



RULES

CHROMINO

IT'S DOMINOES WITH COLORS!

CHROMINO

A game created by Louis Abraham
Illustrations by Jean-Sébastien Grinneiser
Graphic design by Sébastien Lopez

Under license from Week End Games

GAME COMPONENTS

- 75 Chromino tiles, all unique
- 5 Chameleon tiles, combining 2 different colors and a central
- 1 bag containing all the tiles, from which players will draw
- 1 rulebook
- 6 racks

PRINCIPLE AND AIM OF THE GAME

In order to play a tile, you must place it next to others, with at least two contacts between identically colored squares. You can never have two squares of different colors be in contact.

PLAYING THE GAME

The player with the most colorful outfit starts the game.
The game then proceeds clockwise.

During your turn, two situations can occur:

- 1) You are able to play one of your tiles: Place it according to the placement rules.
- 2) You are not able to play one of your tiles: Draw one tile from the bag at random (if there are any left). Then
 - If you can, place it.
 - If not, keep it on your rack.Your turn is now over.

The more the game spreads, the more possibilities you will have of fulfilling the two-contact rule. It is in fact often possible to manage making 3, 4, 5 or even 6 contacts when placing a single Chromino tile.



ENDING THE GAME

As soon as you are left with only one remaining tile, you should place it color-side up in front of you, so it is visible to all. The first player to place their last Chromino tile wins the game.

This does not end the game : all remaining players can each play once.

If any other player managed to place their last tile during this last turn, they will be declared joint winners.

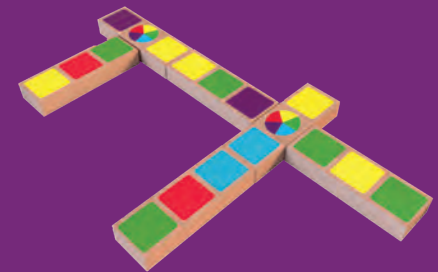
VARIANTS

VARIANT #1: On your turn, you may draw tiles until you can find one to play, with no limit to the maximum number of draws in a row.

VARIANT #2: On your turn, you may draw between 3, 4 or 5 tiles to attempt to find one to play. The group must agree on the maximum number of draws allowed.

VARIANT #3: Do not use the racks, and display your tiles color-side up in front of you.

JUNIOR VARIANT: The tiles you place must now have only one contact (instead of two) with a square from the same color on each adjacent tile.



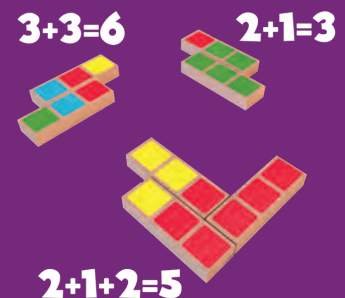
EXPERT VARIANT: This variant is a new challenge for Chromino experts. Each tile is now associated to a value, depending on the number of colors featured on it:

- 1 point for a tile with only one color.

- 2 points for a tile with two different colors.

- 3 points for a tile with all three colors and for Chameleon tiles.

When you play a tile, tally its value with the score of each tile next to which it is placed.



SETTING UP THE GAME

- 1) Place a Chameleon tile, color-side-up, in the center of the table. This tile will be the base around which the game is built.
- 2) Next, take turns to draw eight tiles from the bag at random and secretly place them on your rack.

The game can now begin.