

RAINBOWS

by Alan R. Moon

Introduction

There really is gold at the end of rainbows. Unfortunately, the gold is guarded by creatures called Luckychauns. In RAINBOWS, your goal is to catch as many Luckychauns as you can and control as many rainbows as possible, and by doing so, gain the most gold.

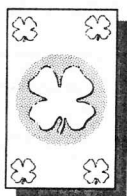
Components

- Gameboard
- 60 Luckychaun Cards
(1-10 in each of six colors)
- 2 Four Leaf Clover Cards
- 50 Markers (5 sets of 10)
- 46 Gold Cards
- Rules

As a bonus, we've included "Tricks", a crazy hockey player who can be used in PHANTOMS OF THE ICE, our best selling card game. Oh, we almost forgot, "Tricks" also happens to be the title of our other new card game for 1995.



Luckychaun
Card



Four Leaf Clover
Card



Gold Card

Preparations

Place the board in the middle of the table. If there are three players, only the top four rows of the board are used. If there are four players, the top six rows of the board are used. If there are five players, the entire board is used.

Each player should take 15 gold in Gold Cards. Sort the rest of the Gold Cards by amount and place them near the board. Players may make change at any time during the game.

Each player should take one set of markers with the same symbol and color.

One player must act as Banker. He will need a pencil and paper.

Separate the two Four Leaf Clover Cards from the rest of the Luckychaun Cards. Shuffle the rest of Luckychaun cards. Divide the shuffled cards into three approximately equal thirds. Place one of the Four Leaf Clover Cards in one of the thirds and reshuffle this third. Put the two thirds without the Four Leaf Clover Card on top of the third with the Four Leaf Clover Card to form the deck, and place the deck near the board.

Decide who will be the Priority Player for the first round and give him the other Four Leaf Clover Card, which he should place face up on the table in front of him.

Play

The game consists of an uncertain number of rounds. Each round is played as follows:

1. The Priority Player draws a number of Luckychaun Cards from the deck equal to the number of players plus one and places them face up in the middle of the table. If the Four Leaf Clover Card is drawn, leave it face up but also turn up one more card.

- Each player, in order, starting with the Priority Player, and then proceeding clockwise around the table, must take one Luckychaun Card. The Priority Player will wind up taking two cards; the first card and the last card.
- The Priority Player passes the Four Leaf Clover Card to the player on his left who becomes the Priority Player for the next round.

Taking Luckychaun Cards

When a player takes a Luckychaun card, he must do one of the following:

- Pay an amount of gold equal to the number on the Luckychaun Card and then place one of his markers on any vacant space on the board of the same color as the card.
- Place the Luckychaun Card face up in front of him and gain gold equal to the number on the card.

Placing Markers

A marker to be placed on the board must be placed on a vacant space of the same color as the card being played. Only one marker may be placed on any one space. When a card is used to place a marker, it is discarded.

A player may not buy a card if he does not have enough gold. Players may not borrow gold nor have a negative amount of gold.

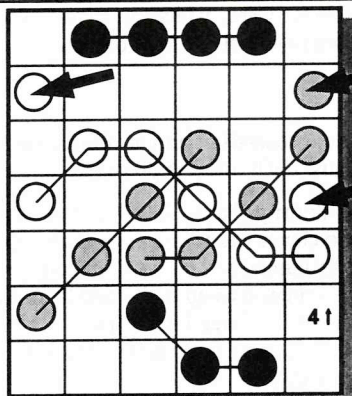
Rainbows

A Rainbow consists of two to six consecutive spaces with that player's markers on them. A Rainbow can only have one space of any one color in it. All spaces in a Rainbow must be adjacent, either horizontally or diagonally. A Rainbow could never consist of spaces that were adjacent vertically because that would mean there were two spaces of the same color in the Rainbow.

A player **loses 10 gold** for each marker on the board that is not part of any Rainbow at the end of the game.

Gaining Gold

Instead of using a Luckychaun Card to place a marker on the board, a player can place the card face up in front of him and gain gold equal to the number on the card. But a player can only choose to place a card face up in front of him if he does not already have a card of that number face up in front of him (the color of the card is irrelevant). During the entire game, a player will only be able to place a total of ten cards



Examples: Black has 2 rainbows of 3 and 4 markers ($40+60 = 100$ Points). White has just one rainbow of 6 markers (100 Points) but also has 2 single markers (-10 Points each) for a total of 80 Points ($100-20 = 80$). Grey has 2 rainbows of 4 markers each ($60+60 = 120$ Points) but also has 1 single marker (-10 Points) for a total of 110 Points.

Single markers are marked by an arrow.

Note: To provide a clear example, the markers for 3 players are spread over the entire board. Normally, with 3 players, markers would only be allowed in the top four rows.

face up in front of him, because once placed, these cards remain in place until the end of the game.

Money Rainbows

A Money Rainbow consists of three or more consecutive cards face up in front of a player. Examples: 1, 2, 3 or 6, 7, 8, 9, 10. Players gain gold for Money Rainbows at the end of the game.

Unusable Cards

Each round, a player must place a marker or place the card face up in front of him if possible. If a player is forced to take a card that he cannot use to place a marker on the board nor place face up in front of him, the card is simply discarded; the player neither pays nor gains gold. A player might also be forced to discard because he does not have enough gold to pay for a card. A player may not choose to take an unusable card if there is a card he can use available.

End Of The Game

The game ends at the end of any round in which one of the following two conditions exists.

- All the spaces on the board are filled.
- The Four Leaf Clover Card was drawn at the beginning of the round.

Scoring

1. Each player gains gold for Rainbows as listed in chart 1 below.
A player may gain gold for any number of Rainbows. But each marker/space on the board may only be used as a part of one Rainbow.
2. A player **loses 10 Gold** for each marker (= single marker) on the board that is not part of any Rainbow.
3. Players receives bonuses for Money Rainbows as listed in chart 2 below.

All gold earned for Rainbows and Money Rainbows is put directly into the player's Bank Account. The Banker should keep track of all gold deposited for all players on a piece of paper.

Gold on hand at the end of the game is worth nothing.

The player with the most gold in his Bank Account is the winner.



Rainbows (Chart 1)

Markers	2	3	4	5	6
Gold	20	40	60	80	100

Money Rainbows (Chart 2)

Cards	3	4	5	6	7	8	9	10
Gold	5	10	15	20	25	30	40	50

Optional Rules

Gold In Bank Accounts

At the start of the game the Banker opens an account for each player and puts 50 Gold in it. If a player wishes to place a marker on the board but does not have enough gold to pay for the card, he may borrow gold from his Bank Account. He should announce his intention and the Banker should then deduct twice that amount of gold from his Bank Account (in effect, the player is forced to pay double because he does not have enough gold in Gold Cards). A player may only take enough gold from his Bank Account to pay for the card.

A player may borrow from his Bank Account any number of times during the game.

If a player does not have enough gold on hand nor gold in his Bank Account (nor in a combination of the two) to pay for a card, he may not buy the card. The only time a player can take an unusable card is when he doesn't have enough gold to buy any of the available cards.

Longer Games

The basic game is one day long. If players wish, one game can be two or three days long. The game simply does not end after the first day.

Start Of Additional Days

At the start of the second or third day, players should take back all their markers from the board.

All Luckychaun Cards should be reshuffled, including all cards that were face up in front of the players. Divide the shuffled cards into three approximately equal thirds. Place one of the Four Leaf Clover Cards in one of the thirds and res-

huffle this third. Put the two thirds without the Four Leaf Clover Card on top on the third with the Four Leaf Clover Card to form the deck, and place the deck near the board.

The player to the left of the player who was the Priority Player for the last round of the first day is the Priority Player for the first round of the second day.

End Of Additional Days

Second and third days end in the same way the first day ended, when either of the two conditions exists.

Each player gains gold for Rainbows and Money Rainbows in the same manner as the first day. All gold earned is put in the player's Bank Account. The Banker should keep track of all gold deposited for all players.

Bank Opens For Deposits

If players are playing two days, the bank is open for deposits at the end of the first day. If players are playing three days, the bank is open for deposits at the end of the second day.

When the Bank is open for deposits, each player who wishes to may deposit any amount of his Gold Cards into his Bank Account. This is the only chance players get during the game to deposit Gold Cards into their Bank Accounts.

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