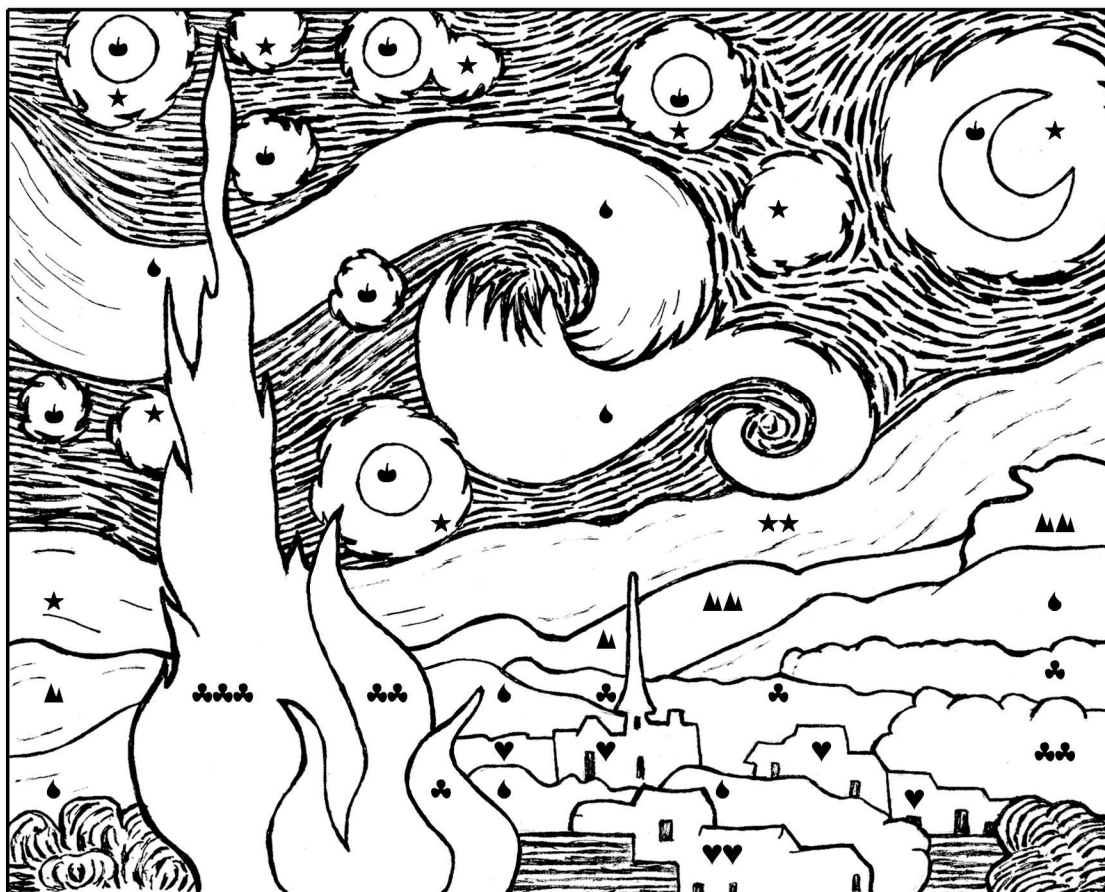


# Dragon's Hoard



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Version 2016.01.16



## Starry Night

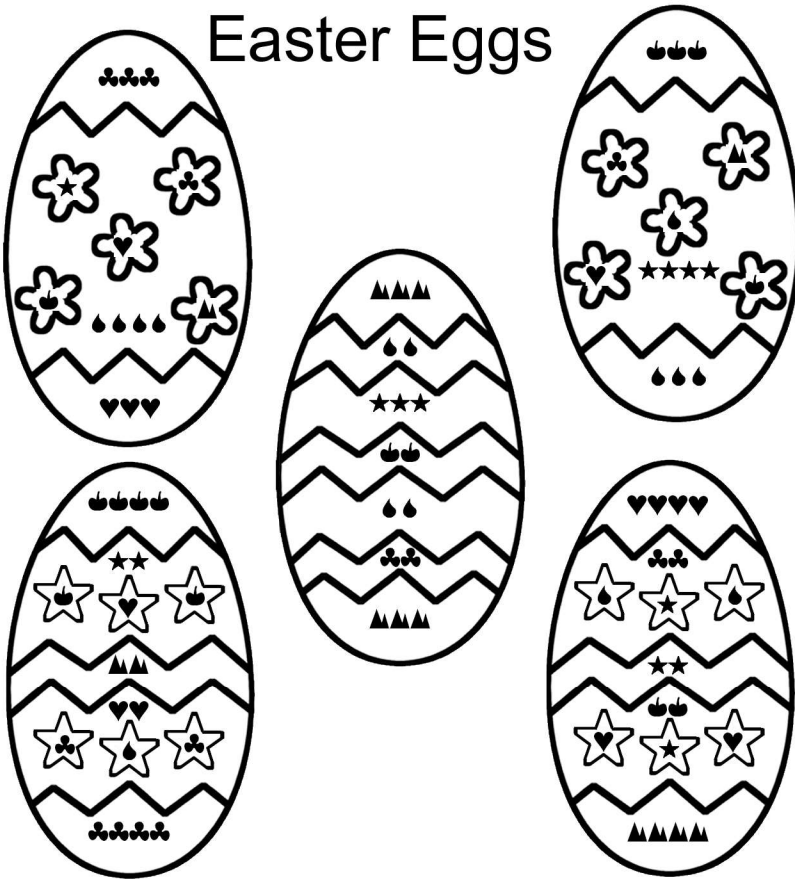
Do not use red or purple dice. Each player starts with a blue, yellow, orange, and green die, instead of the usual six.

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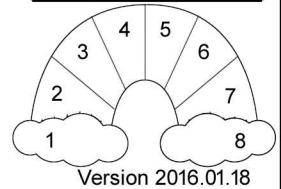
Version 2016.01.23



# Easter Eggs

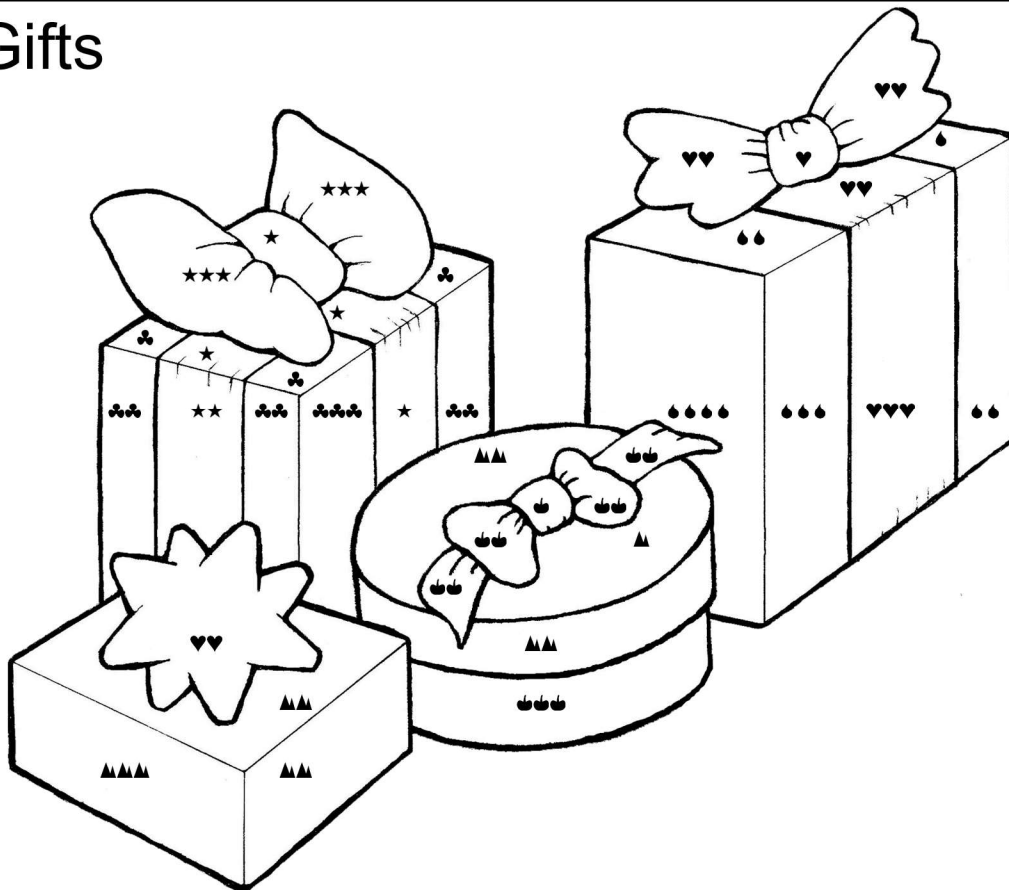


	2
	2
	2
	2
	2

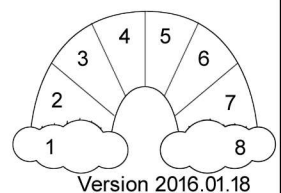


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# Gifts

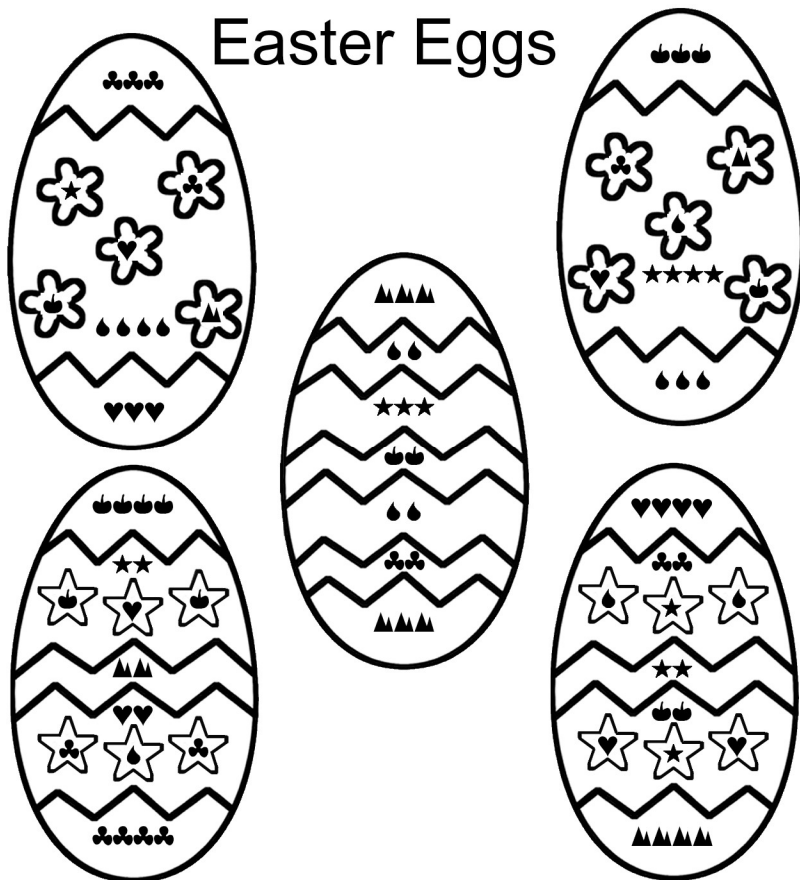


	3
	2
	3
	2

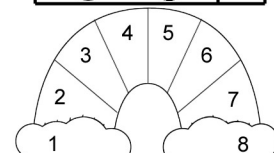


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# Easter Eggs



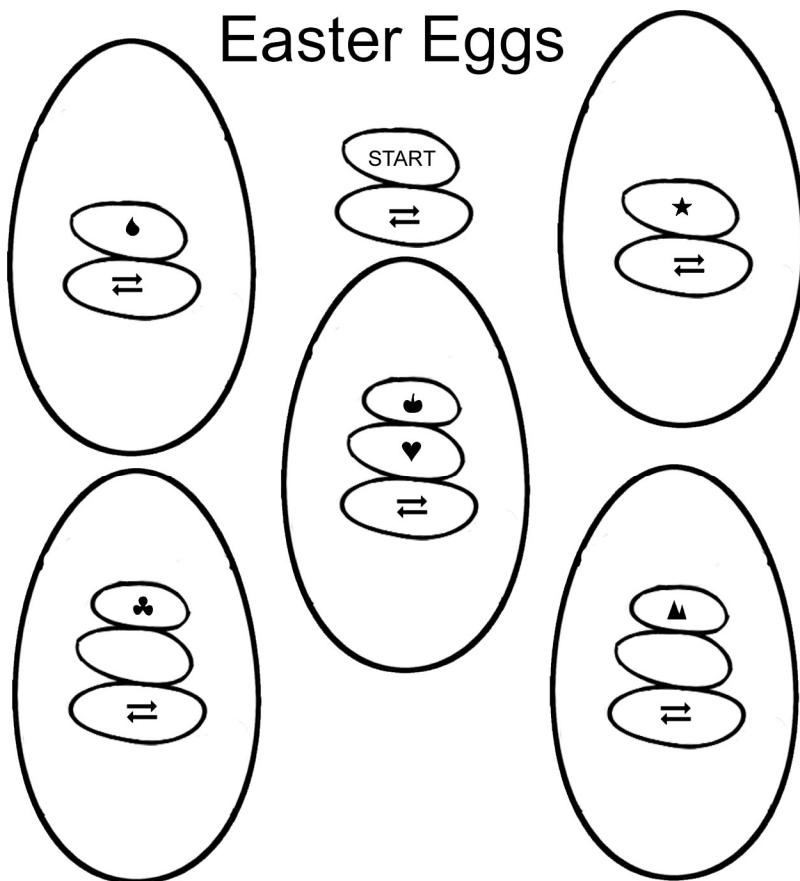
	2
	2
	2
	2
	2



Version 2017.02.11

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# Easter Eggs



## SETUP:

Set aside 6 dice (one of each color) as your trade stock.

## FIRST TURN:

Roll 6 dice (not the ones you set aside), one of each color. Use dice as normal (sets of symbols, using one symbol per die), filling in sections of the puzzle. You must use at least one die, but may use as many as all 6. Fill in the top stone of the starting cairn.

## SECOND TURN:

Roll the dice you used on the previous turn. (Unused dice remain unchanged, but available to use). Use dice as normal (including dice that you didn't roll). Fill in the next stone of the current cairn.

## TRADE STONE

During this turn, you can trade one of your unused dice for any die in your trade stock.

## BONUS STONE

During this turn, you may use an extra symbol of the type indicated.

## ALL OTHER TURNS:

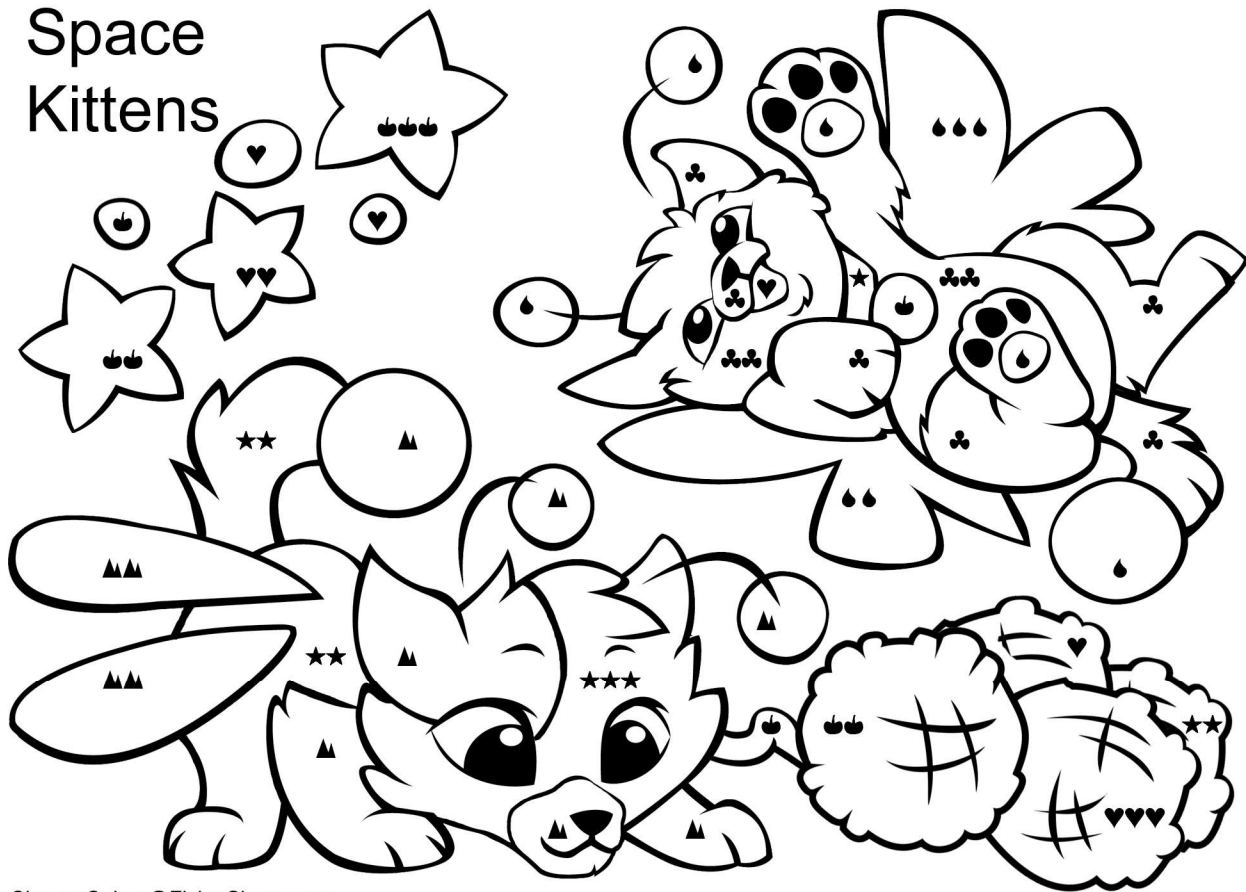
Roll the dice you used on the previous turn. (Unused dice remain unchanged, but available to use). Use dice as normal (including dice that you didn't roll).  
**If you can't use any dice**, the game is over. Calculate your score. Fill in the next stone of the current cairn.  
**If this is the last stone of the cairn**, select another cairn to start. If you've completed the easter egg associated with this cairn, score one bonus point.  
**If this is the last cairn**, the game is over. Calculate your score.

## SCORING

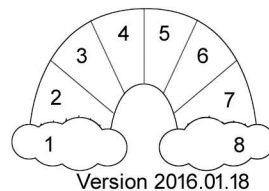
2/completed egg + 1/egg completed before its cairn.

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# Space Kittens

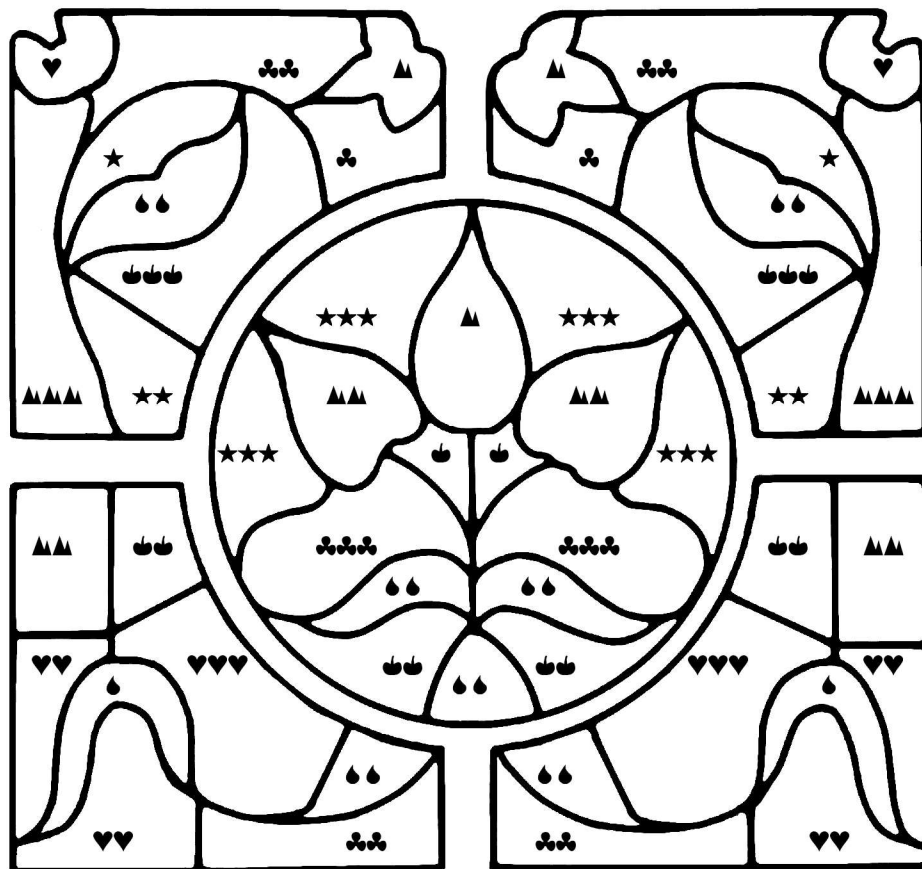


	2
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	3
	2

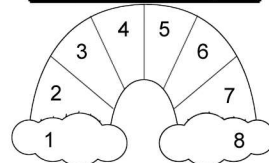


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# Stained Glass



	2
	2
	3
	2
	2

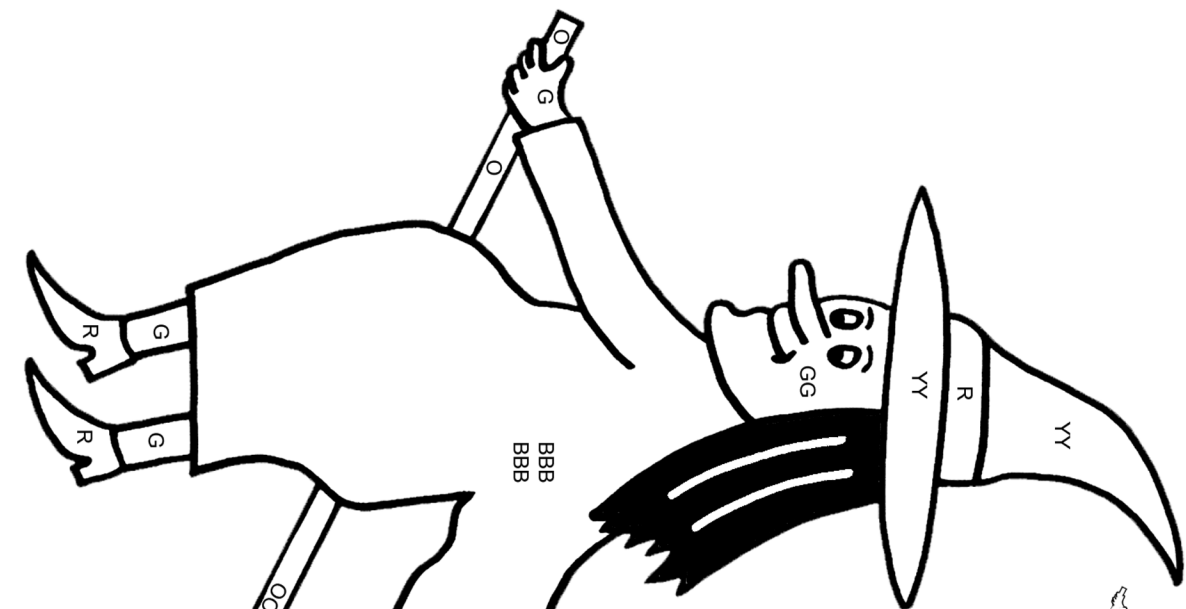
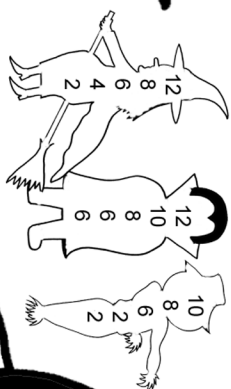


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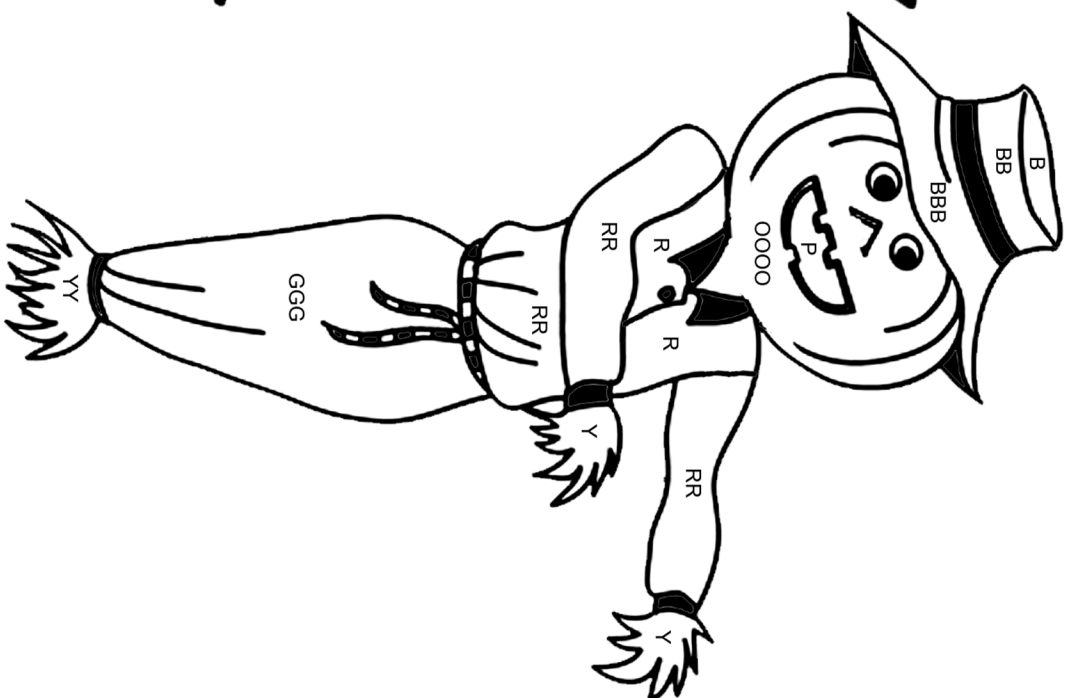
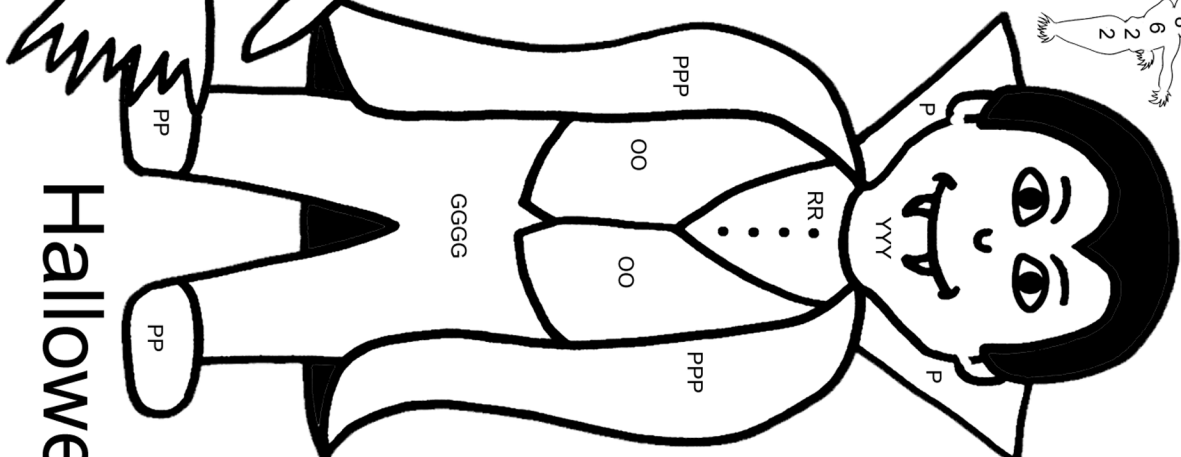




BANK



BBB  
BBB  
BBB



Halloween Trio

# Stained Glass

