single number. Orange: the most cards of a

single colour. Yellow: the most cards of a

numbers. Green: the most cards with even

colours. Blue: the most cards of different

adjacent numbers. Indigo: the most cards with

Violet: the most cards numbered

matching numbers, a longer-A higher-numbered card beats a lower-numbered card. With

> (red > orange > yellow etc.). wavelength card beats a shorter

## Setup (each round)

Shuffle all cards.

front of each (their palette). Deal 7 cards to each player (their hand) and 1 face-up in

of the table. This is the base of Playing Red" card in the middle Place the "You Are Currently the discard pile (canvas).

player with the highest palette card plays first. The player to the left of the

## Play

discard a card from hand to card from hand to palette; On your turn, you may play a rule; or both; or neither. canvas to change the current

one card. in your palette, you may draw higher than the number of cards discard to canvas has value Advanced: if the card you

or 7 to palette you must try to Action rule: if you play a 1, 3, 5

player's palette (with no fewer activate its ability. 1: take a card from another

> the top of the draw deck. cards than yours) and add it to

5: play another card from your 3: draw a card from the draw

hand to the palette.

do not draw a card for doing and discard either to canvas or 7: take a card from your palette to top of draw deck. Advanced

end of your turn, you are out of those of all other players at the If your palette does not beat hand face down. (If you the round; turn your palette and

Red: single highest card

Current rule applies first; then tie break on highest card that signifies under the rule.

## Card values

Have the highest score at end game.

## Goal

Roger's Rules: Firedrake/BGG Last edited 2024-07-25

Red7

winning palette and add them to your score pile; they are each worth their face value. Play rounds until someone beats qualifying cards from your Advanced: take all the  $(10-())\times 5$  points. round.

**End round** 

Last player still in wins the

Action rule: you may not play a discarded to canvas this turn, 1 or a 7 if you're going out. take that back too.)