

COLOR SHOT カラーショット

~Rule sheet~



"Color Shot" is a card game where the goal is to take and collect as many photos as possible. The photos are divided into six different colors, and the objective is to take as many photos as possible of each color. However, you cannot see the photos you've collected until they are developed—that is, until the round ends. Try to win the game by keeping track of which colors you've collected the most of and how many different colors you've gathered!



42 Photo cards (6 colors, 7 each)



Setup

- Shuffle the **Photo Cards** face down and deal them to each player.

5 players	7 cards
3-4 players	8 cards

Only you can see the photo cards you've been dealt. Set the remaining deck aside face down.

- Determine which player goes first. The player who took a photo most recently goes first. If you're unsure, decide by any method you like.

- The player who goes first receives the **Camera Token**.



How to play

The player holding the **Camera Token** goes first. On your turn, choose one card from your hand and play it. The player who goes first should **place the Camera Token on top of the card they played**.

Next, the player to their left takes their turn. The next player also chooses one card from their hand and plays it. **There are no restrictions on which cards can be played.**

Starting with the second turn, the **Camera Token moves based on the color of the card played.**

◆Moving the Camera Token

- If a card of the same color is already there: The camera token does not move.
- If no card of the same color is there: The camera token moves to the card immediately to its left.

! The camera token moves to the card immediately to its left. It does not necessarily move to the card played by the player who played a different-colored card.



Ex1) A ■ was played at first. Since the second player played a ■, the camera token moves to the left.



Ex2) The third player played a ■, but since a ■ color card is already on the table, the camera token does not move.

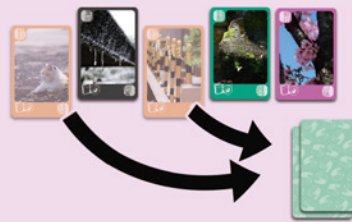
◆Taking a Photo

Once everyone has played one card from their hand, determine who took the best photo that turn.



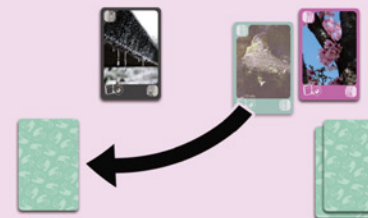
The winner is the player who played the card with the camera token on it.

The winner may choose **any two cards** from those on the table and take them.



! Since the **Camera Token** serves as a guide for turn order in the next round, leave it in front of the winner even after they've taken their cards.

Next, starting with the player to the winner's left, each player in turn may choose **one card** from the remaining cards and take it. **Only the last player cannot take a card during that turn.**



The cards you acquire are the photos you've taken. Be sure to stack the photos **face down** in front of you. As the game progresses, stack any additional photos you acquire on top of the pile.

! You cannot review cards you've already acquired. Since this is a film camera, you can only view the photos you've taken once they are developed at the end of the round.

Once you've finished acquiring cards, use your remaining hand to start the next turn. The next turn begins with the player who was selected as the top performer in the previous turn.

◆Developing Photos (End of Round)

Once you've used up all the cards in your hand, develop the photos.

Turn the face-down photos you've taken face up, and sort them by color. Each player's score is calculated as [the highest number of cards of a single color] × [the number of different colors].

Please write down each player's score in a paper.



Ex) The round ended, and Player A turned over the photos they had taken.

There were 4 ■, 2 ■, 2 ■, and 1 ■. Since ■ was the most common, they earned 4 × 4 types, for a total of 16 points.

Preparing for Round 2

Once each player has recorded their points, shuffle all the cards again, including the photo cards that were set aside as leftovers. Deal a hand of cards to each player to prepare for the next round.

The player who was the top scorer at the end of the previous round goes first.

End of the Game

The game ends when the second round is complete. Each player totals their points, and the player with the highest score wins.

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