# Colour Blind

1. Each player wears one of the visors. Ensure you can’t see around the edges of the visor.

The player placing the first tile cannot chose where on the grid that tile is located. The grid will grow naturally from there.

1. Shuffle the tiles. Place them to the side. Turn three tiles face up. This is the draw area.
2. Choose a player to go first. This player chooses a face-up tile from the draw area and places it between the players. This is the play area.
3. Turn a new tile face up in the draw area if there are any remaining.
4. The other player chooses a face-up tile from the draw area and places it in the play area.
   1. The tile must touch another tile.

There are no diagonals in this game. Tiles diagonally adjacent are not touching. There are no diagonal rows for scoring.

* 1. The play area must not extend more than 4 tiles in either direction.

1. Repeat steps 4 and 5 until all 16 tiles have been placed in the play area, forming a 4 by 4 grid.
2. Calculate the score based on the symbols you see on the tiles.
   1. The red player’s symbols never affect the green player’s symbols and vice-versa.
   2. Only count your best score for each symbol. For example, if you have 3 bars in a row and 2 bars in a column, you only score 5 points for the 3 bars.
3. The player with the higher score wins. There are no tie breakers.

## Scoring

|  |  |  |  |
| --- | --- | --- | --- |
| 0 2 5 9 | Aligned Bars Bars want to be in the same line.  Count your bars in the row or column containing the most of your bars. The bars do not need to be touching.  All bars in separate line 0 points 2 bars in a line 2 points 3 bars in a line 5 points 4 bars in a line 9 points | Isolated Triangles Triangles want to be away from other triangles.  Count your triangles that are *not* touching another of your triangles.  1 isolated triangle 1 points 2 isolated triangles 3 points 3 isolated triangles impossible 4 isolated triangles 7 points | 1 3 – 7 |
| 2 4 6 8 | Cornered Squares Squares want to be in the corner.  Count your squares in the corners of the play area.  1 square in a corner 2 points 2 squares in corners 4 points 3 squares in corners 6 points 4 squares in corners 8 points | Grouped Doughnuts Doughnuts want to be together.  Count your doughnuts in your largest group of contiguous doughnuts.  All doughnuts isolated 0 points 2 doughnuts in a group 1 points 3 doughnuts in a group 3 points  4 doughnuts in a group 6 points | 0 1 3 6 |