



Color Milk

Game Rules





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Introduction

COLOR has come to this beautiful black and white world, and you are about to make this world colorful earning gold coins along the way.

At the beginning of the game, each player receives his own playing board of the chosen number. There are 6 types of boards in the game, depicting different worlds. The complexity of the boards is gradually increasing. To get familiar with the game, we recommend starting from Board #1. Next, you can play with all the boards in order or choose the ones you like.

Each turn, you will try to guess balls of which colors will fall out of the mill so that you can use their colors to color your board. Try to make precise predictions, effectively color the areas on your board and skillfully apply effects to earn more coins than your opponents.

———— We use the masculine pronoun for better readability, but refer to the players of all genders. ————

Components



60 double-sided playing boards
(20 copies of 6 boards)



Color mill



25 prediction cards
(5 sets of 5 cards of different colors
per player)



20 colored balls:
6 blue, 5 green, 4 orange,
3 pink, 2 purple



1 leading player token



10 colored pencils
in 5 different colors: blue, green,
orange, pink and purple.



1 base for balls

The components may differ from those pictured.

Board #1. A Village in the Valley

A village of little people lies on the green hills under the high mountains. Blooming gardens and fertile lands surround cozy houses. A waterfall flows down from the mountains and forms a lake with the purest water. There is a river next to the lake, along which the villagers like to sail in their boats. Every day here is filled with joy and harmony, the only thing that remains is to fill this place with colors!



Set up

1. Place the **color mill** in the center of the table. Take **all 20 balls** and mix them well in your hands. Then take off the mill's roof, and put the balls inside the mill without looking at them. Put the roof back on the mill and shake it slightly so that the balls mix better.
2. Place **the base for balls** in front of the mill so that all players can see it well.
3. Each player takes one **playing Board #1** and one **set of prediction cards**.
4. Place **all the pencils** in the center of the table so that each player can reach them.
5. The most brightly dressed player becomes the first leading player and takes **the leading player token**.



5.



4.



1.



4.



3.



3.



2.



3.



3.

Set up example for a 2-player game

How to play

The game consists of several rounds, during which all players perform actions at the same time.

1. MAKE A PREDICTION

All players make predictions about the colors of the balls that will roll out of the mill. Choose from 1 to 5 cards from your hand and place them face down on the table in front of you. This is your prediction. If it is fully completed, then you will receive bonuses. However, if at least 1 color does not match, you will not receive bonuses (read more about them further).

! **Important:** If you make a prediction from the prediction zone, then you must use exactly two or three cards of the specified colors, depending on the selected prediction.

2. TURN THE WINGS OF THE MILL AND GET THE BALLS

The leading player turns the wings of the mill until **exactly 5 balls** roll out of it.

The color mill is old and creaky, and the generation of color balls is not so simple and easy as it may seem. Be patient enough — the magic needs time!

If the balls do not roll out of the mill or the wings are stuck, try turning the wings of the mill in the other direction or carefully shake the mill. But do not open the roof of the mill and do not look which balls are inside!


If more than 5 balls roll out of the mill, put the extra balls back inside the mill. Do not look at the balls inside the mill!

3. CHECK THE PREDICTION AND GET BONUSES

After 5 balls have rolled out of the mill, the players reveal their predictions:




If the balls of the same color that you chose on the cards fell out of the mill, your prediction was **completely fulfilled**. You can color the cells with these colors in the next phase. Leave the cards in front of you to remember which colors you can use this round.

If you made a prediction from the prediction zone and it was fulfilled, then you get a bonus pencil of the specified color, which can be used immediately or later (see "Prediction bonuses" on page 7). Color  next to this prediction to mark that you have already made it and can use its bonus.



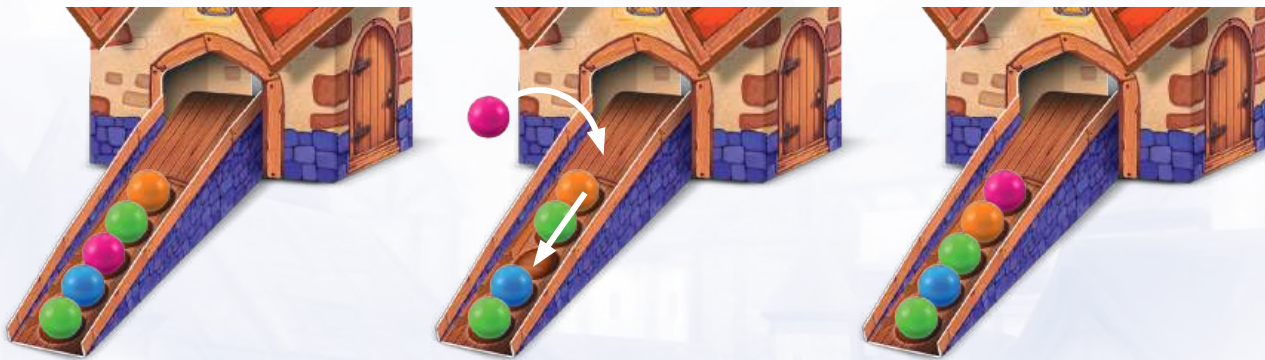
If the balls of other colors fell out of the mill or the colors did not match to the full extent, then the prediction was **not fulfilled**. Take all your cards in your hand. You don't get bonuses. Instead, circle the leftmost icon of failed predictions.

If you have colored  , then you get a bonus pencil.

If you have colored an icon with a pencil next to it  , you get a bonus pencil that can be used immediately or later (see "Prediction bonuses" on page 7).

4. SELECT THE COLORS AND COLOR THE CELLS

Starting from the leading player and proceeding clockwise, each player (even the one whose prediction was not fulfilled) chooses one of the first three balls; this is the color you will color the cell on your board with. Name the color out loud, and put the chosen ball at the end of the row.



For example, the following balls rolled out of the mill: green, blue, pink, one more green and orange. Anna, the leading player, chooses one of the first three balls (green, blue and pink). She decides to take the pink ball — she can use this color to paint a cell on her board — and moves this ball to the end of the row. The next player will choose a ball from green, blue and another green.

Now you can color the cells on your board with the color of the chosen ball, as well as the colors that were on your prediction cards (in case the prediction was successful).

You can use the colors **in any order** you like but only once. You can use all or some colors. However, the colors you received but haven't used aren't "saved" for the next round.

When coloring the cells, you **must** follow the **coloring rules**:

- » In the first round, you can start coloring the board only from the cell with the little man inside. The color of the little man indicates the color to fill this cell with. If a man is multicolored, you can color the cell with any available color.

On the Board #1, you can start coloring the board with the cells in the following areas:



Mill



River



Field




The village of the valley residents



Stone Bridge



Pasture

- » In the second and next rounds, you should color only those cells that are adjacent to the already colored cells, even if they are in different areas and are delimited by a bold line.
- » If there is a colored circle inside the cell, it means that this cell needs to be colored with this specific color.
- » If there is a  inside a cell, then this cell can be colored in any color.



For example, Anna started coloring her board from the Mill: she colors a cell with a pink man in pink. Then, if she has the necessary colors, she can color the neighboring cells in purple, green, blue or any color.

- » If you want to color a cell that is *not adjacent* to any already colored cells, then you must spend one of your previously received coins. However, it must be a cell with a little man inside.
- » If you cannot color any of the adjacent cells with any colors you received this round, then you do not use it and this color expires.

Bonuses

Area Bonuses

The areas have bold lines. If you have completely colored the area, then you get **a bonus**: 1 coin and a bonus pencil. Circle the received bonuses of this area on the board, and then:



Mark the received coin on the coins counter by painting over the top empty cell.



You can use the received bonus pencil immediately or in one of the following rounds by coloring any suitable cell with this color, but only once. Once you have used the bonus pencil, cross it out. If you have received a multicolored bonus pencil, you can use any pencil.




Anna has completely colored the Mill. She colors the bonus of this area — a coin — and marks the received coin on the coin counter. Anna can immediately use a blue pencil to, for example, color a cell of the Hill, or she can use it later.





Anna decides to color the cell of the Hill with the bonus blue pencil immediately and colors it in blue. After coloring, Anna crosses out a bonus blue pencil over the Mill area.

Prediction Bonuses

Successful predictions

If you made a prediction from the prediction zone and it was fulfilled, immediately color  next to this prediction. You get a bonus pencil of the specified (or any) color. You can use this bonus immediately or in one of the following rounds, but only once. As soon as you have used the bonus, color it.

Double Predictions   Get one regular pencil (purple, pink or orange).

Triple Predictions   Get one pencil of any color of your choice.

 **Important:** you can get a bonus pencil for a successful prediction from the prediction zone only once per game.

Unsuccessful Predictions   Get one pencil of any color of your choice.

5. FINISH THE ROUND

When all the players have selected the balls and colored the cells on their boards, put all the balls rolled out in this round on a base on their corresponding colored cells starting from the bottom ones. After that, a **new round** begins. The next player clockwise becomes the leading player and takes the leading player token.

When **15 balls** are already on the base (that happens every third round), before the beginning of the next round, turn the wings of the mill so that **the remaining 5 balls** roll out of it. Take all the balls (both the ones that just rolled out and those from the base), mix well and put all of them into the mill as you did when preparing for the game. Then begin the next round.

End of the game and the winner

As soon as one of the players receives **5 coins**, he must announce it. Finish the current round, and then **play the final round**. After the final round, determine the winner.

The winner is the player who received the most coins. If several players have equal number of coins, then the one with more circled but unused bonus pencils wins. If the tie still remains, then the tied players share the victory.

*The rules of the game described for the Board #1 are **basic** and applicable to the rest of the Boards. However, each board has its own **distinctive features**, which change the game process. Below, only the features of the game are described for each board.*

Board #2. Flying Islands

The land of the flying islands is a place where aerial freedom is combined with incredible views. The islands are connected by ropes, along which the locals can move from one island to another. Flying dragons add mystery and grandeur to this world. So paint the land of the flying islands in bright colors!



Set up

Set up the game the same way as the game on the Board #1, but each player takes the **Board #2**.

How to play

All steps remain unchanged.

- » Please note: in the first round, you can start coloring the board only from the cells in one area — on the Central Island.



The icon \neq inside the cells means that all the cells of the area should be colored in different colors; no color should be repeated.



For example, Anna painted two cells of the Central Island orange and purple. Next, she must color the remaining cells in green, blue and pink (in any order).

» If there is $=$ inside a cell, then all the cells of the area must be colored with the same color.



For example, Anna started painting this Island orange. This means that all the remaining cells should also be colored in orange.

Bonuses



Area Bonuses

You get area bonuses according to the basic rules (see the rules of the Board #1).

Prediction Bonuses

You get prediction bonuses according to the basic rules (see the rules of the Board #1).

Double Predictions   Get one regular pencil (purple, pink or orange).

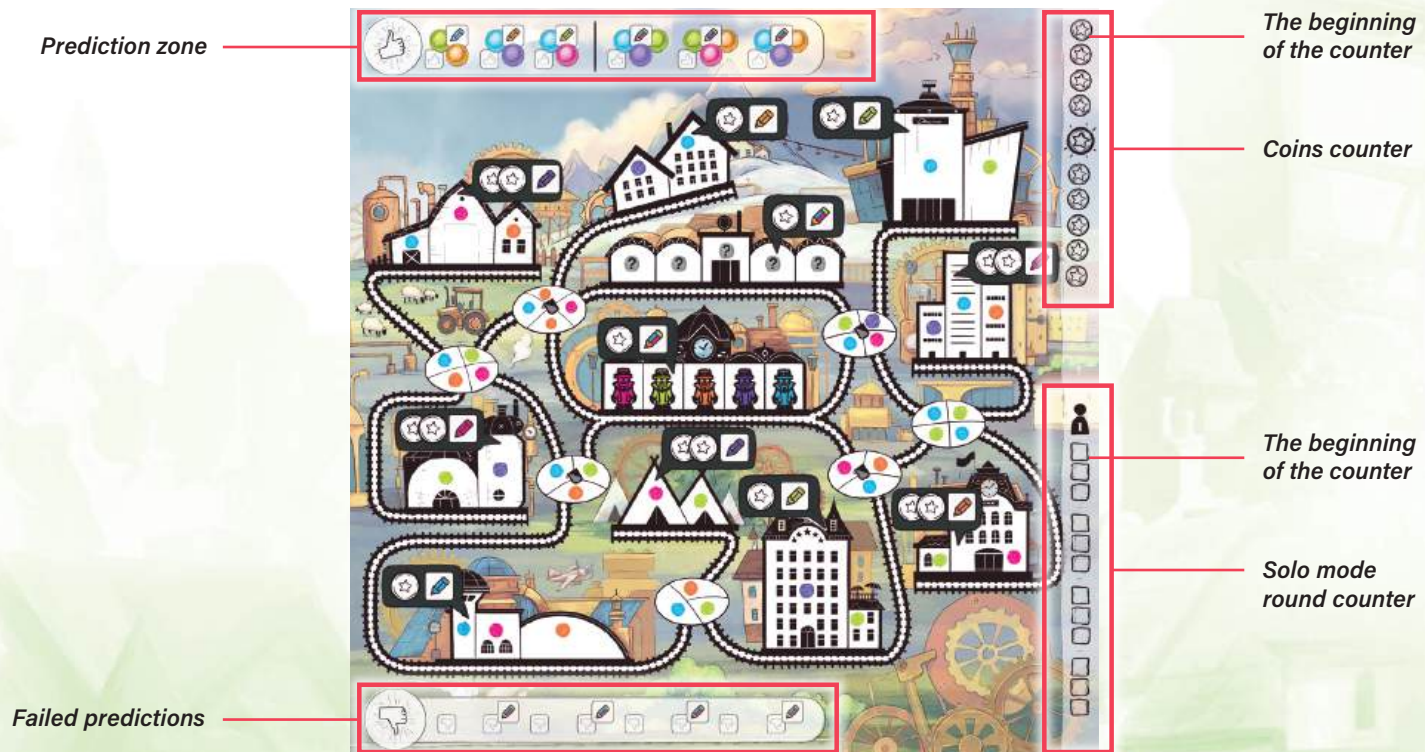
Triple Predictions   Get one pencil of any color of your choice.

End of the game and the winner

Finish the game and determine the winner according to the basic rules.

Board #3. The City of the Future

The technological city has stretched around the railway station, which is the heart of an extensive network of railways. The residents and the guests of the city can make amazing trips from the ski resort to the picturesque farm. Immerse in an alternative reality and add color to this progressive city!



Set up

Set up the game the same way as the game on the **Board #1**, but each player takes the **Board #3**.


» Before the game, color any cell in any one area with a symbol inside it on the board of the player on the right.

How to play

All steps remain unchanged.

» Please note: in the first round, you can start coloring the board from the cells in the Station area.



» On the Board #3, all areas are connected by railways with hubs . The hubs do not bring bonuses and/or coins, but you can get to another area and start coloring it only through them.

To start coloring another area, you must color at least two cells in the hub: the incoming cell and the outgoing cell. When you can get to another area through the hub, color the railway with a pencil of any color — this segment is built. Inside the area, you can color *any cells*, not just the neighboring ones.



For example, on her turn, Anna colored the area of the Hotel and received 1 coin and 1 bonus green pencil. She decides to use it immediately to color the cell in the hub.




Anna crosses out the bonus green pencil, colors the cell green and draws a line over the part of the railway leading from the Hotel. When she gets the orange pencil, she will be able to color the top cell of the hub to get into the Glamping, and when she has a blue one, she will be able to color another cell of the hub to get to the Airport.

Bonuses



Area Bonuses

You get area bonuses according to the basic rules (see the rules of the Board #1).

 **Note:** starting from this board, some areas bring two coins at once.

Prediction Bonuses

You get prediction bonuses according to the basic rules (see the rules of the Board #1)..

Double Predictions   Get one regular pencil (blue, green or orange).

Triple Predictions   Get one pencil of any color of your choice.

End of the game and the winner

Finish the game according to the basic rules.

Before determining the winner, check who built the **most widespread railway network**. Count all the colored segments of the railway between the hubs and the stations where *at least one cell* is colored. The player who painted over the most segments gets 1 coin. In case of a tie, all tied players receive 1 coin. If all players have built the same number of segments, then no one gets the coin.

After that, determine the winner according to the basic rules.

Board #4. The Land of Pirates

There is a country of pirates on the ocean shore. The keys to the treasure chests stored on the islands near the fort are hidden in its lands. To get to them, all treasure hunters need to find a fast ship that will take them to the treasure before the rest. Fill the pirate harbor with color and try to get to the treasure!



Set up


Set up the game the same way as the game on the Board #1, but each player takes the **Board #4**.

How to play




All steps remain unchanged.

- » In the first round, you can start coloring the board from the cells on the Islands.
- » There are three islands in the ocean with treasures hidden in the chests.



To get to any of these islands, you need to make a successful double prediction and get the opportunity to use a ship. When you make a successful double prediction, color  next to it.



To open a particular chest, you need to color 3 keys with the necessary color (for example, to open a green chest, you need to color 3 keys green).


You can get the keys by coloring the cells with the  inside with a necessary color. If you color 3 key cells with the same color and if you have made the successful prediction , then you can get to the island with a chest that has the lock of the same color. When you succeed, first circle  next to it, then circle the bonus of the chest you unlocked (coins and pencils).




For example, Anna made a successful double prediction, and she has a boat. On her turn, Anna colors the cell with the key in green. This is the third key colored with green, and now Anna can get to the Island with a chest with a green lock!




Anna colors  to mark the chest she has reached. Then she circles all three  on the chest with green and the coin. She decides to use the purple pencil later, so she doesn't color this cell.

You can still color the cells with  any color you want, but then you will not be able to open the corresponding chest. You can get the keys that fit any chest by making a successful triple prediction.

» If there is  inside a cell, then all the cells of the area must be colored with the same color.



For example, Anna started painting the Wings of the Mill blue. This means that she should color all the remaining cells in blue as well.

» If there is  inside a cell, then all the cells of the area must be colored in different colors, no color should be repeated.



For example, Anna painted two cells of the Bridge orange and purple. Next, she must color the remaining cells in green, blue and pink.

» If there's  on a border of adjacent cells, then these cells of the area must be colored in different colors.



For example, Anna can paint the cell marked **A** any color but orange and can color the cell marked **B** any color but green and the color of the cell **A**.



Bonuses



Area Bonuses

You get area bonuses according to the basic rules (see the rules of the Board #1).

Prediction Bonuses

You get prediction bonuses according to the basic rules (see the rules of the Board #1).

Double Predictions  You can get to one of the treasure islands. Cross  next to the prediction when you reach one of the islands.

Triple Predictions  Get one key of any color of your choice. Two predictions will also bring you one regular pencil each (yellow or red). Color  with the necessary color to mark that you have the necessary key.

End of the game and the winner

As soon as one of the players receives **6 coins**, he must announce it. Finish the current round, and then **play the final round**. After the final round, determine the winner.

Board #5. The Medieval town

A wonderful medieval town, which has everything for the convenience of its citizens: cozy residential quarters, a park, a wide market square. There is also an eccentric alchemist who can turn one color into another, and a stargazer who helps everyone. The demanding king lives in the tallest tower, and the prince and the princess, who are in love with each other, live in the opposite towers. The warriors guard the peace of the city residents. Become a wizard — paint the city in bright colors!



Set up

Set up the game the same way as the game on the Board #1, but each player takes the **Board #5**.

How to play

All steps remain unchanged except step 5 (see below).

» Please note: in the first round, you can start coloring the board only from cells in the following areas:



The Bridge of Love



The Stargazer's Tower



Residential area



Fortress gates



The Alchemist's House




Residential areas and the King's Tower

» When you completely color the **Alchemist's house** and the **Stargazer's tower**, you can apply the effects of these areas.

Alchemist's House




 When you have completely colored the Alchemist's house, you can replace any color you get with a **neighboring color by rarity** each turn. The rarest (purple) and most common (blue) colors are also considered neighboring.

For example, if you have pink, you can replace it with purple or orange, and if you have purple, with blue or pink, and so on.

Stargazer's Tower



 When you have completely colored the Stargazer's tower, you can copy the successful prediction of your opponent **once per game** (even in addition to your successful prediction). However, this way you can only get the colors, and *not the effect* of the copied prediction. As soon as you use the effect of the Stargazer's tower, cross out the cell next to the tower to note that the effect can no longer be used.

Prince's Tower and Princess's Tower: adjacent cells inside these areas should be colored in different colors \neq .

Bridge of Love








To get a coin for the painted area of the Bridge, you must color the prince's tower and the Princess's tower the same way $\Leftarrow \Rightarrow$.

For example, Anna completely colored the Princess's tower in orange, purple, blue and orange and the Bridge of love in pink. She needs to paint the Prince's tower the same way as the Princess's tower to receive a coin for the colored Bridge.

King's Tower



You must color all the cells of the King's tower with the same color of your choice, but the bonus of this area depends on the color you choose:





-  If you color all the cells **purple**, the rarest color, then you will get **3 coins**.
-  If you color all the cells **pink**, you will receive **2 coins** and a **bonus pencil** of any color.
-  If you color all the cells **orange**, you will get **2 coins**.
-  If you color all the cells **green**, you will receive **1 coin** and a **bonus pencil** of any color.
-  If you color all the cells **blue**, you will get **1 coin**.



Warriors:

You can color warriors in any color . Warriors are not a separate area or are not considered to be a part of other areas.

Each time, before you put all the balls back into the mill **during step 5**, as well as **at the end of the game**, check how many warriors the players have colored on their boards:

- If you have colored more warriors than other players, immediately color any one cell adjacent to the already colored cells on your board with the necessary color. After that, color  next to a warrior in which you have just written a number.
- If you have colored the least of all, immediately lose any of your bonus pencil that you have already received and that you did not have time to use. If you do not have any bonus pencils, you don't lose anything. Cross it out on your board as if you have used it. After that, color  next to a warrior in which you have just written a number.
- If several players have colored the same number of warriors, then they all apply the appropriate effect to themselves (they color any one cell or lose the bonus). After that, color the corresponding cell ( or  next to a warrior).
- If all players have painted the same number of warriors, nothing happens.

Bonuses


Area Bonuses

You get area bonuses according to the basic rules (see the rules of the Board #1), but now some areas bring up to 2 coins.


Prediction Bonuses

You get prediction bonuses according to the basic rules (see the rules of the Board #1).

Double Predictions

 You can choose any ball from the five that fall out, not just from the first three. You can use this effect immediately or later. As soon as you apply the effect, cross out the prediction.

Triple Predictions

 You can choose any two balls from the five that fall out, rather than one ball from the first three. You can use this effect immediately or later. As soon as you apply the effect, cross out the prediction.

End of the game and the winner

As soon as one of the players receives **6 coins**, he must announce it. Finish the current round, and then **play the final round**. After the final round, check how many warriors each player colored as at the end of the round. Then determine the winner according to the basic rules.

Board #6. The Magical East

The East is full of wonders! Stroll through the palaces and mosques of this city, visit the oriental bazaar and become the most successful merchant. Try to reach caves full of untold treasures and ghost towns hidden in the desert sands. Try your luck and get flying carpets and the help of djinn who live in lamps and grant wishes. Add more color to this magical East!



Set up

Set up the game the same way as the game on the Board #1, but each player takes the **Board #6**.

How to play

The following features are added to the **coloring rules**:

» In the first round, you can start coloring the board only from the cells in the following areas:



If you made a successful double prediction from the Prediction zone in the first round, you can start coloring the board from the cells in the following areas:

 **The Ghost town & The Treasure Cave** (See "Ghost towns, Treasure Cave" and "Bonuses" on p.23.)

- » Some areas are adjacent as regular areas (the City block, the Sultan's palace, the Mosque, the Market and caravans). Other areas are connected by routes. In this case, to start coloring an area, you must color the cell of one area from which the route starts and the cell of another area to which it leads (the pencil is not spent on this). When you have set a route from one area to another, draw a line along it. However, the area may be partially colored.





For example, Anna has two colored cells in the area of the Palace and three camels in the caravan. She received a pink pencil, so she can choose in which area to color a cell: in the Palace, in the Market, or in one of the two Oases.



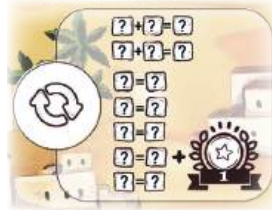
Anna decides to color a cell in one of the Oases in order to be able to walk to the Ghost town in the future. Since she has set the route between the the caravan and the Oasis, she draws a line along it.

» The Market



When you color the entire Market, you activate its effect. Color  next to the Market area and the corresponding symbol  next to the Market zone. You can take advantage of the Market's effect immediately and then use it every turn. In the market zone, you can exchange any available colors you have (the ones received with the help of a chosen ball, successful prediction or bonus), starting from the top exchange line and moving from top to bottom on the Market. In the next turn you will be able to use the next exchange line.

On your turn, you can exchange colors using the market only once.

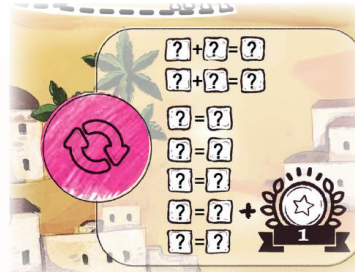


$$? + ? = ?$$

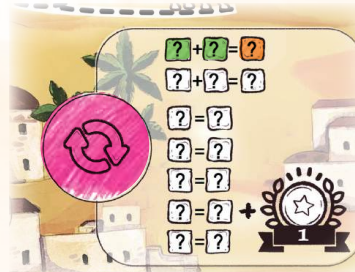
Any color + any color = any color.

$$? = ?$$

You can get any color for any color.



For example, Anna has completely colored the market: she colors the bonus of this area: a coin and the market symbol. She marks the coin she received on the coin counter and colors the top coin. Anna also colors the market symbol in the market zone. Anna could immediately use the market effect, but she decides to use it later. Anna decides to use the bonus pencil later and doesn't color it.



On her next turn, Anna gets two green pencils, which she wants to exchange for orange. She colors the cells in the top available exchange line in the market zone and gets orange. Anna colors the cell of the resulting color orange and colors the cell in the Palace in this color. On her next turn, she will be able to use the next available exchange line.

» Camels

Can be either separate areas or make up a caravan.





Such camels are considered as separate cells. They are located next to other areas, but are not part of them, nor are they considered a separate area or a part of the caravan. They can be painted any color.

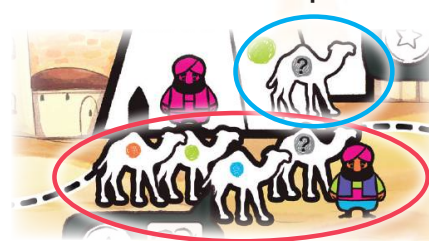


The camels, grouped into 4, make up a **Caravan** and are a separate area.

Important: If you decide to start coloring of the board from a caravan in the first round, you must start from a camel with a man standing next to it.

 If you have colored all four camels in one caravan, at the end of the round (the current or the following one), after the opponents have used all the balls, bonuses, prediction effects, you can copy any one colored cell from a neighbor's board, following the coloring rules. Once you have used the Caravan's effect, color  next to it to indicate that you have already used its effect.

A camel – a separate cell



A Caravan – a separate area

Anna



Ben



For example, Anna has colored all four camels in one caravan and can now use its effect. After all players have used all the balls, bonuses, prediction effects, she decides to copy any one colored cell from a board of her neighbor Ben.

Anna



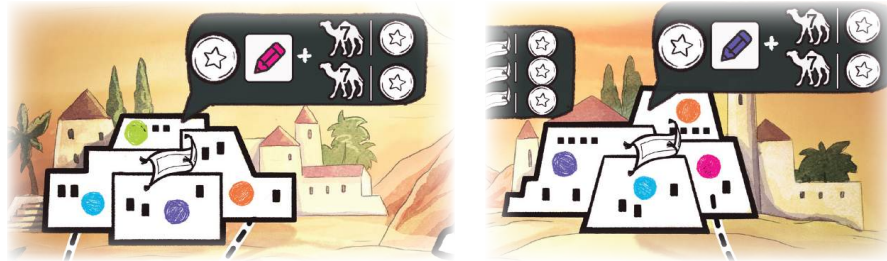
Ben



Anna colors the cell in purple (though she does not have this color this round) in the Sultan's Palace. She colors the coin of the Palace as she finishes the area. After that Anna colors the used caravan's effect.

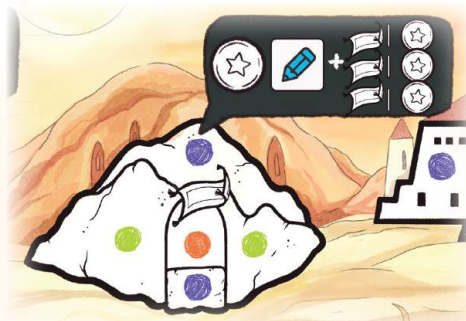
» Ghost Towns


To start coloring a Ghost Town, you must get to it either by using a route or by using a successful double prediction (see "Prediction bonuses" next).



» The Treasure Cave

To start coloring the Treasure Cave, you must get into it with a successful double prediction (see "Prediction bonuses" next).



in the center of the ghost towns and the treasure cave is not considered a cell, so you cannot color it if you reach these areas by using a route. You can color  only with the help of a double prediction (see "Prediction Bonuses" further).

Bonuses





Area Bonuses

You get area bonuses according to the basic rules (see the rules of the Board #1), but now some areas can also bring more bonuses at the end of the game if their conditions are met. These bonuses have "+" before them (see "The end of the game and the determination of the winner" next).

Prediction Bonuses

You get prediction bonuses according to the basic rules (see the rules of the Board #1).

Double Predictions

 You must apply the bonus of this prediction immediately after the balls have rolled out of the mill and all the players have checked their predictions. You can immediately enter any Ghost Town or treasure cave — color one  in the area you want to enter (the Treasure Cave or a Ghost Town) with any color of your choice. After that, color  in the circled prediction and cross it out. In this or the next rounds, you can color the cells in the Town or the Cave. You must take advantage of the bonus and color  in the area only in the same round in which you received it, you cannot apply it later.



A




B






C




For example, Anna made a successful prediction with blue and purple and circles it. Then she immediately colors the carpet in the Ghost Town and colors  in the made prediction (B). Since Anna has blue and purple, she immediately colors both cells in this Town with these colors (C).

Triple Predictions


 Circle the prediction first. You must apply the bonus of this prediction immediately after the balls have rolled out of the mill and all the players have checked their predictions. You can immediately finish coloring one of the areas started in the previous rounds. After that, color  in the circled prediction and then cross out the prediction itself. If there are no started areas that can be further colored in this round with this bonus, then cross out this bonus — you cannot apply it later.

! Important: If only  is colored in a Ghost Town or the Treasure Cave, then this area is not considered as started.



Anna managed to make a successful triple prediction. She colors  next to the prediction and decides to finish coloring the area of the Ghost Town.



After coloring the area, Anna colors  next to the prediction.

End of the game and the winner

As soon as one of the players receives **6 coins**, he must announce it. Finish the current round, and then **play the final round**. After the final round, count the additional coins for the bonuses of the colored areas:

- **The Market:** The player who has made the most exchanges in the market will receive 1 coin. If there are several such players, they all receive 1 coin.
- **The Ghost Town:** Get 1 coin for every seven camels you have colored. Camels may not be included into the Caravan. You can use the same camels to get points in different Ghost Towns.
- **The Treasure Cave:** Get 1 coin for each successful double prediction.

After that, determine the winner according to the basic rules.

Solo Mode Rules

The game follows the basic rules. All the rules of the selected board are applied during the game.

At the beginning of each round, color the cell on the turn counter to determine your score at the end of the game.

Bonuses you get bonuses according to the usual rules.

- When playing on the Board #3, you do not get a bonus for the most widespread railway network.
- When playing on the Board #5, do not use the warriors' effect.
- When playing on the Board #6, you don't apply the Caravan's effect. You can still take advantage of the Market's effect, but you don't get a bonus for it.

The end of the game and the determination of the winner

Once you have received the required number of coins for the selected board, take another turn, and then check your result on the table:

	<4 turns	5-6 turns	7-9 turns	10> turns
Board 1. A Village in the Valley	How did you do that?!	Great result!	Good job!	You did well, but luck didn't seem to be on your side.
Board 2. Flying Islands				
Board 3. The City of the Future				
Board 4. The Land of Pirates				
	<5 turns	6-7 turns	8-10 turns	11> turns
Board 5. The Medieval Town	Amazing result!	Great!	Well, keep it up!	You're doing great, but you still have a lot to work on.
Board 6. The Magical East				

Reminder

HOW TO PLAY

The game consists of several rounds. Each round is divided into 5 phases. All players perform actions at the same time.

1. MAKE A PREDICTION

Choose **from 1 to 5 cards** face down.

2. TURN THE WINGS OF THE MILL AND GET 5 BALLS

3. CHECK THE PREDICTION AND GET BONUSES



You can color the cell with these colors.


If you made a prediction from the prediction zone, get its bonus.




Color the left most icon of failed predictions.






If you circled , get a bonus pencil.

4. SELECT THE COLORS AND COLOR THE CELLS

Choose **one** of the first three balls; then put the chosen ball **at the end of the row**. Now you can color the cells on your board with this color, as well as other cells using the available colors (colors of your  predictions, previously received bonus pencils). In any order.

Basic coloring rules:

In **the first round**, start coloring the board *only from any cell with  inside*.

     — color a cell with this color.

From the second round — color only the cells that are adjacent to the already colored ones.

 — color a cell with any color.

5. FINISH THE ROUND

Put all the balls rolled out on a base. The next player clockwise becomes the leading.



15 balls are on the base — turn the wings of the mill so that **the remaining 5 balls** roll out of it. Mix all 20 balls well and put all of them into the mill.

END OF THE GAME AND THE WINNER

As soon as a player colors the necessary number of coins (5 or 6) — finish the current round and then play another final round.

The player with the most  wins.

BONUSES

If you completely colored an area or your prediction from the prediction zone was successful — get the specified bonus.



— a coin



— a pencil of the specified color



This is the "How-to-play" reminder according to the basic rules. For game features on each board, see the game rules.



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**YOUR
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