

COLORFOX



-  **2–4** players
-  **6–99** years
-  **10–20** minutes

Be as sly as a fox and collect as many sets of matches as you can. Colorfox is a clever game of strategy, observation and luck.

HELVETIQ

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MADE IN POLAND



WARNING:

CHOKING HAZARD

Small parts. Not for children under 3 yrs.

GAME MATERIAL

- **54** cards (Each card shows four matchsticks of 2, 3 or 4 different colors out of 6)
- **48** colored sticks (6 colors, 8 of each)

OBJECTIVE OF THE GAME

Place your card next to one or more cards on the table by connecting matchsticks of the same color. Collect the corresponding colored sticks as a result. The more different colors you collect, the more points you score. See scoring below for examples. The player with the most points wins the game.

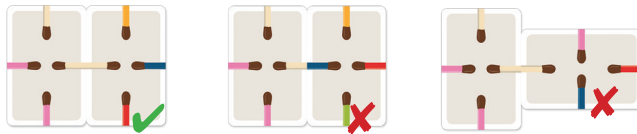
1. SETTING UP THE GAME

Sort the sticks by color and place them within the reach of all players (the stick reserve). Shuffle the cards and deal 3 to each player: players look at their cards without revealing them to their opponents. With only two players, the game is played with 4 cards each. Place the remaining cards face down in a draw pile. Take the first card of the draw pile and place it face up in the middle of the table.

2. PLAYING THE GAME

The youngest player starts first the game. Then you take turns.

On your turn, strategically choose one of your cards and place it on the table next to one or more cards. Connecting matchsticks must be the **same color** and all cards must be placed in the **same direction**:



- If you can't play any of your cards: skip your turn.
- If you connect one matchstick, you win one colored stick of the same color from the stick reserve.
- If you connect two matchsticks with one card, you win two sticks of the corresponding color(s) and you can choose to swap one of your sticks (any of them) with that of an opponent: you choose which opponent and which stick (your opponent must abide).
- If you connect three or four matchsticks, you win three or four sticks of the corresponding color(s) and you can choose to swap up to two or three of your sticks with an opponents'.
- Then draw one card: you must always have three cards at the end of your turn. The other players can remind you but there is no penalty if you forget to draw a card. The game moves on to the next player, and so on.

3. END OF THE GAME

When you have to draw a stick but cannot find it in the reserve, the game ends and scores are counted. For example: Emma connects a green matchstick and takes the last green stick from the reserve. Later, Jack connects a green matchstick but there are no green sticks left to draw. The game is over.

If you connect two or more matchsticks with one card, you draw the matchsticks you still can. You can also proceed to exchange sticks before the game ends.

4. SCORING

Sort your sticks in sets consisting of different colored sticks (you cannot have the same color twice in one set). A set can only have up to 6 sticks.

Then count the points as follows:



A set of 6 sticks: 21 points
(1 point for the 1st stick of the set, 2 points for the 2nd stick of the set, 3 points for the 3rd stick etc.:
 $1+2+3+4+5+6=21$)



A set of 5 sticks: 15 points
($1+2+3+4+5$)



A set of 4 sticks: 10 points
($1+2+3+4$)



A set of 3 sticks: 6 points
($1+2+3$)



A set of 2 sticks: 3 points
($1+2$)



A set of 1 stick:
1 point

For example:

Emma: 1 set of six sticks of different colors plus 1 green and 2 red sticks = one complete set of 6 sticks plus a set of 2 sticks (green and red) and a set of 1 = $21 + 3 + 1$ points = 25 points

The player with the highest score wins. It is possible for two or more players to have the same winning score. Play again to break the tie.

Strategy:

The more complete sets you collect, the more points you score.

By swapping sticks in the game you can increase your score and/or decrease your opponents' scores; Carefully choose the sticks you take, and from whom.