

COLOMO

RULES



Red, orange, yellow, green, blue, violet – everyone knows the colours of the rainbow. These colours are the “stars” of all COLOMO games.

This rules booklet contains seven game ideas reflecting the colours of the rainbow. You can choose from simple or tricky, short or long, amusing or exciting versions. The easier games are grouped at the start of the booklet, while the more challenging versions are at the back. (Please also refer to the age recommendations provided in the contents list).

In the first three games, all the discs are placed in the middle of the playing area. So you have a choice of either arranging the discs in straight lines or placing them irregularly. While the irregular layout is quicker to prepare, a regular arrangement means the discs could be slightly easier to find.

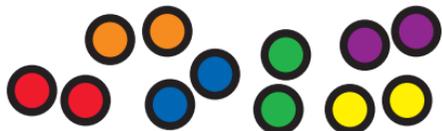
Whichever option you choose, we wish you lots of fun and entertainment with COLOMO, the colour game!

C O N T E N T S

Full House	4
Six colours pairs make a full house. For 2–6 players aged 4 years and above 10–20 minutes	
Trio	5
Find the colour trios. For 2–6 players aged 5 years and above 10–20 minutes	
Rainbow	6
Who will find the last rainbow colour? For 2–6 players aged 5 years and above 10–20 minutes	
Rondo	8
Hidden colours are somewhere in the circle. For 2–6 players aged 6 years and above 15–20 minutes	
Blackout	10
‘Shifting’ – to outmanoeuvre your opponents! For 3–6 players aged 6 years and above 10–15 minutes	
Blind Hen	12
... Also occasionally makes it to the exit. For 2–6 players aged 6 years and above 15–30 minutes	
Blind Squirrel	16
Makes a blind jump for the other side. For 2–4 players aged 7 years and above 10–20 minutes	

FULL HOUSE

For 2 – 6 players



Object of the game

The aim of the game is to be the first to find a single pair of discs of every colour.

Preparation

The discs are shuffled with the coloured sides facing down and arranged in the middle of the table at slight intervals from each other. The first player is nominated. Play continues in a clockwise direction.

Play

The player who takes the first turn flips over two discs. If two different colours are revealed, the discs are flipped over again and the next player takes a turn. If a player finds the same colour disc twice, he/she can keep the pair and take another turn.

All pairs, which have been found, are layed out face upwards in front of the players.

When a player has found one colour pair, the next move he/she must look for a new colour because the object is to find only a single pair of discs of every colour. If a player flips over two discs of a colour he has already found, this player is not allowed to keep the pair, but instead give it to a fellow player who has not yet found any of this colour.

If there are more than two players without this colour, the player is free to choose to whom he wishes to give away the colour pair.

The player currently taking a turn always flips over two discs, even if the first disc already shows a colour of no importance for this player.

End

The first player who gets a full house and places all six colour pairs in front of him/her wins the game.

TRIO

For 2 – 6 players



Object of the game

The aim of the game is to find as many trios of the same colour as possible.

Preparation

The discs are shuffled with the coloured sides facing down and placed in the middle of the table. The first player is nominated. Play continues in a clockwise direction.

Play

The player who takes the first turn flips over three discs. If three different colours are revealed, or two identical colours and one other colour, all three discs are flipped over again and the next player takes a turn.

Whoever finds three discs of the same colour is allowed to keep the trio and takes another turn.

A third disc must always be flipped over, even if the first two discs show different colours.

End

The game ends as soon as only six discs remain hidden because these will be six different-coloured discs. Whoever has found the most trios wins the game.

RAINBOW

For 2 – 6 players



Object of the game

The aim of the game is to find the six colours of the rainbow.

Preparation:

All sixty discs are mixed – coloured sides down – and then laid out in the middle of the table. After the first player has been nominated, play continues in a clockwise direction.

Play

When it is your turn, flip over two discs. If both discs are the same colour, you have to flip them over again with the coloured side down. The next player takes a turn. If the discs are two different colours, you can flip over a third disc. If the third disc is also a different colour, you can flip over a fourth disc and so on. As soon as the same colour has appeared for a second time, your turn ends. Both discs identical in colour are flipped over again with the coloured side down. The same applies for other players: as soon as a disc is flipped over, which is the same colour as one already flipped over, he/she must flip both discs over again so that the coloured sides are facing down. The turn then ends.

Once a player finds the sixth colour, the rainbow is complete and is then divided between the players. Whoever found the last colour is given three discs, the preceding player gets two discs and the player before that gets just one disc.

If there are only two players, the person who completed the rainbow gets four discs and the other player gets two.

Any player who flips over six different-coloured discs in one go need **not** share them with the other players!

The player who completed the rainbow begins the search for the next one.

The final rainbow:

Once there are only six discs left on the table, it's obvious that they make up the final rainbow. However, it would be too easy just to flip over these last few discs! The player whose turn is next can flip over a disc, but he/she always has to place a finger on it and say out loud which colour he/she thinks it is.

If the player guesses correctly, the next disc can be flipped over. If the guess is incorrect, all of the discs that have been flipped over up to that point have to be flipped over again so that the coloured side is facing down. The entire final rainbow goes to the player who manages to guess all six colours correctly, one after the other.

End of play

Once the player, who completed the final rainbow, has collected it, each player counts how many discs he/she has. The player with the most discs wins the game.

RONDO

For 2 – 6 players aged 6 years and above

Object of the game

One pair of each colour is hidden in a circle of twelve discs. The thirteenth disc in the middle of the circle shows which colour to look for.

Preparation

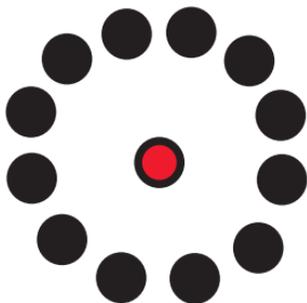
Two discs of each colour have to be separated from the rest and placed to one side. These twelve discs are then shuffled and placed in a circle, with the coloured sides facing down, while leaving enough space between the discs. The remaining discs are also well shuffled, coloured sides facing down, and placed in a pile of discs at the side of the playing area. The first player is nominated. Play continues in a clockwise direction.

Play

The first player draws a disc from the pile and places it face upwards in the middle of the circle. The colour of this disc reveals which pair must be looked for first, e.g. the red pair. The player now flips over two discs from inside the circle. If red is *not* here, or only occurs *once*, the turn ends. Both discs must be flipped over again and the next player takes a turn. The search for the red discs continues.

Whoever discovers the red pair receives the disc from the middle as a reward. The two red discs are left *open* (facing upwards) inside the circle! The player draws a new disc from the pile, placing it in the middle of the circle, and begins to look for the next pair.

If the player has drawn another *red* disc from the pile, he/she is *not*



allowed to look for a new pair. Instead, he/she flips over both of the red discs inside the circle. The red disc, which he/she originally drew, remains open at the centre of the circle. Now, the next player takes a turn. If this player draws another red disc, it is stacked on top of the red disc in the middle and the next player takes a turn. Only when a player draws a *new* disc is he/she permitted to continue looking for the next colour pair. The player who finds the next pair during play receives all the discs stacked in the middle of the circle as a reward. The next player now draws a new disc from the pile and the search goes on. In brief:

1. All the colour pairs, which have been found, are left open in the circle until a colour is drawn for a second time. Only when this happens can the respective colour pair be flipped over again.
2. And only at this point if a new colour is drawn that is neither left open in the circle nor on top of the pile in the middle can the players begin looking for the next pair.

Of course, it can happen that several colour pairs are left open in the circle. Consequently, over several consecutive turns it is possible for these colours to be drawn from the pile. The colour pairs are flipped over and disappear again, the circle in the middle grows higher and higher, and the reward for the next successful player becomes more and more interesting ...

End

The game ends as soon as the pile of discs is used up. Whoever collects the most discs wins the game.

More challenging?!

Always when an open colour pair is flipped again, *one* of the discs is swapped for any arbitrary disc facing downwards inside the circle.

BLACKOUT

For 3–6 players

Object of the game

One player reveals six different discs to his/her fellow players. After flipping over and shifting the discs, we will see how good the players' memories are ...

Preparation:

Each player gets one disc of every colour and places the six discs beside his/her position at the table with the coloured sides facing down. The remaining discs are placed to the side. After the first player has been nominated, play continues in a clockwise direction.

Play

The first player (known from now on as the 'Shifter') lays out his/her six



discs in a row in front of his/her position at the table with the coloured sides facing up.

The other players (known from now on as the 'Seekers') try to memorize the position of the colours. After around 20 seconds, the Shifter flips all of the discs over.

The Shifter can then shift two discs.

The following rules apply when shifting:

1. The position of the dormant discs cannot be changed.
2. Once shifting has been completed, all discs should be in a row again.

3. Shifting must not be done too quickly and must be easy for all other players to see.



Seeking colours

As soon as the Shifter has finished "shifting", he/she asks the player on his/her left-hand side for the position of one of the six colours. This player then flips over a disc. If the underside of this disc has the colour he/she was seeking, then the player gets to keep the disc. If the underside of the disc is of a different colour, the Shifter keeps the disc. The next Seeker then takes a turn.

If the requested colour is found, the Shifter asks for the position of another one. If the previous Seeker did not find the colour he/she was asked for, the next Seeker still has to find it.

A round of seeking ends once the fifth disc has been flipped over.

Because the player who finds the fifth disc always knows what colour the last disc is, he/she wins both!

Changing roles

Once all the Shifter's six discs have been discovered, the next player becomes the Shifter. The next round of seeking begins once he/she has laid out his/her six coloured discs. Play continues as before.

End of play

Once each player has taken a turn as the Shifter, it's time to find out who is the overall leader. The player with the most discs wins the game.

BLIND HEN

For 2 – 6 players

Game components

For each player: 3 discs of the colour that will denote each player
For the game area: A single disc in each of the players' own colours.
Black discs, according to the number of players (see preparation)
A dice

Object of the game

The aim of the game is to throw the dice to get your own coloured discs around a loop and to the target. The catch is that as soon as players enter the field, they have to flip over their discs again and the colours vanish ...

Preparation

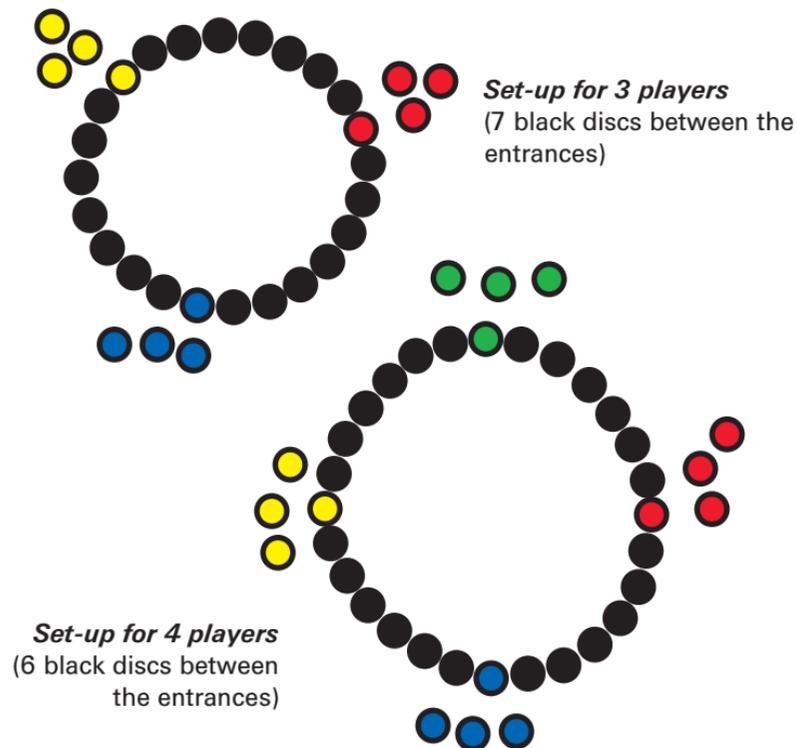
First, set up the game area.

Every player has one entrance. Chains of black discs placed next to one another then link the individual entrances. The number of the black discs between each entrance depends on the number of players.

For two players, 9 discs are placed between entrances. For three players, 7 discs; four players, 6 discs; five players, 5 discs and for six players, 4 discs.

The players place their three own-coloured discs openly in front of the respective entrances.

The first player is nominated. Play continues in a clockwise direction.



Play

When it is your turn, throw the dice and then move one of your discs on to the loop via your entrance. At the end of this turn, flip over the disc so its colour is no longer visible.

In accordance with the number shown on the dice, discs are always moved around the loop in a clockwise direction with the coloured side facing down. Each disc of the loop then represents a space.

Important: The number shown on the dice always only corresponds to empty spaces. If, during a turn, a player's disc encounters one or more occupied spaces, these are jumped. Occupied spaces do not count as part of the number shown on the dice.



Red throws a four on the dice and reaches field X

As long as a player still has discs outside the loop, he/she has to use the throw of the dice to bring a new disc into play. As soon as all of a player's discs are inside the loop, he/she can proceed around the loop using any of the discs.

The starting/target spaces

While the coloured entrances count as spaces, they cannot be occupied. If a player throws the dice and lands on one of the coloured entrances, he/she has to throw again so that the disc no longer occupies the entrance.

Peeking

If you throw a six, before moving a counter, you can take a peek under any disc. After checking the colour of the disc, you have to return the disc to its position. All this should be done without letting any of the other players see the colour of the disc.

Caught

If you think that another player is mistakenly (or deliberately) moving someone else's disc, you can interrupt the game by saying "Stop! That's not yours." To prove whether your observation was correct, you have to flip over the suspect disc. If your observation was correct, the relevant disc is returned to the space that it previously occupied. The player who mistakenly or deliberately moved this disc has to miss a turn. However, if it turns out that the accused player moved one of his/her own discs rather than someone else's, he/she immediately gets an extra go.

Made it

Once you reach your entrance with a disc you believe to be one of your own, you can exit the loop and enter the inside of the circle. It is not necessary to throw an exact number to reach the entrance. The disc can then be flipped over.

If the disc is one of your own, you were paying close attention. If it belongs to someone else, this is good for the other player since the disc has reached its target anyway and remains inside the circle with the coloured side up.

End of play

The first player to reach the middle with all three discs wins the game.

BLIND SQUIRREL

For 2 – 4 players

Game components

For each player: 5 discs of one colour

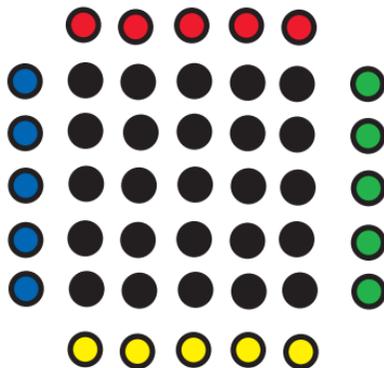
For the game area: 25 discs flipped over so that the coloured sides are facing down

Object of the game

The players move and jump over a game area with five discs with the coloured sides facing down. Whoever keeps a close eye on his/her own coloured discs will be the first to reach the other side.

Preparation

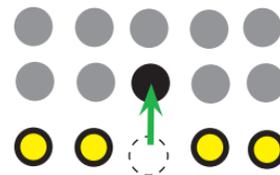
The game area consists of 25 black discs laid out in five rows by five rows. Each player lays out his/her own five discs along one side of the game area with the coloured sides facing up. After the first player has been nominated, play continues in a clockwise direction.



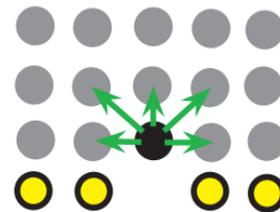
Aufbau für 4 Spieler

Play

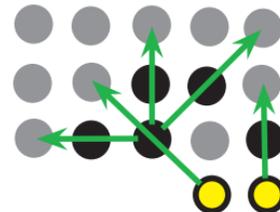
When it is your turn, move any one of your discs into the game area, flipping the disc over so that its colour is not visible.



A disc can be moved in a vertical, horizontal or diagonal direction into an adjacent free space on the game area.

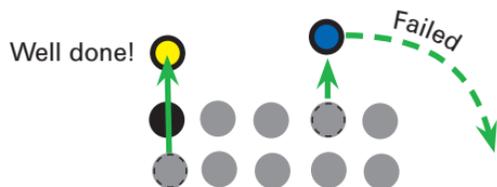


It is possible to jump over a neighbouring disc in a straight line, as long as the space behind it is unoccupied. This also applies to entering and exiting the game area. Chain jumps are allowed, but they are not compulsory.



Jump

Whoever has entered the game area with all five of his/her discs can start exiting it again on the opposite side. Each disc that exits the game area is flipped over immediately. If the disc is one of your own, you have reached the target. If the disc belongs to someone else, this is good for the other player since the disc is laid down at the correct side of the playing area.



End of play

The player whose five discs reappear at the other side first wins the game.

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