### Goal Of The Game

Try your best to connect the same colors together. The player with the highest score wins the game.



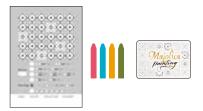


Painting Cards x20

Majolica Sheets x80 (1 each of 8)

## Game Setup

- Each player takes one Majolica Sheet.
- Shuffle the 20 painting cards. Place the deck face down on the table.



- Place the crayons next to the deck.

### Game Play

In each round, flip one card from the deck.
Each player decides whether to paint the tiles with different colors to gain the bonus or pass the turn.
Continue to the next round after all players complete their turns.
The game ends when the deck is empty.

## Painting

Check the colors and the sequence shown on the card. Paint the tiles on the playing paper according to the color sequence. The colored tiles must make exactly one turn in any direction.



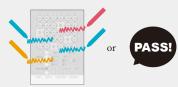




2 Flip a card over to check the colors & bonus

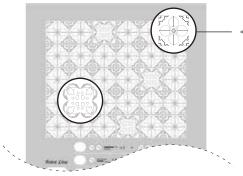


Paint the colors in four adjoined tiles or pass.



Continue to the next round (Repeat Step 2 & 3).
When the deck is empty, the game ends.





#### Majolica Tile

Each Majolica tile can be painted twice with the same color or different colors. Each Majulica tile can be painted twice.



Wanna create your masterpiece? Paint it tenderly.



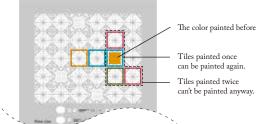
Play causally? Paint it anyway you like!

#### Wing Tile -

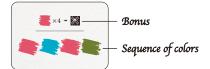
Each Majolica wing tile can be painted only once. Painting a wing tile allows you to paint another Majolica tile with the same color immediately.







## Painting Cards



#### Connected color x4

If you have 4 tiles of the same color connected together, paint one circle from left to right.



You can score points and get handbarrow bonuses.



#### Color-filled tiles x5

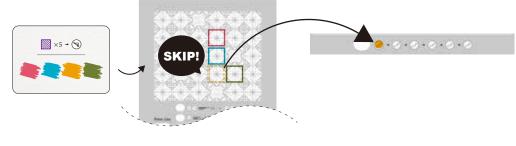
If any 5 tiles are filled with 2 colors, paint a color here.



You can unlock different scoring categories.

# Function Of Shovels

Each player has 6 chances during the game to skip one tile when painting their sheet. nstead of painting on the sheet, they must paint the skipped color on the shovel icon. For each uncolored shovel players will get 1 point at the end of the game.



# Game End

The game ends when all the Painting cards have been flipped and painted. Player counts the tiles in the longest link in each color. Write down the number below. Even though a tile was painted twice with the same color, it is counted as 1 tile in a link.



BILIVIE

ORANGE

GREEN

#### ADDITIONAL RULE:

You can paint the word with your favorite color when the game begins. Then use that color to paint during the game (replace the former color). You will have fun but you won't get extra points in this rule.

