

FUN'N'FAST GAME

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YOUR
LOGO



SPEED COLORS TEAM

GAME RULES

COMPONENTS:

55 DOUBLE-SIDED IMAGE CARDS

The colored side
of the image card

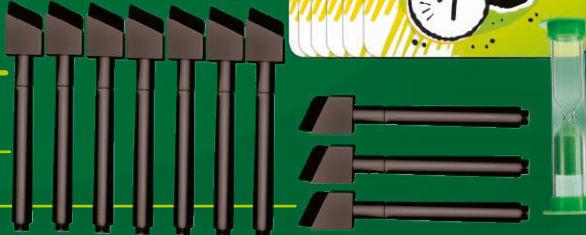
The black-and-white
side of the image card



10 MARKERS

7 erasable markers with
sponges (yellow, orange, pink,
green, light blue, violet, brown)

3 wild markers
(without color)



6 DOUBLE-SIDED STARTING CARDS

Pink side with numbers
from 1 to 6 for BASE GAME

Green side for
TEAM VS. TEAM mode



1 SAND TIMER (~5 MINUTES)

IMAGE CARDS

Each image card has a colored image on one side and the same image but in black-and-white on the other. Each image is divided into three areas. Each area you have to color totally has bold black contour.

SETUP

1. Place as many starting cards in a row as there are players in the game (2 cards in a 2-player game, 3 cards in a 3-player game, etc.).
Tip: in your first games or if you play with small children or simply want a calmer game, you can add only 2 wild markers in the box instead of 3.
2. Shuffle the image cards and place them in a stack next to the starting cards black-and-white side up.
3. Put 7 colored markers together with the 3 wild markers in the box lid and mix them.
Tip: in your first games or if you play with small children or simply want a calmer game, you can add only 2 wild markers in the box instead of 3.
4. Place the sand timer next to the box lid.

PLAYING THE GAME

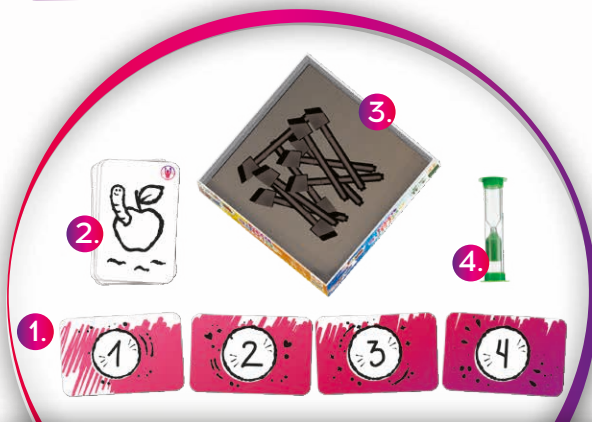
One player flips the sand timer, and all players simultaneously start coloring the cards.



AIM OF THE GAME

Players must work together to color correctly as many cards as possible while completing various tasks till the sand in the timer runs out.

Tip: there are 7 colored markers in the game: yellow, orange, pink, green, light blue, violet and brown. Before the game try to draw with all the markers so you see how their colors look on the cards.



Each player completes three steps:

- 1 Step 1. Take an image card from the top of the stack.
- 2 Step 2. Take a marker, color and perform actions. Repeat this step till you color all areas on your card.
- 3 Step 3. Put the colored image card in a row below the starting cards and take a new image card from the top of the stack. Then, again, proceed to Step 2.

STEP 1



Each player takes one card from the top of the stack. Look at its colored side and try to memorize the colors of the image. Then flip the card, place it black-and-white side up in front of you and start coloring!

BASIC MODE:

if this is your first game or you are playing with young children, you can flip the card and look at the colored image during the game.

EXPERT MODE:

If you are confident in your skills, you must memorize the colors of the image when you draw a card from the stack. You can look at the colored image for as long as you want, but once you turn the card black-and-white side up you cannot turn it over again and peek!

Note: if when playing in expert mode you forget the colors on the card you are coloring, discard this card and take a new one from the stack.

STEP 2



Each player takes a marker from the box lid. The player must color all areas of the image just like on the other side of the card.

Important! The players must color the image very carefully. The players must not color outside the lines, and each area must be colored in completely. Otherwise, this card doesn't count towards your final score. If you started to color an area with a wrong color, wipe the area with the sponge at the cap of the marker carefully. You can't correct the colors on the cards that have already been colored and placed in the rows.

After taking a marker, the player must first remove the cap and look at the color of the marker. Then the player can perform any of the following actions in any order:

- tell other players the color of his marker,
- tell other players which marker color he needs to color in the image in front of him,
- color the corresponding area on the card if the color of the marker matches the color of one of the areas on the card,
- put the cap on the marker and put it back in the box lid,
- put the cap on the marker and give it to another player who needs this color and does not have a marker in his hand,
- put the cap on the marker and exchange markers with another player if they both have the color the other one needs.

If a player doesn't have a marker in his hand, he can take a new one either from another player or out of the box lid.

Example: Anne takes a marker from the box lid. It is a red marker which she needs. Anne says loudly to the other players: "I have a red marker!" and colors the corresponding area on her card. Mary also needs a red marker and lets the other players know. She doesn't have a marker in her hand, so Anne puts the cap back on the red marker and gives it to Mary. The game continues...

Important: No markers on the table during the game – always return the marker to the box if you do not use it at the moment.

WILD MARKER

When one of the players takes a wild marker (no color), he or she first puts the cap back on, returns the wild marker back in the box and then performs the action indicated in the right upper corner of the card in front of him:



HIGH FIVE: The player says "High five!" first to the player sitting on one side of him, and raises his hand and slaps it into the other player's palm, and then do the same with the player on the other side. In a 2-player game the player gives a high five with both hands to his partner. After that, the player continues playing.



SWAP: The player gives the command "Swap!" and all players immediately pass the cards that they are coloring at this moment (even if they have not finished coloring an area), and the markers that they have in their hand (if any) clockwise. The players look at the colors on the card they received and continue the game.



MIX THE MARKERS: The player mixes the markers in the box with one of his hands (the box stays on the table).



HANDS UP: The player commands to all players "Hands up everybody!" loudly. All other players must raise both hands in the air. As soon as everyone has their hands up, players continue to play.



GHOST: The player announces to other players "Help, I have a ghost!" Any player who has a colored (of any color) marker in their hand at this moment passes a marker to the player who is going to tackle with the ghost. Using the received marker, the player has to make the ghost "visible" in the card — firstly, the player draws out the ghost along the gray outline and then fills the area with the repeating pattern indicated on the colored side of the card. Only after drawing the pattern, the player can return the marker to the player who gave it (or pass it to a player who needs it, or put it in the box) and then continue playing. If you get the wild marker after you or anyone already completed this action — nothing happens.

STEP 3

As soon as the player has colored his card, he puts it colored side up in a row below the starting cards and takes the next card from the stack. Each row should consist of the same number of cards as the number of the starting cards.

There are three types of patterns: dots, lines and grid. You have to draw patterns carefully and do not color outside the lines. You have to draw a repeating pattern, trying to distribute dots/lines/grid evenly in the entire ghost area (look at the colored side of the card for a reference). You do not have to copy the pattern exactly as it is on the colored side of the card, but try to follow it closely.



Example: There are three players: Anne, Mary, and Paul. They have already colored seven cards. Mary has colored the 8th card and put it in an empty space in the third row. The players will put the next colored card in the third column.

END OF THE GAME

When the sand in the timer runs out, players immediately stop coloring the cards in front of them and return the markers to the box. Then the players check whether the image cards in the rows are colored accurately. If any of the areas is colored with a wrong color, not fully colored or colored outside the lines, remove the card from the row. Move up the rest of the cards so they are distributed evenly in the rows.

Count how many complete rows you have. Check your result according to the scale below:

- 1 only 1 complete row: Not bad for a start! Let's call this a warm up.
- 2 2 rows: The base game is clearly not a problem for you!
- 3 3 rows: Very good team work! Team up more to achieve greater results!
- 4 4 rows: Wow, you are already at an advanced level!
- 5 5 rows or more: You are real experts! You have become real stars of Speed Colors TEAM!

PREPARING FOR THE NEXT GAME

Wipe the cards immediately after the end of the game otherwise the cards might become stained. Then shuffle all image cards again.

Tip: To avoid drying out, be sure the cap of every marker is tightly closed before you store the game box.



Do you want to cross markers with other players?
Play in team vs. team mode! You can use one copy
or two copies of the game.

SETUP

1. Divide into two teams (not necessarily equal). Two teams take their seats in front of each other.
2. Place as many starting cards in a row as there are players in the team with the larger number of players. For example, if there are two players in one team and three players in the other team, place three starting cards. The two-player team will place its colored cards below two starting cards, while the three-player team will place its cards below three starting cards.
If both teams have the equal number of players, place as many starting cards as there are players in one of the teams.



If you play with one copy of the game, both teams may have no more than 6 players in total.



If you play with two copies of the game, each team may have no more than 6 players.

