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Instructional Video: <https://youtu.be/aN9yLM5hj9w>



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Introduction

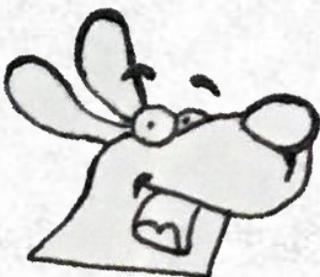
You and your fellow cartoon characters have been left behind in the old, black and white world of TV Land and are long forgotten. In order to make yourselves relevant again, you must embark on a quest to become a fully-colored cartoon so that you can be animated in digital form. Can you be the first to collect all the color crystals and jump into the digital age?

Gameplay

Color Quest is a game for 2-4 players. Each player chooses a cartoon character to move around the game board, collecting color crystals. As players collect colors on their quest, allowed paths change. When marked spaces are landed on, a special ability card is drawn. After collecting all the color crystals, a player must finally make their way to the digital realm portal. The first person to collect all the crystals and reach the portal wins the game.

Game Components

- A. Game board
- B. 28 Ability cards
 - 4x Set spinner color
 - 4x Move across unattained color
 - 3x Cross any pathway
 - 4x +3 additional movement
 - 4x Take a second turn
 - 3x Swap an opponent's color crystal with another
 - 2x Return any player to Start
 - 3x Move another player up to six spaces
- C. 1 Die
- D. 4 Character pieces
- E. 24 Color crystals
 - 4x Red
 - 4x Green
 - 4x Blue
 - 4x Yellow
 - 4x Purple
 - 4x Orange



Setup

1. Lay out the game board on a flat surface.
2. Shuffle the card deck and place it next to the game board.
3. Place the color crystals on their corresponding spaces.
4. Each player chooses a character and places them on the start space.
5. Set the middle color wheel connected to the Start space to black.
6. Spin each remaining color wheel in order to select their starting color.
7. Each player then rolls the die one time. The player with the highest roll takes the first turn.

Taking a Turn

At the start of your turn, roll the die. The number you roll is the amount of potential movement you can use. You get to decide how to use that number. Elements to consider include movement toward a color crystal, spinning color wheels, available paths to take, and playing and/or collecting ability cards.

Movement

You may move your character a number of spaces up to the number of your roll. For example, if you roll a 5, you can move your character anywhere from one to five spaces. Players may occupy the same space.

Color Wheel Spin

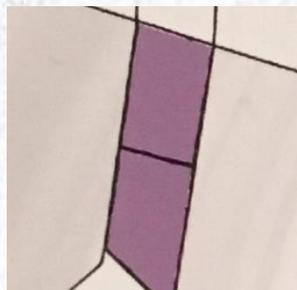
You may also choose to use some, none, or all of the number rolled on the die to spin one or more color wheels. This action may open up a path for yourself or block an opponent. So if you roll a 5, you could choose to move four spaces and use one spin, or move three spaces and use two spins, or move two spaces and use three spins, or simply move a few spaces, etc.

Path Requirements and Restrictions

The normal black and white paths have no restrictions for character movements. However, color wheels, and specially colored paths have certain restrictions and requirements.



Color Wheel



Colored Path



Color Restricted Path

Color Wheels

Certain paths cross through color wheels. In order to go across a color wheel, you must have the color crystal the spinner is currently pointing at. A color wheel counts as a single space, though you are not allowed to land directly upon it. For instance, if your character is currently on a space next to a color wheel with its spinner pointing at the color red, you must be able to move at least two spaces and possess the red color crystal in order to cross. Note that your character already begins as black and white, so if a spinner points at either of those, no color crystals are required to pass. However, once you have collected all six color crystals you may no longer cross color wheels when their spinners point to either black or white.

Colored Paths

Some paths on the board will be colored rather than black and white. These paths require you to have the corresponding color crystal in order to use them. If a path is blue, you must have already collected the blue color crystal to move across it.

Color Restricted Paths

Other paths are striped with black and a certain color. These paths restrict players who have acquired the crystal of that color from using them. For example, if a path is striped with black and red, players with the red color crystal cannot move across it.

Special Spaces

There are two types of special spaces: Color Crystal spaces and Ability Card spaces.



Color Crystal Space



Ability Card Space

Color Crystal Spaces

When you land on a color crystal space, take a crystal from that space and place it in front of you. You may only possess one crystal of the same color, so if you land on a blue color crystal space, but already have a blue color crystal, nothing happens. Note that your character must land directly on the space, not pass it. So if you are able to move five spaces, but the color crystal is three spaces away, in order to collect the crystal you must only move three spaces and forfeit or use the remaining part of your roll to spin one or more color wheels.

Ability Card Spaces

The spaces marked with a star grant special ability cards. When you land on a starred space, draw one card from the deck and keep it hidden in your hand to use on a future turn. You may not use the card on the turn you drew it. On a future turn, you may play the ability at any point during that turn. To play an ability card, simply follow the written instructions on the card and discard it face up next to the deck. The same restraint of landing directly on the space for color crystals apply to ability cards. Any number of ability cards may be used during a turn.

End of Turn

Once you are done moving your character, spinning color wheels, and playing ability cards, your turn is over. Pass the die to the player on your left. Play continues from there.

Winning the Game

Ultimately, your goal is to make it to the portal after collecting all the different color crystals. If you're the first one to complete your quest by making it to the portal space and possessing a crystal of every color, you win!

Strategy Tips and Design Notes

- Keep shortcuts in mind when planning out in what order you'll collect color crystals.
- Remember you don't have to move as many spaces as you roll! You can always choose to spin color wheels to prepare a path for yourself or block an opponent.
- Make sure you get ability cards before you get stuck! Getting to the color crystals first doesn't always mean you'll win.
- Don't forget! Once you have collected all six color crystals you may no longer cross color wheels when their spinners point to either black or white. Try to prepare them beforehand.