

Be the first to get rid of the cards in your hand by changing the strength of the color cards.

## ● Color Nobility ●

3-5 Players, Required Time: 5-20 minutes, Difficulty: ★★☆☆

### \* The Deck

Use all seven suits and the rainbow card.

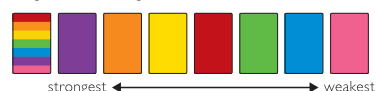
### \* Object of the Game

Players must either play cards with a stronger color than any other color cards that have been played, or pass. When all the players have passed their turn at least once, the rank of the colors must be changed. The first player to get rid of all of his or her cards wins.

### \* Set-Up

The dealer takes one card of each color and shuffles them. Then he or she lays down the rainbow card (like image 1) and the shuffled cards in a row next to it. This will determine the rank/strength of the colors. The closer a card is to the rainbow card, the stronger the suit color. Shuffle the rest of cards and deal them evenly color side down to all players. Set any leftover cards aside.

Image 1: Color Strength



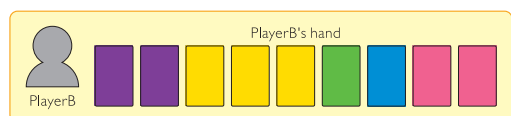
### \* How to play

You may want to sort by color in your hand to make playing easier.

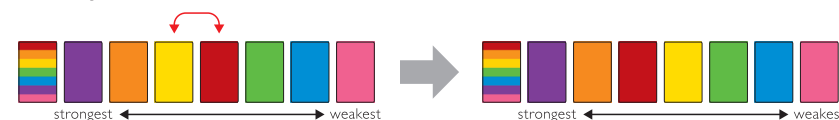
The first player places as many cards of the same color as he or she wants on the table in front of them. The next player may either pass or play. If the next player plays, they must lay down the same number cards as the previous player and the cards must be stronger than any of the cards on the table. If all players continually pass their turn, the piles of cards that have been played on the table are removed and set aside. However, if there is even one person who is still able to play, he or she may continue to keep playing until they can no longer play any cards or decide to pass.



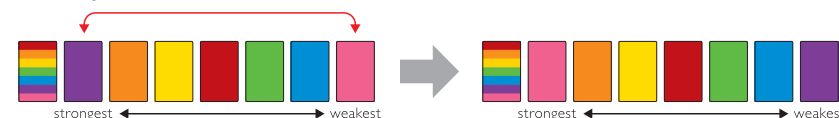
Imagine that the card colors have been ranked like the image on the left. If Player A plays two blue cards, Player B will have to play either two yellow cards or two purple cards, or pass. Notice that Player B also has two pink cards that cannot be played because pink cards are ranked as weaker than blue cards.



EX1: Exchange cards next to each other.



EX2: Exchange the two end cards.



For EX1, If a player exchanges the yellow card and red card, as shown in the first example, the red card is now stronger than the yellow card.

For EX2, If a player exchanges the purple and pink cards, as shown in the second example, the pink card becomes the strongest card and the purple card becomes the weakest card.

When all the players are no longer either willing or able to play any cards, the player to the left of the last player who played a card will change the rank of the color card by one of the ways above.

After the cards have been exchanged and the rank of colors changed, the game will continue with the person to the left of the individual who has last played.

### \* Game Over

The player who gets rid of all his or her cards first, wins.

### \* Extended Rule

After the game is over, any remaining cards in a player's hand have a negative point value that is determined by the rank of the color cards at the end of each game. After the game has been played three times, the person with the best score (the fewest amount of negative points) is the winner.

For example, assume Player A is the first person to get rid of all of his or her cards and has won the game. Player B has seven cards left in hand (one green, one pink, and three blue) for a total of negative 16 points.

\*Stronger cards have a higher negative value

