

Colors of Paris

KEY TO ICONS ON WHEEL:

ACTIONS ON LOWER BOARD:

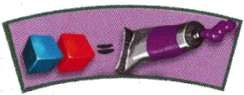
Acquire 1 Primary Color:

Collect primary corresponding pigment color (blue, red or yellow). The number of pigments you get is determined by the level of your paint tube on your player board.



Mix 2 Primary Colors to get Secondary Color:

Spend 1 pigment each of 2 primary colours to get secondary color (purple, orange or green). The number of pigments you get is determined by the level of your palette on your player board.



Mix the 3 Secondary Colors to get Black

Spend 1 pigment each of the 3 secondary colors (purple, orange & green) to get 1 black cube. You can only get 1 black cube, regardless of the number of cubes on your palette.



Improve a Tool

Spend 2 pigments of any color to improve 1 of the tools on your Player Board (paint tube, palette or brush). Move marker in its row 1 space to the right. Tools are:



Paint Tube: Indicates number of pigments you acquire by using the **Acquire 1 Primary Color** or **Acquire White** action.



Palette: Indicates number of pigments you acquire by using the **Mix 2 Primary Colors** action.



Brush: Indicates number of pigments you can place at same time on 1 or more paintings during **Paint** action.

Development Bonus:



As soon as the marker reaches the tool's 6th improvement space, choose a bonus: **Hire a worker** (can use next round) or **6 Prestige Points** (place on your player board).



As soon as the marker reaches the tool's final improvement space, **you score 10 Prestige Points** if you took a new worker at 6 points. If you took 6 Prestige Points when you previously reached 6 points you score 4 Prestige Points. Flip over the 6 point token over to its 10 Prestige Point side.



Take a Painting Card: Take 1 painting from the easel & put in front of you, pigment side up. Don't replace it yet, it will be replaced in the next Phase. You may have as many paintings as you wish in front of you. If you using the Advanced Rules, you can take a bonus card instead of a Painting Card.



Paint : Place pigments on any number of painting cards. The number of pigments you can place is determined by the level of your brush on your player board. Each pigment space requires 1 matching pigment. You do not have to work on paintings in any particular order. Each pigment space requires 1 matching pigment.

ACTIONS ON UPPER BOARD:



Take First Player token and Acquire 1 white pigment. You will be first player at start of next round. You take this token when you finish preparing for the next round. (You cannot select if you already are first player).



Imitation: Copy the actions of a worker still standing on a space on the lower board (yours or an opponent's.) You cannot copy the actions from the upper board.



Rotate the Action Wheel. Instead of rotating the upper board 1 space in Preparing for Next Round Phase, you may choose to rotate it 2 or 0 steps.



Acquire White Pigment. Collect white pigments. The number will depend on the level of your paint tube on your player board. White pigments may be used as a substitute for other pigments. You can also use them to improve a tool. In the Advanced version, they may used to buy bonus cards.