



Colours Game

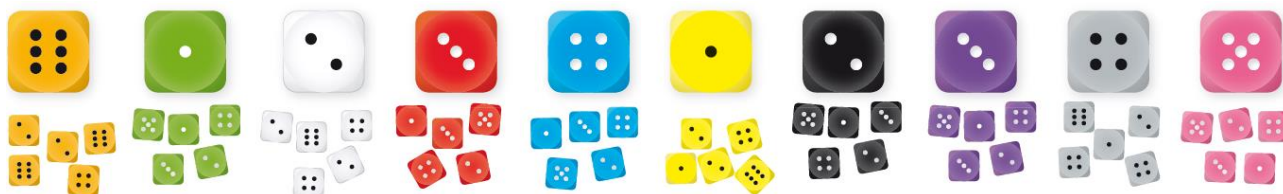
Start playing Calcool with this game!

An exciting dice race with chicanes by Karin Hermann and Otmar Bettscheider for 2 to 4 players aged 8 and up - Game duration: 20 minutes

In this COLOURS GAME, the sprint discipline of the 2 games included in the box, you race to the finish line with ten dice in ten different colours. You can win points with the chicane cards but you can also lose them!

WHAT DO YOU PLAY WITH?

In the COLOURS GAME you do not need all the game material. The COLOURS GAME is played with 60 wooden dice in 10 colours.



And the game is also played with 32 chicane cards with **categories I and II**



Sort out the 6 silver dice, the remaining 32 chicane cards with categories III and IV, and the score pad. These materials are not needed for the COLOURS GAME, you need them in the STAGES (EXPERT) GAME only.

GAME PREPARATION

Put the chicane cards in 2 face-down piles, sorted by category. The 60 dice are placed in the centre of the table so that all players have equal access to them. It is better to place them on a small cloth or napkin to delimit the dice area. Now you need paper and a pencil and you're ready to go!

Objective

In the COLOURS GAME of CALCOOL, you compete to lay a chain of 10 dice in 10 different colours and to match your 2 chicane cards in order to collect as many points as possible.

It is not only speed that counts, but also the skilful selection and placement of the dice under the fields of the chicane cards, so that you win as many PLUS points as possible, and avoid MINUS points.

HOW IS THE GAME PLAYED?

The game is played in 4 rounds. Each round is played in the same way:

Draw chicane cards: At the beginning of a round, draw 2 chicane cards and place them face down in front of you. In the 1st and 2nd rounds they are *category I* chicane cards. In the 3rd and 4th rounds, they are *category II* chicane cards.

Shuffle and start the dice run: The 60 colour dice are shuffled, preferably by all players together. One of the players says "Go!", and each player turns over their 2 chicane cards, places them next to each other in any order in front of them - and off they go. Everyone plays at the same time. To compete, grab the dice from the middle and place them in a line (the "chain") below your cards. A chicane card has 5 fields and you place exactly ONE die under each field.

When playing, you have to keep the following rules in mind:

- You may only grab dice with one hand and you may only take one die in your hand at a time.
- A die that is already in the chain may not be put back. However, you are allowed to change the positions of dice in your chain.
- If a die has been mistakenly grabbed and does not fit into your dice chain, place it next to your cards. It will count as 1 MINUS point at the end of the game.
- Of course, dice may not be turned.

Criteria for a valid dice chain

- A chain must start under the 1st field of the chicane card on the left.
- A chain consists of at least 1 die and at most 10 dice.
- Each die colour may only appear once in a chain.
- 2 dice with the same number of points may not lie directly next to each other.
- A chain may not have a gap.

The chicane cards: scoring PLUS points and avoiding MINUS points

Each chicane card contains PLUS and MINUS fields, which can be recognised by the black and red numbers at the top of the card.

PLUS fields (+1, +2 ...):

To score the indicated PLUS points, you must place ONE die under such a field that corresponds to one of the dice shown in that particular field. NOTE: If you do not find a suiting die you can place any other die under such a field; for doing so, you don't get MINUS points, however you also do not score PLUS points.

MINUS fields (-1, -2 ...):

These are traps! To avoid MINUS points, you must not place a die under such a field that corresponds to one of the dice shown in that field. Instead, you place any other die under such a field.

END OF A ROUND

The first person to finish their dice chain with 10 dice in 10 different colours calls out "**Stop!**"

The other players are not allowed to pick up any more dice after the Stop-call. But whoever has a die in his hand at the time of the stop call may still discard it.

Then you score all your points.

SCORING

The scoring starts with the chain of the Stop-caller. First, it is checked whether his chain is faultless.

If the chain is valid (see below: "Errors in the chain"), the Stop-caller is awarded 3 PLUS points. If the chain is faulty or if it is not 10 dice long, he gets 3 MINUS points instead.

Then the PLUS and MINUS points of the chicane cards of all players are counted one by one.

Important: These chicane points are only awarded until the first error occurs in a dice chain!

Errors in the chain

If a colour has been laid more than once, the chain is only scored up to the die before the second occurrence of this colour.

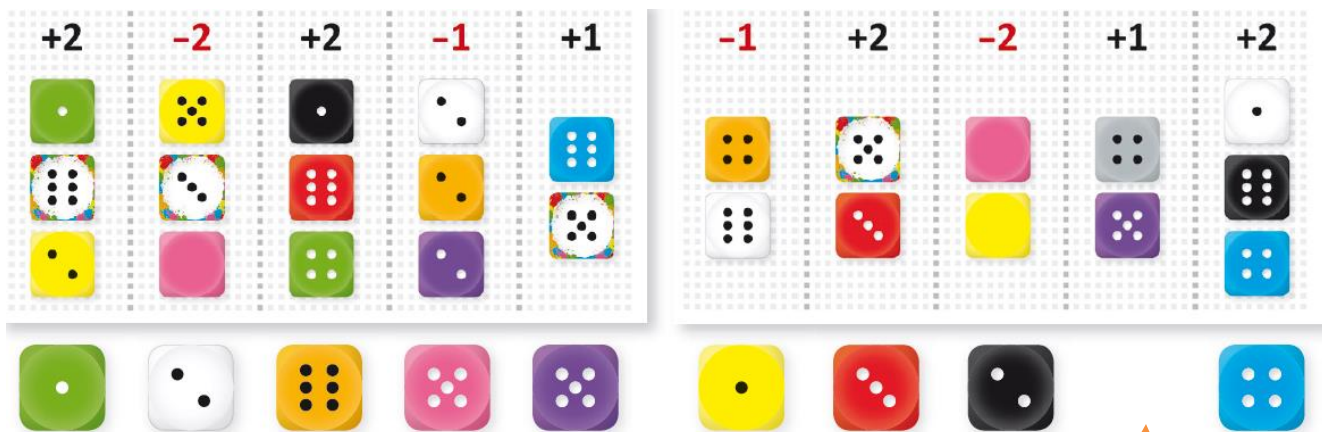
If adjacent dice show the same number of dots, the chain is only scored up to the first of these two dice.

A maximum of 10 dice may be placed. Each die that exceeds the number or 10 dice counts as 1 MINUS point.

Avoid gaps in your dice chain: When one or more gaps occur in a dice chain, that chain is only scored up to the first gap. Each die placed to the right of the gap is 1 MINUS point. If there is only one die lying on the left of a gap, only this one die is counted as a valid chain and the chicane points are calculated for it.

NOTE: MINUS points are also given if the dice chain has a mistake before the gap!

Example for the scoring of a chain:



There is a gap in the chain between the black die and the blue die at the end of the chain. The blue die after the gap is therefore worth 1 MINUS point.

Scoring of the chicane points:

The chain is only valid up to the 4th die, because the purple die on the 5th position shows the same number of dots as the pink die on the 4th position. As both of these 2 dice lying next to each other show 5 dots there is an error. The chicane points can only be counted until this error. The player only receives a total of 2 chicane points for this chain:

Field 1 = **2 PLUS points** (chicane mastered; the green die that has been placed under this field corresponds with one of the dice shown within the field))

Field 2 = no MINUS points (player placed a die not shown in that field, so he did not get trapped)

Field 3 = no PLUS points, as there is no match between the die placed and the dice shown in the field

Field 4 = no MINUS points.

Points are deducted when there is a gap in the chain:

When a dice chain shows a gap, MINUS points are deducted from the chicane points. For each die on the right of a gap 1 MINUS point is deducted. When there is more than one gap, the first gap occurring in the chain is relevant for that procedure.

In this example, there is one gap at the end of the chain, and one die is lying to the right of that gap. So, for the blue die that is on the right of the gap 1 Minus point is deducted from the 2 chicane points that were gained with the die placed under the first field.

As a result of the example, the player leaves the round with only 1 PLUS point.

Note: If the player had not done the error under Field 5, he would have scored 2 more PLUS points with the red "3"-die under the 2nd chicane card, because this die matches one of the dice shown in that field.

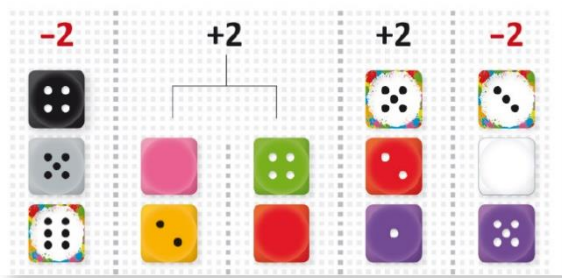
END OF GAME

The game ends after 4 rounds. Whoever then has the most points wins the race.

The Chicane Cards: opportunities (+1, +2...) and risks (-1, -2 ...)



Category I – These cards show more opportunities than risks: 5 PLUS points and 3 MINUS points per card are possible here.



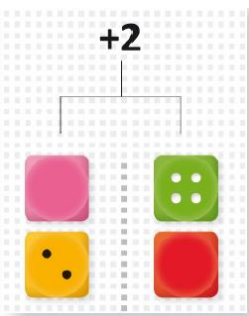
Category II - opportunities and risks are equally distributed: 4 PLUS points and 4 MINUS points per card are possible. Furthermore, some PLUS points can only be gained when players fulfil 2 requirements (as in fields 2 and 3 on the left) (see "Double chicane" below).



Colour joker : Here any colour die fits, but the number of dots must match.



Number joker : Here any number of dots fits, but the colour must match.



Double chicane: These are 2 connected fields on the card.

You only get the 2 PLUS points indicated if you place 2 dice that match BOTH fields.

Here, one possibility to score would be to place an orange die showing 2 dots under the field on the left and a green die with 4 dots under the field on the right.

Another possibility would be to place a pink die with any number of dots under the field on the left and a red die with any number of dots under the field on the right...

Example for a flawless chain of dice with maximum chicane points

