

# **Chain the Rainbow Rulebook Notes**

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Page Order is inconsistent due to orientation for booklet printing. Each PDF page is split into 2 booklet pages

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# Chain the Rainbow

Instruction Booklet

## SPECIAL BOARD TILES:

There are three special tiles on the board that are activated when Color tiles are placed upon them. Their effects go to the player that placed the tile.



DRAW ACTION: Draw an Action Card.



GO AGAIN: Replenish your hand and place down another chain.



DOUBLE: Set a Double Point marker on the Color tile placed upon this tile. This tile is now worth double for its respective color.



## MATERIALS:

Board | Sack of Color and Winning Colors tiles.  
Action cards. | Double Point markers.



## SETUP:

1. The seven Winning Color tiles are shuffled.  
Each player takes one.
2. One remaining Winning Color is placed on the board's Start space.
3. The rest of the Winning Color tiles are put aside.
4. All players draw 6 tiles from the Color tile pile into their hand.
5. The youngest player goes first.



Winning Color and a standard hand.



## OVERVIEW:

Chain the Rainbow is a strategic abstract game where players attempt to secure the most of their Winning Color on the board without alerting their opponents. Colors must be chained on the board according to ROYGBIV order. The board and exciting deck of Action Cards lead to unpredictable gameplay.



## OBJECTIVE:

Be the first player to have 8 of your Winning Color on the board and shout “ROYGBIV!”



Your Winning Color is marked white.  
It does not count as part of your hand  
and cannot be placed.

## ACTION CARDS:

Special cards that can turn the tide of a match. The symbol at the top of each action card denotes when it can be used.



Use on your turn only.



Use any time.



Use immediately.

## CHAINING REWARDS:

When a player creates of chain with 3+ tiles, they receive additional bonuses. But beware, chaining multiple colors also helps your opponents.

Three: Draw 1 Action card.

Four: Draw 1 Action card.

Five: Draw 2 Action cards.

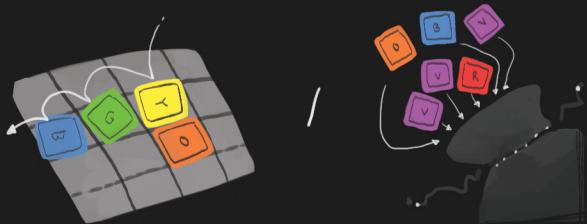
Six: A rainbow! Draw 3 Action cards, hold onto a Double Point marker that counts towards your Winning Color.

## PLAY:

Each turn you may:

Place one or chain multiple Color tiles.

Or discard your entire hand, redraw Color tiles, and end your turn.



Play up to two Action cards.



This is not reset by Go Again tiles.

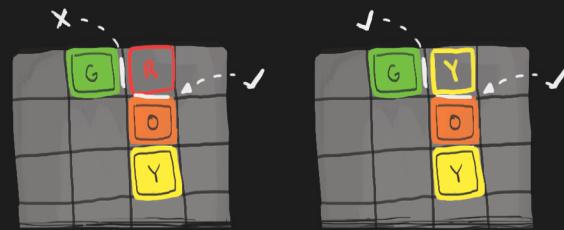
At the end of every turn, draw Color tiles. Your hand should always have six tiles.



Turns continue clockwise.

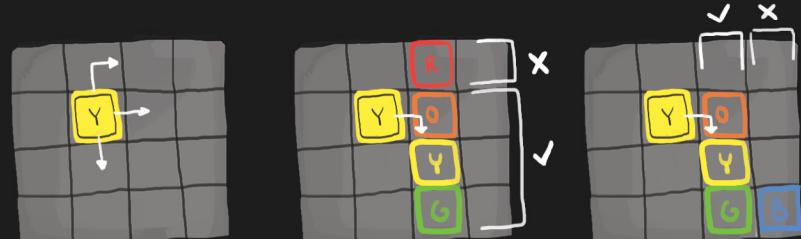
## PLACING TILES AND CHAINING:

All tiles placed upon the board must follow each other in ROYGBIV order.



Chaining colors allows players to place multiple tiles on the board in one turn.

A chain begins off of a Starting tile. The chain must touch the tile and may only continue from it in one orientation.



Disregarding the color of the Starting tile, the colors in the chain must also continue in one direction.

