

Do you want to press your luck?

## Drop Rainbow

2-5 players, Required Time: 15-20 minutes, Difficulty: ★☆☆

### \* The Deck

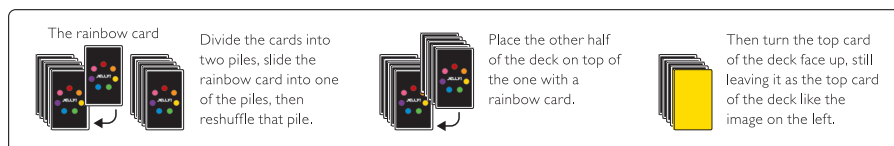
Use all seven suit colors and the rainbow card.

### \* Object of the Game

Draw a card from the deck and try not to turn over a card that is the same color as any of the cards already flipped. The player with the most cards wins.

### \* Set-Up

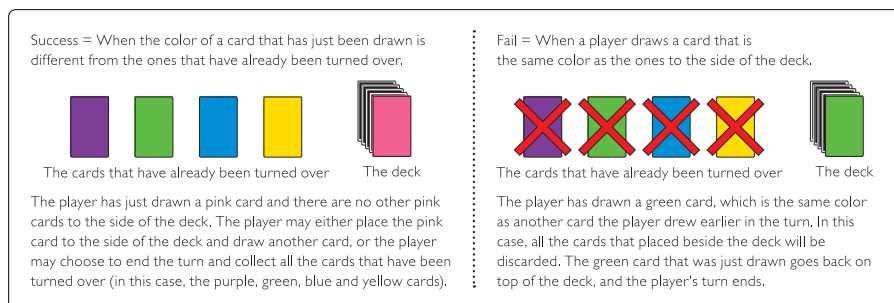
Shuffle all the cards and divide them into two piles. Slide the rainbow card into one pile and reshuffle the pile. Place the second pile on top of the pile you just reshuffled, forming one pile. Turn over the top card of the deck.



### \* How to play

A player may choose to do either one of two things:

- 1) A player may choose to draw. If a player chooses to draw, he or she removes the face up top card of the deck, places it to the side of the deck, and turns over a new card. If the color is different than the one(s) to the side of the deck, then this is regarded as a success. If the color is the same as any of the other cards to the side of the deck, it counts as a failure.
- 2) If a player chooses to not draw, the player may take all the cards to the side of the deck and keep them as score cards and the turn ends. Score cards cannot be taken away even if the player fails at another point during the game. If the player chooses not to draw a card when there are no card to the side of the deck, the player will not get any cards as score cards.



When a player succeeds and turns over a card with a different color than any of the cards to the side of the deck, the player can either place the card to the side of the deck and draw again or collect all the cards to the side of the deck. A player can continue to draw as long as the player does not fail.

When a player fails and draws a card that is the same color as the ones to the side of the deck, the cards to the side of the deck are discarded and card that was just drawn goes on top of the deck.

### \* Game Over

The game ends in one of two ways:

- 1) When one of the player collects all seven colors as score cards and shows them to the other players, that player wins the game.
- 2) Draw a rainbow card from the deck. The player who drew the rainbow card can take all the cards that have been turned over as score cards although the rainbow card does not count as a score card. Each player counts up the number of score cards and the player with the most score cards wins.

### \* Extended Rule

Instead of keeping score cards face up in front of players, keep them face down so no one can see who has what cards.