



# Rainbow

Make a rainbow and collect the pot of gold at the end!



## COMPONENTS

60 Rainbow Cards  
(ranks 1-6, x10 each)

## CREDITS

**Design:** Mito Sazuki

**Illustration:** Sai Beppu

**Graphic Design:** Anca Gavril

**Rules Editing:** Jeff Fraser

## HOW TO WIN

Rainbow is played over a series of **tricks**. In each trick, each player must play **1 combo** (set, run, or single) from their hand. Players then score the trick by claiming **point cards** from the middle, with whoever played the **biggest combo** (i.e. most cards) choosing first.

After each trick, all played cards move to the middle to become point cards for the **next** trick. Collect the most points before the end of the game to win!

### Playable Combos

**Set:** 2 or more cards of the same rank.



**Run:** 2 or more cards of consecutive ranks.



**Single:** Any 1 card.



## SETUP

- 1 Shuffle the deck. Deal 1 card per player in a faceup row in the middle. Arrange them lowest to highest.
- 2 Deal out the rest of the deck evenly between players. *With 3 players, instead deal each player 14 cards and set the rest aside facedown.*
- 3 The last player to see a rainbow leads the first trick.

Player Count*	3	4	5	6
Faceup Cards	3	4	5	6
Hand Size	14	14	11	9

\*For 2-player setup, see special rules on pg. 4.

## PLAYING A TRICK

The lead player starts the trick by playing **any** combo (of any size) from their hand. Going clockwise, each other player must **follow** by playing a combo according to these rules:

- If neither a **set** nor **run** has been played this trick, you may play **any** combo (of any size).
- If a **set** has been played this trick, you may **ONLY** play a **single** or **set** (of any size).
- If a **run** has been played this trick, you may **ONLY** play a **single** or **run** (of any size).

Player 1 (Lead)  
May play any combo



Player 2  
May play any combo



Player 3  
Must play run or single



Player 4  
Must play run or single



## SCORING A TRICK

After everyone has played a combo, each player chooses **point cards** to take from the middle. Players choose one at a time, in order from **biggest combo** (most played cards) to smallest.

Whenever players have combos of the **same size**, the tied player with the highest **individual card** chooses first. If they have the same highest card, the tied player who played earlier in the trick chooses first.



Player 2 | Takes 1<sup>st</sup>



Player 4 | Takes 2<sup>nd</sup>



Player 3 | Takes 3<sup>rd</sup>



Player 1 | Takes 4<sup>th</sup>

## POINT CARDS

During the **1st trick** of the game, each player chooses a **single** point card. In each following trick, each player can either choose a **single** or **pair** of the same rank. Each card is worth points equal to its **rank**.

Each player keeps their point cards in a facedown **score pile**. Players may look at their own piles at any time.

## THE NEXT TRICK

After scoring a trick, move all played cards to the middle. Stack them in **pairs** of the same rank, leaving any left over as **singles**. (For example, if there are five 3s, organize them into 2 pairs and 1 single.)

Line up the singles and pairs from lowest to highest **total points**. If there are **more** than 1 per player, discard singles/pairs from the lower end until there are an equal number (example below).

Whoever played the biggest combo in the previous trick leads the next trick. If they have no cards left, the next player clockwise leads instead.



## GAME END

If only **1 player** is out of cards at the end of a trick, the game continues. That player's turn is skipped for the rest of the game, and they can no longer claim point cards.

If **2 or more players** are out of cards at the end of a trick, the game ends. Whoever has the most points in their **score pile** wins! In a tie, victory is shared.

## TIPS & CLARIFICATIONS

- For the 1st trick only, lay out all point cards as **singles** (don't stack pairs).
- You **don't** have to "beat" previously played combos (just play one of the right type).
- You can **always** play a single, and **must** do so if you have no other legal play.
- There can be **fewer** point card singles/pairs than players (someone will score 0 points).
- The largest run possible is **6 cards** (1-6). The **largest set** is **10 cards**.

## 2-PLAYER VARIANT

### Setup

Deal 4 cards faceup, then deal 2 piles of 14 to each player. Each player takes 1 pile in hand and keeps the other facedown without looking at it.

### Gameplay

Each player must play **2 combos** each trick, 1 at a time, starting with the lead player. If a set or run is played, both players must follow it (or play a single) for the rest of the trick.

Each player scores their 2 combos **separately**, taking a single or pair of point cards for each. Combos are scored in normal order.

If a player has no cards at the end of a trick, they draw the 14 cards in their **facedown pile** and continue playing. If they run out **again**, the game ends. The player who didn't run out scores **+1 point** per card left in their hand (ignoring rank).