

mellow painter

introduction

as a painter you are about to make a masterpiece but there's no paint in your workshop!
you will have to ask your friends to get you some... i guess.
roll dice, move pawns and cross-out colorful circles. fun!

setup

1. cut out company logos and randomly place them along right edge of the grid on the player sheet.
2. place 5 pawns on the grid (spots marked by transparent circles)
3. get 6 dice and a pen
4. name your painting and you're good to go!

gameplay

flow of the game is simple:

1. roll the dice
2. assign 4 dice to the actions (arrow icons)
3. move your markers around the board
4. cross out paint type you collected this round
 - 4a. if you got all of any given color - circle correct number below color collection, depending on current round number
5. move all company logos down (last one becomes first)
6. start new round. the game ends after 6 rounds.

rolling dice

reroll a die if it has number six (6) on it - this game is using numbers one (1) to five (5)

reroll all dice if you have less than three different numbers available

the dice pool is shared between all players.

example: you roll 1, 1, 3, 3, 3, 6. you have to reroll 6 but you roll 3. this means you have only two numbers available. you reroll all dice: 2, 3, 4, 4, 5, 1 - these are fine and can now be assigned to actions.

assigning dice

assign four dice to the arrow spaces following a single rule - you can't use the same number for opposite directions (up and down or left and right). note you must always assign dice to all four actions.

special ability: you can change a number on a single die (for yourself only) by 1. cross out your special ability after that, it can not be used again. note that you can go from 1 to 6 and vice versa.

example: using dice rolled in previous example, you assign left: 2, right: 3, up: 4 and down: 5. you are not allowed to put 4 in the down action because you already assigned it to up action.

moving markers

each action is the same: it moves whole row (left and right arrows) or column (up and down arrows) of pawns in the direction shown by the arrow. you decide the order. it's likely that you'll want to move one of your pawns into a space which later will be moved by another action - chaining your movement this way can be very useful.

if your action doesn't move any markers (because the row or column is empty) it counts as an error (x space below paint collection grid).

note: tokens moved outside of the grid come out the other side (from space 5 to 1 and from 1 to 5)

special abilities: you have two special, one-time-use abilities: **double move** - this lets you do the same action twice (each token moves two spaces instead of one). **freeze move** - this stops the action from happening (markers won't move as a result of a single action you pick) but also freezes the row/column completely, no marker can be moved from that row/column even when different action would normally affect it.

example: you carry out actions assigned in previous example. you want to start by moving 3 to the right, now when there are two markers on column 4, you decide to take up action which moves up both markers. now you want to take 5 down - it comes out the other side. now you have most markers on green paints which sets you up nicely for early green colour bonus but you still have to carry out your last action: left 2 - but second row is empty... you have to circle first available negative number on x row, too bad!

collecting point

look-up what colour your markers lay on and what company is currently on any given row. cross out matching spots on your inventory sheet. always go left to right and top to bottom - second row will score you more points! if you can't cross out any more of a given type (because you crossed out all available spots) - you don't get to cross out anything.

stock movement

all the local shops are moving around their paint stock! each company logo goes down one spot. bottom one moves to the top.

scoring

1. score 1 point for each crossed out paint (max 30)
2. score points for full sets of company paint (number in the far right column)
3. points scored for finishing paint colours early - numbers below resource sheet - these should be crossed out during the game, the earlier you get all colours, the more points you get
4. negative points shown in the x row (these don't add up, use the one furthest to the right)

playing solo

game is not any different but here are a few painters you can compare yourself against:

Kindergarten Kid - 35 points

Jackson Pollock - 50 points

Bob Ross - 65 points

final advice

remember to move company logos after each round

remember to mark off points you scored for completing a color early

pawns can be moved outside the grid to come out the other side

in low ink version: color = shape (square, circle, triangle, pentagon) and company logo = letter (a, b, c)

glossary

game grid - main game grid with pawns

pawns - markers/pawns you move on the grid

inventory sheet - resource/scoring grid on the right

company paint set - row of paint (single company) - only full row gives points

colour set - column of single colour (two columns in case of green) - only full column gives points if scored early enough

attributions

background - created by denamorado (www.freepik.com)

brushes - created by ilonitta (www.freepik.com)

company logos - freepik

font - the lost paintings by tattoowoo.com

grid

5					
4					
3					
2					
1					
	1	2	3	4	5

company

inventory

						4★
						5★
						4★
						5★
						6★
colour bonus						
<4	5★	2★	2★	4★		
4	3★	1★	1★	3★		
5	2★			2★		
6	1★			1★		
	-1★	-2★	-3★	-5★		

round

	1	2	3	4	5	6
⇒						
⇐						
⇑						
⇓						

action

abilities

painting title

grid

5					
4					
3					
2					
1					
	1	2	3	4	5

company

inventory

						4★
						5★
						4★
						5★
						6★
colour bonus						
<4	5★	2★	2★	4★		
4	3★	1★	1★	3★		
5	2★			2★		
6	1★			1★		
	-1★	-2★	-3★	-5★		

round

	1	2	3	4	5	6
⇒						
⇐						
⇑						
⇓						

action

abilities

painting title

grid

5					
4					
3					
2					
1					
	1	2	3	4	5

company

inventory

A						4 [☆]
						5 [☆]
B						4 [☆]
						5 [☆]
C						5 [☆]
						6 [☆]
colour bonus						
<4 [◇]	5 [☆]	2 [☆]	2 [☆]	4 [☆]		
4 [◇]	3 [☆]	1 [☆]	1 [☆]	3 [☆]		
5 [◇]	2 [☆]			2 [☆]		
6 [◇]	1 [☆]			1 [☆]		
	-1 [☆]	-2 [☆]	-3 [☆]	-5 [☆]		

A
B
C
A
B

round

	1 [◇]	2 [◇]	3 [◇]	4 [◇]	5 [◇]	6 [◇]
⇒						
⇐						
↑						
↓						

action

abilities ⇒ +/-

painting title

grid

5					
4					
3					
2					
1					
	1	2	3	4	5

company

inventory

A						4 [☆]
						5 [☆]
B						4 [☆]
						5 [☆]
C						5 [☆]
						6 [☆]
colour bonus						
<4 [◇]	5 [☆]	2 [☆]	2 [☆]	4 [☆]		
4 [◇]	3 [☆]	1 [☆]	1 [☆]	3 [☆]		
5 [◇]	2 [☆]			2 [☆]		
6 [◇]	1 [☆]			1 [☆]		
	-1 [☆]	-2 [☆]	-3 [☆]	-5 [☆]		

A
B
C
A
B

round

	1 [◇]	2 [◇]	3 [◇]	4 [◇]	5 [◇]	6 [◇]
⇒						
⇐						
↑						
↓						

action

abilities ⇒ +/-

painting title