

# SPECTRUM

BOMBARD GAMES





# SPECTRUM - A Game of Colors

TABLE OF CONTENTS	PAGE
<b>SPECTRUM BOARD GAME</b>	
Quick Play Reference - Movement in Primary & Intermediate Colors	4
Quick Play Reference - Movement Summary Graphic	5
Spectrum Overview & Setup	6
Basic Movement	7
Movement, Capturing, & Jumping Summary Graphic	8
Basic Rolls	9
Doubles & Triples	10
Double Double & Quadruples	11
Capturing & Jumping	12
Rules Summary	13
Self-capture, Self-Jumping, & Surrender	14
Solo Play, Tips & Tricks	15
<b>SPECTRUM CARDS IN SPECTRUM</b>	<b>16</b>
Shotgun Starts for Spectrum via Cards or d12	17
Spectrum Cards as Dice	17
Spectrum Cards as Dice Special Combinations	18
Spectrum Weighted Colors & Missions	19
Spectrum Portals	20
Spectrum Portal Tips	21
<b>SPECTRUM CARD GAMES</b>	<b>22</b>
Solitaire	22
Solitaire Scoring	23
Spectrumo	24
Spectrumo Special Cards	25
Spectrumo Winning & Scoring	26
Spectrump	27
Spectrump Bidding on Trump	28
Spectrump Trick Taking	29
Spectrump Scoring & Winning	30
Spectrum Casino	31
Spectrum Casino Examples of Play & Scoring	32
Spectrum 500	33
Spectrum 500 Calling Spectrum	34
Spectrum Cribbage	35
Spectrum Cribbage Pegging	36
Spectrum Cribbage Counting Hands & Combinations	37
Spectrum Poker	38
<b>SPECTRUM d12 GAMES</b>	<b>39</b>
Spectrum d12 Rules	40
Quick Play Reference - D12 Movement Summary Graphic	41
Spectrum Escape	42
Spectrum Roll & Color	45
Spectrum Roll & Color Printable Score Sheet	46
<b>Credits</b>	<b>47</b>



## D6 Movement Rules

### Primary Colors Not Next To Each Other

When primary colors not next to each other are rolled, no intermediate colors are open for movement.



In the case of this roll of GREEN - PURPLE, the player would only be able to move in 2 paths: Green and Purple.

### Primary Colors Next To Each Other

When primary colors that are next to each other are rolled, the intermediate color between them is open. Pawns may be moved into, within, or out of the open intermediate color.



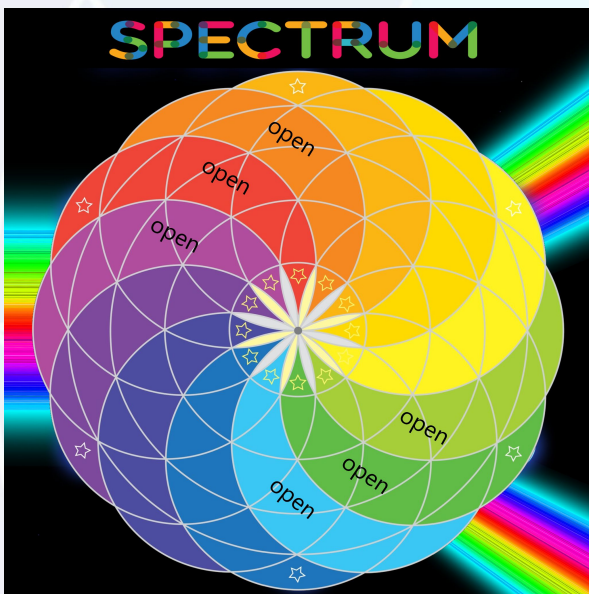
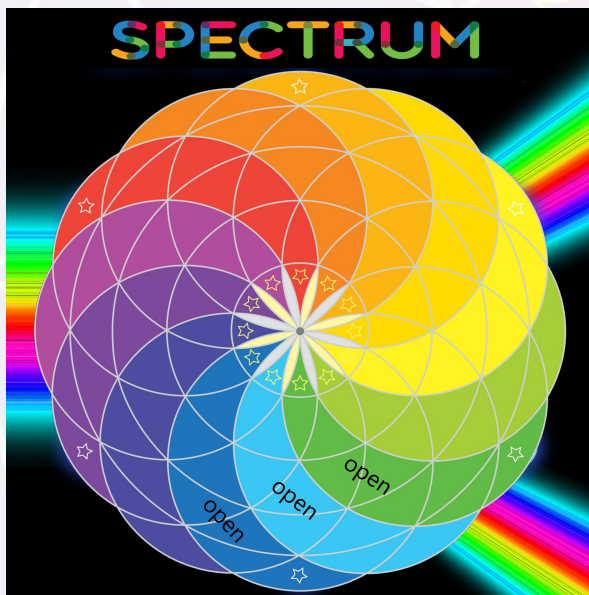
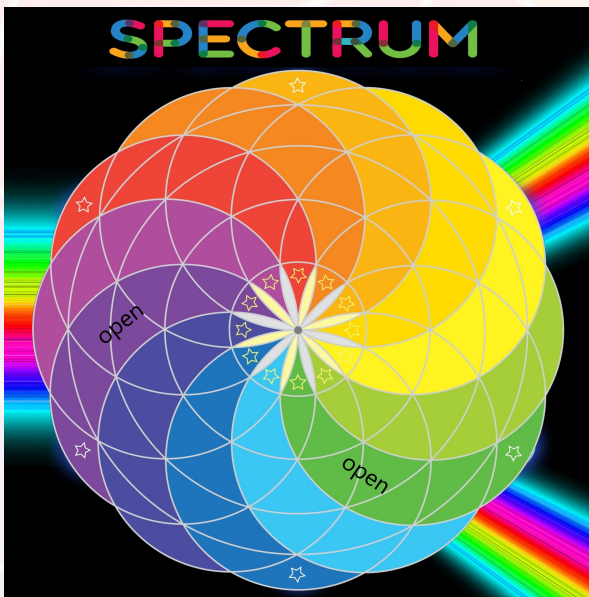
In the case of a roll of BLUE - GREEN, the player would be able to move in 3 paths: Blue, Green, and into, within or out of the Blue-Green secondary color.

### Doubles & Special Rolls

When doubles and other special rolls happen, the intermediate colors on either side of the rolled colors are open. Pawns may be moved into or within the open intermediate colors. *Pawns in an intermediate color next to the top/bottom color may move into the top/bottom color.*



In the case of this roll of GREEN - GREEN, since RED is the bottom color, the intermediate colors on either side of green and red are open. The player would be able to move in 6 paths: Red, Orange-Red, Purple-Red, Green, Yellow-Green, & Blue-Green







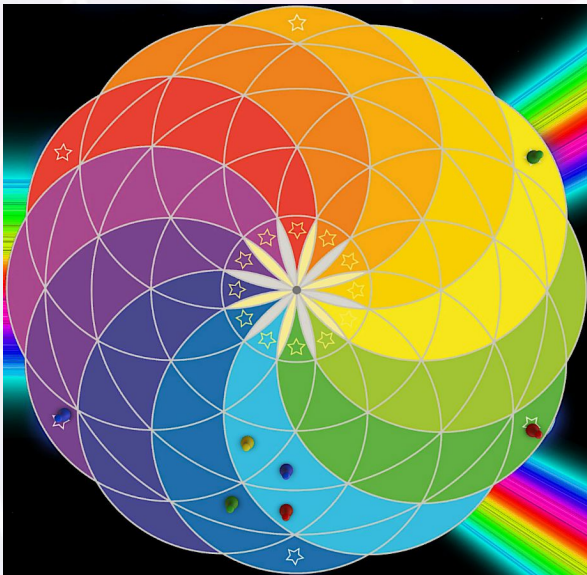
May move:  
2 in Green OR  
2 in Purple OR  
1 in Green & 1 in Purple



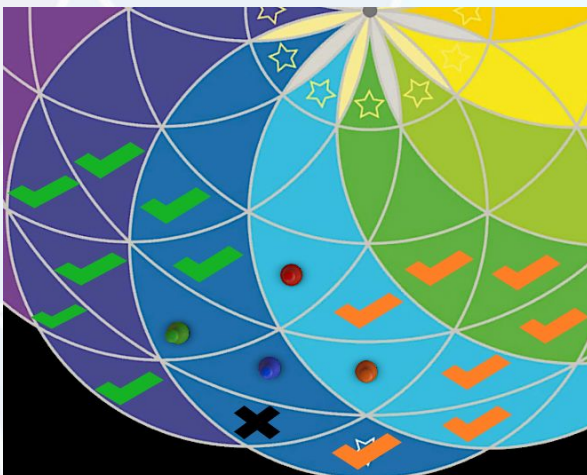
May move:  
2 in Green OR  
2 in Blue OR  
2 in Green-Blue OR  
1 in two of the 3 colors.



Must Move 2 in Green  
AND May Move  
2 in ANY of: Green,  
Yellow-Green, Blue-Green,  
Purple-Red, Red, OR  
Orange-Red



Red may capture blue or green, or jump capture yellow. A captured pawn could be sent back to the unoccupied red, orange, or blue start space.



The legal landing spaces for blue if it jumps green or orange.

## Two Movement Spaces Allotted

A player must take any/all possible moves. On special rolls, if part of the roll is cannot be taken, the player still must take any remaining moves that are possible.

## Non- Special Rolls



A player is given **2** spaces to move in the open colors. The spaces may be taken one at a time or both at once to jump.

## Special Rolls



In addition to the normal 2 space allotment, the player is given additional movement points based on the type of special roll. The 2(or more) spaces must be taken as one move and may not be broken up into single space moves.

## Capturing

- Two pawns may never occupy the same space.
- Landing on a pawn captures it.
- The player who landed on the pawn may return the captured pawn to any open starting primary color space.

If all 6 primary starting spaces are currently occupied, the captured pawn goes back into the captured player's stock.

## Jumping

- The roll must allow legal movement to the jumped space AND the landing space. The cost of a jump is 2 spaces.
- A pawn may only jump a space that shares a full side and is occupied by a pawn.
- When landing a jump, a pawn must land on a space that shares a side or a point with the jumped space.
- A space that can be, or is jumped, can't be landed on.
- A pawn may both jump and capture.

A player may capture/jump their own pawns if players have agreed to the self capture/jump rule.

## Spectrum Rules (2-6 players)

The goal of Spectrum is to capture a set number of colors in the center of the board. Pawns enter the board from the outer rim via the six white outlined stars in the primary colors, the same colors that are on the dice.

There are 12 colors to capture: 6 Primary Colors & 6 Intermediate Colors. Pawns are moved into play by rolling color-sided dice. They can jump & capture opponents on their way to the center Color Stars. All decisions are based on dice colors.

A good way to think of Spectrum is as a circular backgammon. The goal is to get pawns from off the board to home, but in this case home is the 12 colors in the center of the board. The other difference is that in Spectrum, the dice determine WHERE a player may move during their turn.

# of Players	Color Stars Need To Win
2	7
3	5
4	4
5	3
6	3

## Winning The Game

The first player who captures the required amount of colors by reaching the center gold stars wins the game.

When capturing a Color it must be captured by the exact amount of moves required. A pawn one space away from capturing a Color cannot do so on doubles unless it can move sideways first.

If a game ends in a tie, you may use the tiebreaker:

Each Captured Primary Color = 1pt    Each Captured Intermediate Color = 2 pts

## Setup

Each player chooses a color and takes the 10 pawns of that color. The color of the pawns has no bearing on gameplay. To get into a game quickly, see the Shotgun Starts section of the rule book.

## The Board

There are 6 primary colors and 6 intermediate colors. - The 6 primary colors are; Red, Orange, Yellow, Green, Blue and Purple.

Between the primary colors are 6 intermediate colors.

Red-Orange, Orange-Yellow, Yellow-Green, Green-Blue, Blue-Purple, Purple-Red



## Basic Movement

Every turn a player is given a movement allotment of *two spaces*. **HOW** to use those 2 moves is up to the player, but **WHERE** they will be allowed to move is determined by the colors rolled.

Normal movement(non jumping) only allows movement between spaces with shared full sides.

## The Dice & When To Add More

There are 4 color cubes: Each side of a cube is one of the 6 primary colors.

Colors opposite each other on the board, are on opposite sides of the dice.

Gameplay starts by rolling 2 cubes. Players unlock additional cubes as gameplay progresses.

After the 4th Color Star is captured, a 3rd cube is added into play for all players.

After the 8th Color Star is captured, the 4th cube is added.

No matter how many dice are rolled, the player always chooses only 2 dice to use that turn.

## Playing the Game

Players choose who will go first and establish an order of play.

A player's turn consists of a roll and movement of a pawn or pawns on the board.

The player is allotted two spaces of movement. The roll determines which colors that pawns are allowed to move on, during that turn.

## Entering The Board

All pawns start off the board and must enter from the outer rim at the start of one of the six primary colors.

Each starting point is marked by an outlined white star. A pawn may not enter on an intermediate color.

## The Rolls

Every game begins with players rolling 2 cubes. The colors shown on the cubes indicate which colors a player may start/move a pawn on during that turn. Later in the game players will be rolling 3 or 4 cubes and choosing the best 2. Rolling multiples of the same color is a special roll which are defined later.

When rolling multiple cubes, a player does not have to choose the “best” roll. At times, it is wiser to take a normal roll as opposed to a special roll. No matter how many dice are rolled, a player chooses two.

## Capturing A Color

- Moving to the center spot with the gold star captures that color for the player.
- A Pawn must move the exact amount of spaces to capture a color. A pawn one space away from capturing a color can not capture when rolling doubles since doubles require a pawn to move 2 spaces at once.
- Each Color Star is captured once and cannot be recaptured or stolen.

## Movement in Primary Colors

The primary colors (Red, Orange, Yellow, Green, Blue, Purple) are on the d6 dice and are paths on the board (each has a star on the outside rim). However on the board, they are each separated by an intermediate color. For example, on the board Red & Orange are separated by Red-Orange.

The primary colors can always be moved in. If a player were to roll RED - BLUE on 2 dice, they could move in either Blue or Red paths on the board. Since the dice have all 6 primary colors on them, moving in a primary color path is ALWAYS an option.

## Movement in Intermediate Colors

There are only two times that pawns can move into, out of, or within the 6 intermediate colors.

1. When a player rolls two primary colors that are next to each other on the board, the intermediate color between them is now open for movement.

For example, if a player were to roll RED - ORANGE, which are next to each other on the board, instead of being limited to just moving in the red and orange paths, the player can also move into, within, or out of the Red-Orange intermediate colored path between Red & Orange. They are still limited to 2 total spaces moved, but they now have 3 paths to move in.

A pawn may only move out of an intermediate color if the roll allows movement into the primary color it is attempting to move into.

2. Any special roll opens the intermediate colors on either side of the colors involved in the special roll. In addition to the 2 primary colors on the top/bottom of the dice, the player may also move into, within, or out of the intermediate colors on either side of the rolled primary colors.

**Remember, pawns may only move into or out of the colors that are open on the roll.**

For example, a player rolls ORANGE - ORANGE. They will first get their standard 2 moves in the orange path.

For the bonus, the choice is:

Move 2 spaces in the color on the bottom of the dice

**OR**

2 spaces into, within, or out of the 2 intermediate colors on either side of Orange or Blue. Thus 4 intermediate paths are open in addition to the primary colors of Orange & Blue.

**OR**

Move an additional two spaces in the color shown on the top of the cubes.

If it is the same pawn, the pawn must move in at least two different colors.

## Summary

- Intermediate colors are open for movement when a player either rolls two primary colors that are next to each other on the board or a special roll.
- Any other "normal" roll consisting of two primary colors not next to each other results in all intermediate paths being closed to the player that turn.
- **A player must take any/all movement possible.** For special rolls, even if the rolled color cannot be moved in, or a new pawn started in the color, the player **must** still take any possible moves related to the movement in the bottom color or the intermediates.



## NORMAL ROLLS

### What does “Primary Colors Next To Each Other” Mean?

While primary colors are separated by intermediate colors, when referring to being next to each other, it is simply the primary color to either side of the one in question.

Red is next to Orange and Purple

Orange is next to Red & Yellow

Yellow is next to Orange & Green

Green is next to Yellow and Blue

Blue is next to Green and Purple

Purple is next to Blue and Red

### PRIMARY COLORS NOT NEXT TO EACH OTHER

A pawn may move a total of 2 spaces:

Move 2 spaces in either primary color shown

**OR**

Move one space in each primary color shown.



The player may choose to move 1 space at a time or both spaces at once.

A roll of Green - Purple on two dice is an example of two primary colors not next to each other. The player may move twice in Green, twice in Purple, or once in each.

### PRIMARY COLORS NEXT TO EACH OTHER



In addition to moving within the shown primary colors,

a pawn may also move WITHIN, INTO, or OUT of the intermediate color between them that turn.

A pawn may move a total of 2 spaces:

Move 2 spaces in either primary color shown OR 1 space in each

**OR**

Move 2 spaces into or within the intermediate color between them

**OR**

Move one space in a primary color & one space in an intermediate color

Moves may be 1 space at a time or both at once.

A roll of Green - Blue on two dice is an example of two primary colors next to each other. The player may move in Green, Blue **OR** IN or WITHIN the Green-Blue intermediate color.

## SPECIAL ROLLS

### DOUBLES

*(You may choose to play a faster game by adding the optional SPEED RULE)*



A player may move a total of 4 spaces:

2 spaces in the color shown on the face of the cubes

**AND** the choice of:

2 spaces in the color shown on the bottom of the cubes

**OR**

2 spaces into or within any intermediate color next to the colors shown on the top or bottom.

*Pawns in an intermediate color next to the top/bottom color may move into the top/bottom color*

**OR**

An additional 2 spaces in the color shown on the top of the cubes. If a pawn moves twice in a turn, it must move in at least two colors.

Unlike normal rolls, a single pawn **MUST** move 2 spaces at once. A pawn **MAY NOT** move 1 space twice on a color like it can on a normal roll. It may jump or take both spaces at once.

### TRIPLES

When rolling 3 or 4 dice, if 3 dice show the same color, it's a Triple.



A player may move a total of 6 spaces:

3 spaces in the color shown on the face of the cubes

**AND** the choice of:

3 spaces in the color shown on the bottom of the cubes

**OR**

3 spaces into or within the intermediate color to the colors shown on the top and bottom

*Pawns in an intermediate color next to the top/bottom color may move into the top/bottom color*

**OR**

An additional 3 spaces in the color shown on the top of the cubes. If a pawn moves twice in a turn, it must move in at least two colors.

Unlike normal rolls, a single pawn **MUST** move all 3 spaces at once.



## DOUBLE DOUBLE

When rolling 4 cubes, if 2 dice show one color and the other 2 dice show another color it's a Double Double

A player may move a total of 6 spaces:

2 spaces in either color shown on the face of the cubes

**AND**

2 spaces in either color shown on the bottom of the cubes

**AND**

2 spaces into or within any intermediate color to the colors shown on the top or bottom of BOTH dice.

*Pawns in an intermediate color next to the top/bottom color may move into the top/bottom color*

Like Doubles & Triples, a single pawn **MUST** move 2 spaces at once. A pawn **MAY NOT** move 1 space twice like it can on a normal roll. The pawn may use it two spaces to jump.



## QUADRUPLE

When rolling 4 cubes, if all 4 cubes show the same color it's a quadruple.

A player may move a total of 12 spaces:

4 spaces in the color shown on the face of the cubes

**AND**

4 spaces in the color shown on the bottom of the cubes

**AND**

4 spaces into or within any intermediate color to the colors shown on the top or bottom.

*Pawns in an intermediate color next to the top/bottom color may move into the top/bottom color*

The same rule about a single pawn taking all 4 spaces applies.



## Capturing

- Two pawns may never occupy the same space.
- A pawn landing on an *opposing*\* pawn captures it.
- The player making the capture may place the captured pawn back on to the OPEN starting space of any primary color.
- If there is no OPEN starting space to place the captured pawn, the pawn is placed back into the captured players' pawn stock

## Jumping

Jumping is an extremely powerful move in Spectrum. Combined with a special roll or doubles, jumping can instantly change momentum, position, and control of the board.

### Rules for Jumping

- The roll must allow legal movement to the jumped space AND the landing space.
- The cost of a jump is 2 spaces: one for the jumped space and another for the landing space.
- A pawn may only jump a space that shares a full side and is occupied by an *opposing*\* pawn.
- When landing a jump, a pawn must land on a space that shares a full side or a point with the jumped space.
- The pawn may not land on a space that shares a adjacent side with the jumping pawn's starting position. A space that can be, or is jumped, can't be landed on.

**\*If the players agree to it, players may capture and/or jump their own pawns.**

## Jumping Example

Blue has the following jumping opportunities:

**Jumping Orange** - To jump orange blue must roll Blue/Green. This would allow movement into the intermediate blue-green color the orange pawn sits in. If Blue/Green were rolled, blue could jump orange and land in any of the spaces marked with a orange check.



**Jumping Green** - To jump green, blue can roll any roll with a Blue/Any or roll Blue/Purple. The roll with Blue/Any, would allow blue to jump green and remain in the blue path. The roll of Blue/Purple would allow blue to jump green and land in the intermediate color of blue-purple.

**Jumping Red** - Blue may not jump the red pawn because it only shares a point with the red pawn, not a full side like the orange and green pawns.

**The Black X** - This is one space blue could not land on because it shares a full side with the originating space. Blue could also not jump and land on the orange or green pawn(same rule). However blue could forsake jumping and simply capture either the orange or green pawn by moving 1 space and landing on either.



## Jump/Capture

A pawn that jumps one pawn and lands on another, performs both a jump and a capture. The captured pawn is returned to an open starting space, or the player's stockpile if all starting spaces are occupied. Remember that a pawn cannot land on an opposing pawn it just jumped. However it may land on any other pawn residing in a legal landing space.

## Rules Summary

### Entering & Moving

Pawns enter the board from the outer rim on the star of one of the 6 primary colors. A pawn may never start on an intermediate color.

A Pawn moving twice in a turn **must** end up moving in at least two different colors.

A pawn may only move to, or jump over, an adjacent space which shares a full side with the starting space. If jumping, a pawn may land on ANY space that touches the jumped space by full side or by only a point.

### Capturing A Color

A Color must be captured with the exact amount of moves. Be careful about sitting one space away from capturing an intermediate Color Star. If you roll doubles, you will not be able to capture the color star as the pawn must move 2 spaces at once and it is only one away from capturing the Color Star.

A player **MUST** move a pawn or start a new pawn unless the following 2 conditions are met:

- No movement of any kind is possible by any pawn on the board.
- The roll will not allow a new pawn to enter OR the player has no pawns left in reserve.

## Normal Rolls

### ROLLING PRIMARY COLORS NOT NEXT TO EACH OTHER

A pawn may only enter or move within the colors shown on the dice. Movement into, out of, or within intermediate colors is not possible.

### ROLLING PRIMARY COLORS NEXT TO EACH OTHER

A pawn may move in either primary color AND/OR into/out of/within the intermediate color between them

## Special Rolls

These will allow for extra movement during the turn. Instead of just 2 spaces, a pawn may be allowed to move 4, 6, or 12 spaces. Special rolls also open the 2 intermediate colors on either side of the rolled color and the color on the bottom of the dice. A player may also move the same pawn multiple times if desired. A pawn may move into/within/out of an intermediate color on special rolls.

## OPTIONAL SELF JUMPING, SELF CAPTURE, & SURRENDER RULES

Under basic rules, pawns can only capture or jump opposing pawns. The following two rules remove the word *opposing* from the original rules.

A pawn may jump a space occupied by ANY pawn, including pawns of the same color.

A pawn landing on another pawn captures it, including pawns of the same color.

These two rules should be used by experienced Spectrum players once they understand the game. Players can choose to use one, both or neither of the optional rules.

This changes the strategy as now using pawns in tandem can help the player move around the board very quickly. Every pawn on the board is now a jumping or capture opportunity.

Choices on which colors to use are also impacted, as it may be beneficial to move pawns in a closed color simply to gain/use self jumping or self capturing powers.

### Self Capture

Normally capturing an opposing pawn and sending it to an unwanted primary color starting point is both an offensive and defensive move. The pawn is removed from the color it was in, and placed in a color that is closed or one that the opponent has one or more pawns already in.

With self capture, it is purely an offensive maneuver. Self capture is the ability to teleport one of your own pawns to a different, and strategically better color. It can undo what a typical capture, or captures have done; essentially remove pawns from an overpopulated color or board area.

### Self Jumping

Again the self jumping rule changes the games in more ways than would be apparent. With base rules, rarely would a player want to jump themselves or have multiple pawns in the same area of the board. With the self jumping rule, using pawns in teams or tandems can allow for blitzkrieg like tactics given a few good rolls.

Under normal rules, a player by bad rolls or via capture, can end up with 2-4 pawns in one color or area of the board. This severely limits what colors they can capture and how quickly they can undo the situation. With self jumping, placing captured opposing pawns becomes much trickier.

### Surrender

Instead of rolling, a player may choose to surrender a pawn on the board and return it to their stockpile. The player does not get to roll or move any pawns if they choose to surrender. A player may only surrender one pawn per turn.



## Solo Play (1 Player)

The goal is to get 12 pawns to finish in the 12 center spaces.

Both self capture & self jumping are legal.

Start with rolling 2 dice.

After capturing 4 colors, add the 3rd die. After capturing 8 colors, add the 4th die.

Choose the best two dice for each roll.

Pawns enter the board on one of the 6 primary colors: Red, Orange, Yellow, Green, Blue & Purple (Start points are designated by a white star)

Obey all normal game rules including legal movement and additional dice.

If at any time you cannot move a single pawn, the game is over.

For additional challenge, remove one or both of the self jumping and self capture rules.

If playing with the d12, use 3-4-5 dice and normal d12 rules.

## TIPS & TRICKS

When sitting behind 2 opposing pawns, or entering the board on a color where the first two spaces of the color are occupied by opposing pawns, you will have two options.

- The first is to use the 2 space allotment to jump over both or jump capture the 2nd pawn.
- The second is to take the 2 space allotment one space at a time and capture both pawns

On specials rolls, a pawn that was moved once, may move again. However if it is moved a second time it **MUST** end up moving in two different colors.

While each color path is linear, Spectrum is not a linear game. Pawns can move any direction and often have multiple options of where to move, who to capture, or who to jump. Make sure you have examined all your options before moving quickly.

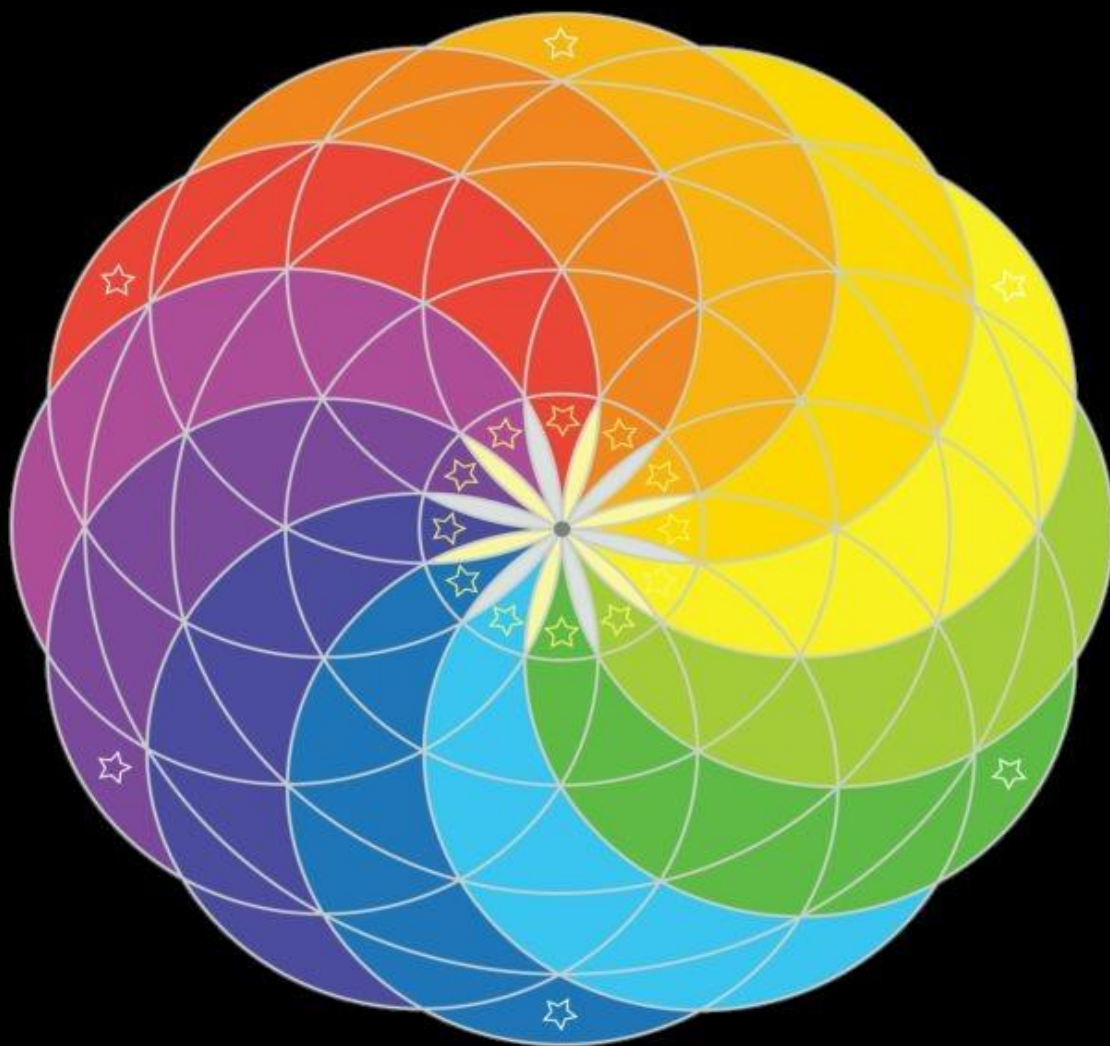
Likewise, once 3 and 4 dice are rolled, choosing which dice to use should be carefully considered. The best choice of dice and moves may not be the most obvious ones.

Primary paths will be crowded and dangerous. Intermediate color paths are slow and safer. However beware moving pawns into intermediate colors too soon as they will only be able to move when rolling the adjoining colors or special rolls.

Early play is about trying to race up uncontested primary colors. If your opponents will let you simply walk up a primary color without challenge, take the opportunity whenever possible.

Games that start with a lot of early captures will take longer. In fact, most times it is better not to capture opposing pawns during the early game. Instead, focus on primary colors others are ignoring. In addition to better tactical positions, this will make the first backstab even more effective and satisfying later on.

# SPECTRUM



# CARDS



## Spectrum Cards

The Spectrum Cards Expansion adds variants to Spectrum as well as a series of stand alone card games. Below are variants or options that use both the Spectrum board game AND Spectrum cards. Spectrum card only games will be covered in a separate section.

### Spectrum Shotgun Starts

Shotgun starts allow players to get 15 minutes into a game by setting 6 pawns in random opening spaces for each player. This means there are strategic/tactical decisions from roll one.

### Spectrum Shotgun Start Using Cards

Use cards from the Spectrum deck to setup and play a quicker game of Spectrum.

Remove all the 1's, 2's & 3's from the spectrum deck. Make a pile of 1's a pile of 2's and a pile of 3's.

Each pile will consist of 12 cards. Shuffle each deck. Each player takes 2 cards from each of the 3 piles.

Drawing Red 2 would mean a pawn starts on the 2nd space on the Red path.

Players place pawns on all 6 of the spaces designated by the cards. Each pawn will be assigned a unique space on the board, so the order in which cards are drawn or pawns placed does not matter.

Thus, each player will start the game with 6 pawns on the first three spaces of the board in random colors.

Proceed with a game of Spectrum under normal rules.

### Spectrum Shotgun Start Using d12 Dice

The d12 dice determine the color. Each player will roll 2d12 three times(not counting any re-rolls needed)

The first roll, the pawns start on space 1(the most outer space) on the two colors rolled.

2nd roll, the pawns start on space 2 on the two colors rolled..

3rd roll, the pawns start on space 3 on the two colors rolled.

If a die shows a space where a pawn already resides, that die is re-rolled.

If a player rolls doubles, they may choose any two colors. Doubles may happen on a single die re-roll.

This will set up the board with 6 pawns for each player already on the board.

### Spectrum Cards As Dice

Use the 1's, 2's, & 3's of each of the 12 colors to make a drawing deck that is used instead of rolling dice.

Shuffle all 36 cards together. This is the draw deck.

Players draw a number of cards each turn equivalent to the number of dice they would have rolled.

0-3 closed colors - Players draw 2 cards

4-7 closed colors - Players draw 3 cards

8-11 closed colors - Players draw 4 cards

Whenever the draw deck runs out, gather and reshuffle discards to make a new draw deck.

*Optionally include 1 of the each of the 6 Swap Colors special cards to the draw deck for pawn swapping!*

*Playing a swap color card allows the player to swap any 2 pawns between the two colors. The pawns must reside in the color on the card. If no swap is wanted, the card counts as a 1 in either one of the 2 colors on the card.*

### Choosing cards to play & discarding

Players may use 1 card to move the number of spaces indicated by the card WITHIN the color on the card.

**OR**

Players may use a combination of 2 or more cards to move into/out of/within colors.

A player can choose to use a combination of 2 or more cards ONLY when:

They have two or more cards of the exact same color

**OR**

They have two or more cards with colors directly next to each other. This is referred to as shaded cards.

So a Red card could be paired with a Red card, a red-orange card, or a purple-red card to make a 2 card combination.

**If a player has no legal combination available they must play one single card.**

At the end of a turn the player discards all drawn cards to the discard pile.

## **Types of 2 card combinations**

### **2 cards of the exact same color**

This is 2 cards from the same color. For example, Purple 1, Purple 3 (Yellow is the bottom color)

This allows movement in the color or any shade of the color & opposite shade of the colors, twice. A move of 1 space, and a move of 3 spaces. The open colors are blue-Purple, Purple, Purple-Red, Orange-Yellow, Yellow, & Yellow-Green

For example, the player plays Purple 1 and Purple 3.

The player may move 1 pawn 1 space and 3 spaces in any shade of purple or yellow OR 1 pawn 1 space and another pawn 3 spaces in any shade of purple or yellow.

### **2 Shaded Cards**

This allows movement of one pawn into, out of, or within either color of the cards and the colors on either side of them..

This allows movement in 4 colors, however, the amount of movement is the sum of the cards divided by 2, rounded down.

For example, a player plays the combination of Red 2 and Red-Orange 3.

The may move  $(2+3)/2$  rounded down spaces, or 2 spaces into, out of, or within Purple-Red, Red, Red-Orange, or Orange.

### **Playing 1 Card**

Players may use 1 card to move the amount of spaces indicated on the card WITHIN the color on the card.

### **Special Combinations**

Just like Spectrum with dice, when drawing 3 or 4 cards, special card combination can occur!

- The exact same color and same shade color bonuses and rules for 3 and 4 cards follow the 2 card combination rules but with bigger bonuses.
- Shaded Cards offer 1 pawn extra movement options.
- Same Color Card combos offer the ability to move single or multiple pawns.

### **3 Shaded Cards**

This is 3 different consecutive colored cards.. For example, Green 1, Green-Blue 3, Blue 1.

This allows movement of one pawn into, out of, or within any of the colors on the cards and the colors on either side of them. Move  $(a+b+c)/2$  round down spaces.

Note that a player could have 3 cards that share a shade. For example, Red 1, Red 2, Red-Orange 2. However, this is only 2 different colors. Therefore this is really either 2 same color, or 2 shaded cards.

### **3 Cards of the exact same color**

This is 3 cards all from the same color. For example, Red 1, Red 2, Red 3.

This allows movement of one pawn into, out of, or within the colors of the card and the colors opposite of them.

This allows movement in the color or any shade of the color 3 times. A move of 1, a move of 2, and a move of 3.

### **4 Shaded Cards**

This is 4 different consecutive colored cards.. For example, Green 1, Green-Blue 3, Blue 1, Blue-Purple 3

This allows movement of one pawn into, out of, or within the colors of the card and the colors on either side of them.

Move  $(a+b+c+d)/2$  round down spaces.

Note that a player could have 4 cards that share shades. For example, Red 1, Red 2, Red-Orange 2, Orange 1.

However, this is only 3 different colors. Therefore this is really either 2 same color, or 3 shaded cards.

In every other way, Spectrum cards as dice follows all the rules of Spectrum with dice.



# SPECTRUM CARDS EXPANSION GAMES

## Spectrum Weighted Colors

Separate all the 3, 4, 5, 6, & 7 cards by color into twelve 5 card piles. Shuffle each pile.

Draw one card from each pile. This will be the value for capturing that color. Highest score wins.

Alternatively, simply shuffle the entire deck and deal from the top. The first card that appears for each color is its weight.

## Spectrum Missions

Missions add a new win condition to the Spectrum board game. In addition to winning by normal means, a player can win by a random set of controlling spaces on the board

Uses all the 3's, 4's, 5's, 6's, & 7's of the spectrum card deck.

The color on the card refers to the color on the board and the number refers to the space.

There are 9 spaces on the board for each of the 12 colors.

Space 1 in the entry space, Space 9 is the color capture space.

Spaces 1, 2, 8, & 9(first two and last two of each color) are not mission spaces.

Spaces 3 through 7 in each color are potential mission spaces.

### To Play Spectrum Missions

Separate all the 3, 4, 5, 6, & 7 cards into two piles:

- Primary colors(red, orange, yellow, green, blue, red)
- Secondary colors(red-orange, orange-yellow, yellow-green, green-blue, blue-purple, purple-red)

There will be 30 cards in each pile

Have each player draw 3 cards from each of the two piles. These 6 cards are the mission cards

Put the rest of the cards away. They won't be used any more.

Players keep their mission cards hidden, until declaring victory via mission spaces.

**In addition to normal victory conditions, a player can win if they have a pawn on 5 of their 6 mission card spaces at the beginning of their turn.**

### Spectrum Mission Tips

Spectrum missions adds a stealth element to the game. It also ensures that no player is ever out of a game even if they control very few, or no colors.

Beware the opponent who is letting multiple pawns linger in vulnerable positions.

Normally players protect against capture and jumps.

If an opponent is not moving a vulnerable pawn after given opportunities to do so, it may be on a mission space.

The most stealthy form of a mission win is when each of the 5 pawns slowly creep into position, and none is forced to linger too long. The hardest mission pawns to spot are those on secondary colors since movement within secondary colors is rare compared to movement in primary colors.

## Spectrum Portals

Uses all the 3's, 4's, 5's, 6's, & 7's of the spectrum card deck.

The color on the card refers to the color on the board and the number refers to the space.

There are 9 spaces on the board for each of the 12 colors.

Space 1 in the entry space, Space 9 is the color capture space.

Spaces 1, 2, 8, & 9(first two and last two of each color) are not portal spaces.

Spaces 3 through 7 in each color are potential portals.

## To Play Portals

Separate all the 3, 4, 5, 6, & 7 cards into two piles:

- Primary colors(red, orange, yellow, green, blue, red)
- Secondary colors(red-orange, orange-yellow, yellow-green, green-blue, blue-purple, purple-red)

There will be 30 cards in each pile

Have each player draw 3 cards from only the Primary Color Pile.

These 3 cards are the portals each player controls at the start of the game.

Combine the two decks back into one deck. This will now be the portal draw deck.

### **If / when the portal draw deck runs out of cards during the game, the game ends**

The player who controls the most colors at the time of portal card exhaustion, wins.

Players keep their portal cards hidden

At the beginning or end of any player's turn, any player can activate a portal they control.

The space must have a pawn on it for the portal to activate. The portal card is shown and discarded.

### **If a portal is activated:**

1. The player who activated the portal draws 2 cards from the portal deck.
2. The player then chooses one card as the location the pawn is sent to.
3. The other card is kept as a new portal card.
4. The activated portal card & the teleported location card are placed in the portal discard pile.

A portal does not have to be activated when the 1st pawn lands on it.

It is the choice of the portal owner when to use a portal.

A pawn that lands on an opposing pawn through teleportation captures it.

A pawn that would land on a pawn of the same color resists the transport and does not move. The activation of the portal and the cards involved are still used but the teleportation is unsuccessful.

Players gain a new portal card when they capture their first color.

Unlike the beginning portals, this may be a primary or secondary color.

Thus, a player who has captured one or more colors will control 4 portals.

A player may never control more than 4 portals.



## Portal Tips

A portal deck with only one card remaining is an exhausted deck.

Players should use portals wisely & recognize Portals is essentially a game with a time, or portal, limit.

Since the teleportation destination is unknown, but limited to spaced 3 thru 7 in all colors, sometimes pawns are teleported to better positions, sometimes to worse ones.

Portals on early spaces like 3 & 4, are most valuable for teleporting your own pawns further up the board.

Portals on late spaces like 6 & 7 are most valuable as trap doors opponents fall through with the result most likely being a space further away from a color capture.

Portals on any space are valuable for keeping a color away from opponents.

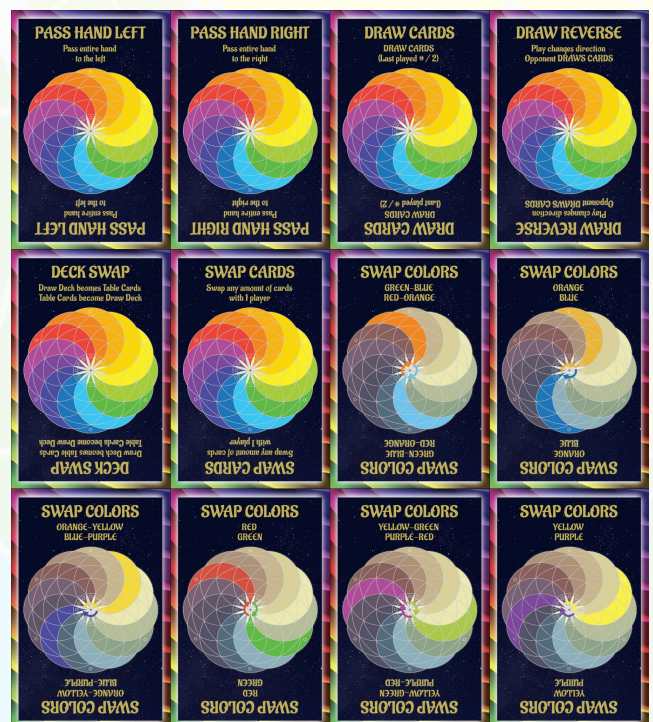
For example, it would be wise to transport an opponent off a space 3 of an open color if a majority of other colors are closed even if the pawn ends up on a 7th space.

Recognize that after a portal is activated, TWO portals cards are drawn from the portal deck. In addition, players gain a 4th portal for capturing their 1st color.. This finite amount of portal cards acts as a game timer.

If no colors are captured, portals can be activated between 21-28 times depending on player count.

However since a 4th portal is acquired for capturing their first color, the actual amount of portal activations in a game before card exhaustion is between 18-27.

## SPECTRUM CARD ONLY GAMES



## Spectrum Solitaire

**Spectrum Solitaire uses the 144 card Spectrum deck. Remove all wild cards.**

**The Stock (or “Hand”) Pile:** Any cards not laid out in a tableau at the beginning of a game form the stock pile from which additional cards are brought into play according to the rules.

**The Talon (or “Waste”) Pile:** Cards from the stock pile that have no place in the tableau or on foundations are laid face up in the waste pile.

The object of Spectrum solitaire is to move all of the cards from the **12 Tableau Piles** into the **12 Foundation Piles** at the top.

The **foundation piles** are ordered from 1 to 12, and must be arranged by color (e.g. only Red can go in one pile). These piles start empty. When a card of rank 1 is in play or uncovered on the tableaus, it may be moved to begin the foundation pile for that color.

In order to win at Spectrum solitaire, you'll have to master using the stock and the tableau piles to your advantage.

There are **12 tableau piles**. Each has a single face up card. The leftmost pile has a single face up card and zero face down cards.

The next pile has 1 face up, and 1 face down, the next has 1 face up, and 2 face down, and so on. Continue this method until the 12th pile has 11 down cards and 1 up card.

Whenever you uncover a face down card in a tableau pile, you immediately turn it over to reveal it.

And how do you uncover face down cards? By moving the cards off the top and onto cards in other tableau piles.

### The Play

When starting out, the foundations and waste pile do not have any cards.

Valid moves in the tableau pile are by placing cards that share a color shade (e.g. RED on red OR on red-orange OR on purple-red) and by descending order (e.g. 12, 11, ..., 2, 1)

*NOTE: If you would like an extra challenge, try playing solitaire under normal Spectrums card rules: You may not play the exact same color in a tableau chain, only shades of it.*

For example, of the 12 cards facing up in the tableau after the opening deal, if one is a Blue9 and another is a Green-Blue10, you may transfer the Blue9 to on top of the Green-Blue10 to begin building that pile in sequence.

Since you have moved the nine from one of the 12 piles, you have now unblocked a face down card; this card can be turned over and now is in play.

Depending upon the rules you play with, whenever you free up a blank space, you may place a 12 or you may place any card you wish to in the open position. The default is to be only allowed to move 12's to empty positions.

The default is to flip 3 cards over at a time. However, if you want to, you can change the option so that 1 card is flipped at a time.

Whenever you use the current top card, you may use the one directly below as well, ad infinitum.

If the top card cannot be placed onto any tableau pile, then a pack of 3 new cards must be used.



## Winning & game end

Solitaire is meant to be more of a puzzle. A puzzle that is sometimes unsolvable so winning is a ambiguous term. If you can beat solitaire while running through the stock deck only one time you have achieved a perfect victory

A standard game would typically allow up to 10 passes through the stock deck. Simply flip it over, NO SHUFFLING, and continue drawing.

If you can solve or beat Spectrum Solitaire within 4 passes through the stock deck consider it a Masterful Performance.

There is no limit to how many passes through the stock deck you allow yourself to solve the puzzle. Just realize many times you simply won't be able to.

**Scoring = Amount of points \* (110% - (10% \* Amount of runs through the stock deck))**

Card in foundation pile = 5 points

Unturned cards in tableau piles = -5 pts

Faceup cards in Tableau = 1 point

Stock/waste cards = -1 point

Thus a perfect score is 720 points (144 cards in the foundation pile \* 5 pts \* 100%)

## Successful Scores based on passes through the deck

Score based on success and number of passes through the stock deck

720	1 pass
648	2 passes
576	3 passes
504	4 passes
432	5 passes
360	6 passes
288	7 passes
216	8 passes
144	9 passes
72	10 passes

Games that end unsuccessfully still generate a score. However, you do not divide the score by the amount of passes. It multiplies the amount of passes by ten and subtracts it from the score.

For example, a game that ended unsuccessfully with 54 in the foundation, 32 unturned, 44 faceup, 14 in stock, 5 passes

$$\begin{aligned} &= 54*5 + 44 *1 - (-5*32 + -1*14) - (5*10) \\ &= 270 + 44 - (174) - 50 \\ &= 314 - 224 \\ &= 90 \end{aligned}$$

This allows unsuccessful games to score higher than successful games that relied on numerous passes through the deck.

It is up to the player as to when to concede the game and score it.

Moving cards from one tableau pile to another to free up hidden pile cards is extremely important in Spectrum Solitaire. Unlike 52 card solitaire, the 12 colors act as suits, and with shades, some suites are related. Moving a Blue 8 off a Purple/Blue 9 and onto a Green-Blue 9 or Blue 9 to lay a stock card or move a foundation card is a critical tactic.

# SPECTRUMO

## Setup

Spectrumo uses the entire 168 card Spectrum card deck.

**The goal of the game is to be the first player to play all their cards and score no points for the hand.**

- Shuffle the deck and deal 12 cards to each player
- Split the remaining deck into roughly two halves.
- The first will be the face down draw deck. If the draw deck is ever depleted, the discard deck is reshuffled and used.
- The second half of the deck turn face up. This will be the starting discard deck.
- Turn over top card from draw deck and place on top of the discard deck.
- This is the first card in play or the table card.
- Decide on a player to start. Play proceeds clockwise to begin the game.

## Playing A Card

Unless it is the players last card, a played card must share a color or number as the current table card, but MAY NOT be the exact same color as the table card\*. When playing a final card, the card may exactly match the color of the last played card.

***\*You may also play where you MAY use the exact same color as the previously played card at all times.***

## EXAMPLE

The table card is Red5. The next played card may be any #5., any Red-Orange, or any Purple-Red. It MAY NOT be a Red card

## EXAMPLE

The table card is Green-Blue7. The next played card may be any #7, any Green or any Blue. It MAY NOT be a Green-Blue card

A legally played card is placed on top of the current table card and becomes the table card for the next turn.

If a play is not possible, the player draws until they draw a playable card. The penalty for an illegal play is a 2 card draw.

## Legally played cards summary

**If current top card is a primary color - red, orange, yellow, green, blue, purple**

The played card may be either secondary color with the primary color as part of it  
OR

A card of another color with the same number value

The card MAY NOT be the same primary color.

For example, the top card is **Blue 6**

Played card may be either:

Any green-blue or blue-purple card

OR

A #6 card in any other color

*The card MAY NOT be a Blue card unless it is the final played card of a hand.*

**If current top card is a secondary color - red-orange, orange-yellow, yellow-green, green-blue, blue-purple, purple-red**

The played card may be either primary color that makes up the secondary color.

OR

A card of another color with the same number value

*The card MAY NOT be the same secondary color*

For example, the top card is **Green-Blue 6**

Played card may be either:

Any blue or green card

OR

A #6 card in any other color

*The card MAY NOT be a Green-Blue card unless it is the final played card of a hand.*



## SPECIAL CARDS

Playing a special card allows the player another turn.

Players may play successive special cards to gain multiple turns.

Players MAY NOT take additional turns via special card AND go out on the same turn.

The special cards involving swapping colors may only be played on a card involving the colors listed on the card

The card played after the swapping color card must adhere to the general card playing rules.

ex. Orange3 is the table card. Swap Orange <--> Blue card is played.

*The Swap color card changes the Orange3 to a Virtual Blue3.*

*The next card must be either Green-Blue or Blue-Purple. It may not be Blue.*

The special cards with an entirely lit up Spectrum wheel can be played on any color AND any color may be played on them.

The following list explains when each special card may be played & its effect.

### Special Cards

#### Swap Red <--> Green

**When Played** - Only on Red or Green card. Requires ability to play a legal next card

**Effect** - Change any Red Card To Green OR any Green Card to Red

#### Swap Orange <--> Blue

**When Played** - Only on Orange or Blue card. Requires ability to play a legal next card

**Effect** - Change any Orange Card To Blue OR any Blue Card to Orange

#### Swap Yellow <--> Purple

**When Played** - Only on Yellow or Purple card. Requires ability to play a legal next card

**Effect** -Change any Yellow Card To Purple OR any Purple Card to Yellow

#### Swap Red-Orange <--> Green-Blue

**When Played** - Only on red-orange or green-blue card. Requires ability to play a legal next card

**Effect** -Change any Red-Orange Card To Green-Blue OR any Green-Blue Card to Red-Orange

#### Swap Orange-Yellow <--> Blue-Purple

**When Played** - Only on orange-yellow or blue-purple card. Requires ability to play a legal next card

**Effect** -Change any Orange-Yellow Card To Blue-Purple OR any Blue-Purple Card to Orange-Yellow

#### Swap Yellow-Green <--> Purple-Red

**When Played** - Only on yellow-green or purple-red card. Requires ability to play a legal next card

**Effect** -Change any Yellow-Green Card To Purple-Red OR any Purple-Red Card to Yellow-Green

## Swap Cards

**When Played** - On any card AND the next card played may be any card

**Effect** -The player may swap any amount of cards with one opponent, but they must swap at least one.

## Draw Cards (last # / 2)

**When Played** - On any card AND the next card played may be any card

**Effect** -The next player draws an amount of cards equal to the last played numerical card divided by 2 rounded down.

## Reverse Draw (last # / 2)

**When Played** - On any card AND the next card played may be any card

**Effect** - Play changes direction. The next player draws an amount of cards equal to the last played numerical card divided by 2 rounded down.

## Deck Swap

**When Played** - On any card AND the next card played may be any card

**Effect** -The restock deck is flipped and becomes stock deck. The stock deck is flipped and becomes the draw deck.

## Pass Hand Right\*

**When Played** - On any card AND the next card played may be any card

**Effect** - Players pass their entire hand to the player on their right.

## Pass Hand Left\*

**When Played** - On any card AND the next card played may be any card

**Effect** - Players pass their entire hand to the player on their left

\* A player may not end up with less cards after a Hand Left or Hand Right swap. If they receive less cards than they had, they draw cards until they have the original amount.

A player CAN end up with more cards in a Hand Left or Hand Right swap, but not less.

## Winning a Hand - Going Out, Scoring & Winning the Game.

To go out, the player's turn must consist of playing only one final card.

This means a player MAY NOT use any special cards prior to their last card to gain additional turns.

Nor may the use any special card as a final card.

However, the last card played **MAY EXACTLY MATCH** the color of the last played card.

## Scoring a Hand

The player who goes out scores no points

All other players score the sum of the numerical value of any remaining cards. Special cards are each worth 20 points.

Scores are cumulative over multiple hands

## Winning the Game

Once the first player reaches 200 points the game is over.

The player with the lowest point total is the winner.

*Note: Players may agree to play to any score and/or to play elimination where only the person exceeding 200 points is eliminated.*



# SPECTRUMP

## Setup

**The goal is to take as many scoring shades of trump cards in tricks as possible while avoiding trump itself.**

Trump cards are worth negative points. Scoring Trump cards are worth positive points.

Can be played as individuals or partners. Can be played with a 144 card or 72 card deck

### **144 card**

2 players - 1 round = 3 sessions of 2 sets of 12 cards

4 players - 1 round = 2 sessions of 2 sets of 9 cards each

6 players - 1 round = 2 sets of 12 cards each

8 players - 1 round = 2 sets of 8 cards each

### **72 card** (72 card deck uses the cards numbered 1 through 6 in each color)

2 players - 1 round = 2 sessions of 2 sets of 9 cards

4 players - 1 round = 2 sets of 9 cards

6 players - 1 round = 1 set of 12 cards

8 players - 1 round = 1 set of 9 cards

72 card games for 6 or 8 players are not recommended due to low bid maximums

## **Bidding on Trump**

For bidding, players use the contents of both sets of cards.

However, each set is played as an individual hand. No cards may be swapped between hands.

There is one round of bidding for each round

Players will play cards one at a time to form tricks.

The winner of the trick is determined by the highest number played OR a trump card

A trump color is set by bidding. **The trump color will be the color to avoid taking in any tricks.**

The colors that make up the other two shades of the trump color will be the trump scoring cards.

Cards are worth their numerical value, either positive or negative.

All other color cards have no value towards scoring.

There is no requirement for minimum amount of tricks taken by the trump bid winner other than they must have at least the amount of cards in the color between both hands.

For example, the Trump color is named as BLUE4. The player making this bid **MUST** have at least 4 BLUE cards between both hands.

This sets the trump scoring colors as Green-Blue & Blue-Purple

The order of the trump power would be Blue, Blue-Purple, Green-Blue

At the end of the round, all BLUE cards will be worth negative points equal to their numerical value

At the end of the round, all Green-Blue & Blue-Purple cards will be worth positive points equal to their numerical value.

Even though multiple hands are looked at and combined to bid on trump, the hands are played separately

Players **MAY NOT** exchange any cards between their hands.\*

*\*(Hand Loading Rule - Players may agree that swapping cards between hands prior to trick taking is legal)*

If the trump color had been a secondary color such as Yellow-Green, the scoring trump cards would be Yellow cards & Green cards

The order of trump power would be Yellow-Green, Yellow, Green

## SCORING

**Trump cards are worth negative points. Scoring Trump cards are worth positive points.**

In a 144 card game, each round there are 156 positive points, and 78 negative points available.

In a 72 card game, each round there are 42 positive points, and 21 negative points available.

### Suggested Winning Point Totals

144 card - 5 rounds or 200 points

72 cards - 5 rounds or 50 points

## Bidding on Trump Color

The player to the dealer's left starts the bidding

Players bid on Trump color.

There is no minimum trick taking requirement to bid on trump.

A player may bid on any color they have at least 1 card from.

The maximum a player may bid on any color is equal to the amount of cards of that color the player has in all hands.

For example, a Player has 4 BLUE cards amongst their hands; They may bid Blue1, Blue2, Blue3, or Blue4.

A player may always bid less than the amount of cards in a color, but never more.

Primary colors(GREEN) bids are considered to be stronger than secondary colors(Green-Blue)

Thus a bid of Green1 is a higher bid than a bid of either Green-Blue1 or Blue-Purple1

Each subsequent bid must be higher than the previous one.

Thus the bids lowest to highest look like this:

Any secondary color 1

Any primary color 1

Any secondary color 2

Any primary color 2

Any secondary color 3

Any primary color 3

Etc

If a player cannot bid or does not wish to they may pass and drop out of the bidding round.

The highest and final bid declares the trump and the scoring colors for the round.

The player who wins the bidding should set the bid die equal to the value of the bid.

Each time the player who won the bid plays a trump card, they decrease the die value by one.

### Tracking Trump Cards

Players should track the number of trump played between both hands by the trump bid winner. The easiest way to do this is by using a d6 as a counting die for the Trump bid winner.

A player who bids higher than the amount of cards they own in the trump is disqualified from the round and receives all the negative points.

Any positive points they scored are ignored.

All other players score only their positive points for the round.



## Trick taking

The player the won the bidding leads the first card. After that, the trick taker lead the first card.

Tricks are determined by the following list of rules which are enforced top to bottom:

### If the Trump color is a Primary color

1. The highest value Trump color card
2. The highest value trump scoring card in which the trump color is listed first
3. The highest value trump scoring card in which the trump color is listed second
4. The highest numerical value card.

If highest numerical cards are tied, the tiebreaker rules are(most powerful to least powerful):

1. Cards from the lead color
2. Card from shade of the lead color
3. First card played

For example, the trump color is Yellow

Yellow cards trump all. The highest Yellow card is the most powerful.

In the absence of a Yellow card, The highest Yellow-Green card is most powerful.

In the absence of a yellow or Yellow-Green card, The highest Orange-Yellow card is most powerful

If no primary or secondary trump cards are played, then the highest numerical card, regardless of lead color is most powerful.

Remember if Yellow is trump, yellow cards will be worth negative points, Orange-Yellow & Yellow-Green cards positive points

### If the Trump color is a Secondary color

1. The highest value Trump color card
2. The highest value scoring card of the color listed first
3. The highest value scoring card of the color listed second
4. The highest numerical value card.

If highest numerical cards are tied, the tiebreaker rules are(most powerful to least powerful):

1. Cards from the lead color
2. Card from shade of the lead color
3. First card played

For example, the trump color is Red-Orange

Red-Orange cards trump all. The highest Red-Orange card is the most powerful

In the absence of a Red-Orange card, The highest Red card is most powerful.

In the absence of a Red-Orange or Red card, The highest Orange card is most powerful

If no primary or secondary trump cards are played, then the highest numerical value card is most powerful.

Remember if Red-Orange is trump, Red-Orange cards will be worth negative points, Red cards & Orange cards positive points

## Scoring

Once all tricks have been played and taken, players count their points.

Any cards they have from the trump color is worth negative points equal to the card value.

Any cards they have from the scoring colors are worth positive points equal to the card value

If playing as teams, the teammates points are combined for the team score.

A game end after a set number of rounds or until a player or team reaches a set amount of points.

## Leading & Following The Lead

The winner of the bid leads on the first trick.

After that, the winner of the previous trick leads the first card.

### Leading & Playing Rules

1. A player may not lead trump until trump is broken
2. A player may not lead scoring trump until scoring trump is broken
3. A player must play a SHADE of the lead OR a shade of any previously played cards in the trick
4. If a player does not have any shades of the lead or played cards, they may throw trump or junk.
5. If trump is lead, players must throw trump if they have it.
6. If scoring trump is lead, players DO NOT have to follow it, but they must play a shade if they have it.

### Examples: Trump is Red - Scoring Trumps are Red-Orange & Purple-Red

#### EXAMPLE

Lead - Blue3

2nd - Blue-Purple7 (Optional colors were Blue, Green-Blue, Purple-Blue)

3rd - Purple-Red 6 (Optional colors: Blue, Green-Blue, Blue-Purple, Purple)

4th - Red1 (Optional colors: Blue, Green-Blue, Blue-Purple, Purple)

Player 4 wins the trick with Trump

The blue and blue-purple cards are worth nothing

The Red1 Trump is worth -1

The Purple-Red6 is worth +6 points

#### EXAMPLE

Lead - Blue3

2nd - Blue-Purple7 (Optional colors were Blue, Green-Blue, Purple-Blue)

3rd - Purple-Red 6 (Optional colors: Blue, Green-Blue, Blue-Purple, Purple)

4th - Purple10(Optional colors: Blue, Green-Blue, Blue-Purple, Purple)

Player 3 wins trick with Purple-Red scoring trump

The Purple-Red6 is worth +6 points

#### EXAMPLE

Lead - Blue3

2nd - Blue-Purple7 (Optional colors were Blue, Green-Blue, Purple-Blue)

3rd - Green-Blue6 (Optional colors: Blue, Green-Blue, Blue-Purple, Purple)

4th - Purple3(Optional colors: Blue, Green-Blue, Green, Yellow-Green. Blue-Purple, Purple)

Player 2 wins trick. There is no played trump therefore highest Numerical card wins the trick

#### EXAMPLE

Lead - Blue3

2nd - Blue-Purple7 (Optional colors were Blue, Green-Blue, Purple-Blue)

3rd - Green-Blue7 (Optional colors: Blue, Green-Blue, Blue-Purple, Purple)

4th - Purple3(Optional colors: Blue, Green-Blue, Green, Yellow-Green. Blue-Purple, Purple)

Player 2 wins the trick. There is no trump played and cards tie for highest numerical value.

The order of the tiebreaker rules are:

1. Cards from the lead color
2. Card from shade of the lead color
3. First card played

Therefore, Player 2 wins because, neither are the lead color, both are a shade of the lead color, Blue-Purple was played first.



# Spectrum Casino

Spectrum Casino uses the 144 card Spectrum Deck. Remove the Special Cards.

## The Goal & Overview

Spectrum Casino is a 2 - 4 player game based on the card game casino.

The goal is to collect points each round by collecting cards of the chosen color, shade, the most cards and the most 12's.

The color of the first card dealt to the board is declared the Chosen Color.

It's compliments are declared the Chosen Shades.

Each card in the Chosen color is worth 2 points(24 points total).

Each card in the Chosen Shade is worth 1 point (24 points total)

The Player with the most 12's scores 6 points

The player with the most total cards scores 6 points

In the event that most 12's and/or most cards are tied, the players split the points.

There are 60 points available each round.

The player with the most points once one or both players cross 100 points is the winner.

## Set-up

Shuffle the 144 Spectrum card deck

Players	Cards per Hand
2	6
3	4
4	3

## Determine the Chosen Color & Shades

The color of the 1st card dealt to the board will be the Chosen Color.

The colors related to it will be the Chosen Shades.

For example, if Red9 is the first board card of the deck, Red is the Chosen Color.

Purple-Red & Red-Orange are the Chosen Shades

If Green-Blue2 is the first board card of the deck, Green-Blue is the Chosen Color

Green & Blue are the Chosen Shades

## The First Hand

Deal 6 cards to the board, and 6 cards to the board filler deck.

For 2 players, each hand is 6 cards. For 3 players, each hand is 4 cards. For 4 players, each hand is 3 cards.

Each subsequent hand will consist of only dealing the same amount of cards to each player.

The board will be supplemented by the board deck.

There will be a total of eleven 6 card hands regardless of the amount of players.

## Playing the hand

The goal of Spectrum casino is to claim cards from the board and your hand in order to score points.

A player can either:

Play a card as a numeral and take any cards of similar numerical value(or rank) AND/OR cards whose ranks sum equals the played card

OR

Play a card and add its value to a card, or cards, on the board to create a value. They may take any card equal to this value or any cards whose sum equates to the created value.

A player must be able to take at least one card off the board with their play or they must discard a card to the board.

### **Example of Play**

**Board Cards** - 2, 4, 7, 9, 9, 11      **Hand Cards** - 3, 5, 7, 8, 8, 10, 11

The player could play their 11 and capture the board 2+9, 4+7, & 11 as well as their own 11

The player could play their 7 onto the 2 creating 9. Then claim their 7, and the 2 and both 9's on the board

The player could play their 5 onto the 4 creating 9. Then claim their 5, and the 4 and both 9's on the board

The player could play their 5 onto the 2 creating 7. Then claim their 5, and the 2 and 7 on the board

The player could play their 3 onto the 4 on the board creating 7. Then claim their 3, and the board 4 & 7.

The player would choose the option that leads to either Chosen Color cards, Shade cards, 12's or total amount of cards.

Thus many time the best option will be to take a fewer amount of scoring cards as opposed to simply the most cards.

Players take turn either playing a card, or creating a value, and capturing board cards until their 6 cards are exhausted.

If the board runs out of cards during the play of 6 cards hands, the players must restock it with hand cards if no legal plays are available

### **End of the Hand**

When each hand is ended, if the board has less than 2 cards, add 1 card from the board pile deck.

If the board has 2 or more cards, no cards are added.

Only one board card may be added per new hand.

### **Remaining hands in the round**

Play continues with new hands until all cards are exhausted.

Any time the board has less than 2 cards at the end of a hand, one card may be added from the board deck pile.

If the board deck pile becomes exhausted, no more cards are added.

Before the start of the last 6 card hand of the round, any/all remaining board pile cards are added to the board.

Any cards left on the board at the end of the last played card go to the player who took the last successful trick.

Thus all 144 cards will end up in one of the 2 players hands.

Once the round ends, players tally up their score for the round based on the scoring system:

### **Scoring - 60 points per round**

Each card in chosen color = 2 pts

Each card in chosen shade = 1pt

Most 12's = 6pts

Most cards = 6pts

### **New Round**

If no player has scored 100 or more points, a new round begins

At the beginning of a new round:

Shuffle the deck

The 1st board card determines a new Chosen Color and Chosen Shades

Deal the 6 board cards, 6 card board-pile deck, and then the opening hands.

### **Quick Scoring Tips**

It is quite helpful to sort scoring points cards from non scoring points cards as you claim them

Place all Chosen Color cards in a pile. Each counts as 2 points.

Place all Chosen Shade cards in a pile. Each counts as 1 point.

Place all 12's in a pile. Having the most counts as 6 points. A tie divides the points

Remember there will be some overlap with 12's in the Chosen Color & Shades

Many times the player with the most cards will be obvious and not require a count.

Having the most total cards counts as 6 points. A tie divides the points.



# Spectrum 500

## Scoring & Winning

Played like Rummy

Play is to a set number of points, traditionally 500, but it can be any agreed upon number.

Players make melds, runs of the same shade or sets of the same rank or number, to score points

## Card Value in Melds

11's & 12's = 15 points

6 thru 10 = 10 points

1 thru 5 = 5 points

## Setup

Deal each player 12 cards

Turn over the top card and place on table

## Player turn

The person on the dealer's left begins. The turn to play passes clockwise. A turn consists of three parts:

### 1. The Draw

You must either draw the top card from the stock, and put it in your hand without showing it to the other players, or draw one or more cards from the discard pile.

It is always legal to draw the top card from the stock or the top card from the discard pile (but see the variations below).

You may take a card from lower down in the discard pile only provided that:

You immediately meld the card - either in a new combination or by laying it off on an existing meld, AND you also take all the cards above (i.e. discarded since) the card you meld.

### 2. Melding

If you wish, you may meld any valid combinations in your hand by placing them face up in front of you.

You may also lay off cards on your own or other players' existing melds.

As all melded cards score for the player who melded them, when laying off a card on another player's meld, you place the card in front of yourself, rather than alongside the existing meld.

## Melds

A meld is a combination of cards from your hand which you place face up on the table, where it stays until the end of a hand. There are two types of combination which can be melded:

A group consists of four or more cards of the same rank, such as Red7 Blue7 Green7 Yellow7.

A sequence consists of four or more consecutive cards of the same shade, such as Red5, Red-Orange6, Red7, Purple-Red8.

### 3. The Discard

Unless you managed to meld all the cards in your hand (in which case the play has ended - see below), you must discard one card from your hand face up on top of the discard pile.

If you drew just the top card of the discard pile you must discard a different card.

However, if you drew more than one card from the discard pile, then after melding, you may discard a card that was previously on top of the pile.

The cards on the discard pile are overlapped, so that previous discards can be identified.

## End of a Round

The play continues until one of the following things happens:

A player has no cards left in hand. This can happen either when a player melds all their cards or when they meld all but one and then discard their last card.

OR

There are no cards left in the stock, and the person whose turn it is does not wish to draw from the discard pile. As soon as either of these conditions is reached, the play ends and the hand is scored.

## Calling Spectrum

If a player discards a card which could have been melded

OR

Leaves the discard pile in a state where it contains cards which can be melded without requiring any further cards from any player's hand

Then before the next player draws, any player other than the one who just discarded may call "Spectrum!" and take the discard pile, as far as the melding card.

This player then completes their turn by melding this card and any others they wish to, and discarding one card. The turn to play then passes to the player after the one who discarded and continues clockwise.

## Discarding a card that could have been melded

For example, if there is a melded Red5 Red-Orange6 Red7 Purple-Red8 on the board and someone discards a Red-Orange4 or Red9, any player, other than the discarder, can call "Spectrum!", take the card and meld it.

If the discarded card were to create melds for additional cards in the discard pile, the player could take the discard pile, as far as the relevant card.

If for example, there were also a Red-Orange3 or Purple-Red10 in the discard pile when the Red-Orange4 or Red9 were discarded, a player could take all cards back to the Red-Orange3 or Purple-Red10

## Creating a meld in the discard pile

If a player through discard creates a legal meld within the discard pile,

Then before the next player draws, any player other than the one who just discarded may call "Spectrum!" and take the discard pile, as far as the relevant card.

For example, if there is a Purple-Red7 & Red9 in the discard pile and someone discards a Red-Orange8, any player other than the discarder can call "Spectrum!", take the discard pile, as far as the last melding card.

## Leaving a Meld in Discards

If no player sees the meldable discard OR no player chooses to call Spectrum, the opportunity to call it is lost as soon as the next player draws or takes discards.



# Spectrum Cribbage

## The Draw, Shuffle and Cut

From a shuffled pack face down, each player cuts a card, leaving at least four cards at either end of the pack.

If both players cut cards of the same rank, each draws again.

The player with the lower card deals the first hand.

Thereafter, the turn to deal alternates between the two players, except that the loser of the game deals first if another game is played.

The dealer has the right to shuffle last, and presents the cards to the non-dealer for the cut prior to the deal. (In some games, there is no cut at this time.)

## The Deal

The dealer distributes nine cards face down to each player, beginning with the opponent.

## Object of the Game

The goal is to be the first player to score 121, 150, or 200 points. The amount is determined by the players prior to the first hand. Players earn points during play and for making various card combinations.

## The Crib

Each player looks at their nine cards and "lays away" three of them face down to reduce the hand to six. The six cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played.

## Before the Play

After the crib is laid away, the non-dealer cuts the pack. The dealer turns up the top card of the lower packet and places it face up on top of the pack. This card is the "**starter**". If the starter is a 10, it is called "Heels," and the dealer pegs (scores) 2 points at once. The starter is not used in the play phase of Cribbage, but is used later for making various card combinations that score points when hands are counted.

## The Play

After the starter is turned, the non-dealer lays one of their cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on - the hands are exposed card by card, alternately except for a "Go," as noted below. Each player keeps their cards separate from those of their opponent.

As each person plays, they announce a running total of pips reached by the addition of the last card to all those previously played. (Example: The non-dealer begins with a four, saying "Four." The dealer plays a nine, saying "Thirteen".)

## The Go

During play, the running total of cards may never be carried beyond 37.

If a player cannot add another card without exceeding 37, they or she says "Go" and the opponent pegs 1.

After gaining the Go, the opponent must first lay down any additional cards they can without exceeding 37.

Besides the point for Go, they may then score any additional points that can be made through pairs and runs (described later).

If a player reaches exactly 37, they pegs two instead of one for Go.

The player who called Go leads for the next series of plays, with the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence.

The person who plays the last card pegs one for Go, plus one extra if the card brings the count to exactly 37. The dealer is sure to peg at least one point in every hand, for they will have a Go on the last card if not earlier.

## Pegging

The object in play is to score points by pegging.

In addition to a Go, and 37 for 2, a player may score for the following combinations:

### 18

For adding a card that makes the total 18 Peg 2

### Pair

For adding a card of the same rank as the card just played Peg 2

(Note that face cards pair only by actual rank: jack with jack, but not jack with queen.)

### Triplet

For adding the third card of the same rank. Peg 6

### Quad (also called "Double Pair" or "Double Pair Royal")

For adding the fourth card of the same rank Peg 12

### Quint

For five of a kind Peg 20

### Hex

For six of a kind Peg 30

### Run(Sequence):

For adding a card that forms, with those just played:

For a sequence of three Peg 3

For a sequence of four. Peg 4

For a sequence of five. Peg 5

For a sequence of six. Peg 6

For a sequence of seven. Peg 7

Peg one point more for each extra card of a sequence.

Note that runs are independent of colors, but go strictly by rank; to illustrate: 8, 9, 10, or 9, 8, 10 is a run but 9, 10, 12 is not.

It is important to keep track of the order in which cards are played to determine whether what looks like a sequence or a run has been interrupted by a "foreign card."

**Example:** Cards are played in this order: 10, 8, 7, 9. The dealer pegs 2 for 18 when they play the 8 and pegs 4 for run when he plays the 9 (the 7, 8, 9, 10 sequence).

The cards were not played in sequential order, but they form a true run with no foreign card.

**Example:** Cards are played in this order: 9, 8, 8, 7. The opponent pegs 2 for pair, but the dealer cannot peg for run (the extra 8 is a foreign card). There are no double runs until counting hands.



## Counting the Hands

When play ends, the three hands are counted in order: non-dealer's hand (first), dealer's hand (second), and then the crib (third).

This order is important because, toward the end of a game, the non-dealer may "count out" and win before the dealer has a chance to count, even though the dealer's total would have exceeded that of the opponent.

The starter (the drawn card on top of the deck) is considered to be a part of each hand, so that all hands in counting comprise seven cards.

The basic scoring formations are as follows:

### Combination Counts

Nobs. Ten of the same shade as starter in hand or crib = 1pt

Eighteen. Each combination of cards that totals 18 = 2 pts

Pair. Each pair of cards of the same rank 2 pts

Run. Each combination of three or more cards in sequence (for each card in the sequence)

Flush. Six cards of the same shade in hand 6 pts (excluding the crib, and the starter)

Nobby Flush. Six cards in hand or crib of the same shade as the starter = 7 pts

(There is no count for six-flush in the crib that is not of same suit as the starter)

Note: a flush cannot happen during the play of the cards; it occurs only when the hands and the crib are counted.

### Combinations

Each and every combination of two cards that make a pair, of two or more cards that make 18, or of three or more cards that make a run, count separately.

Certain basic formulations should be learned to facilitate counting. For pairs and runs alone:

A triplet counts 6.

Four of a kind counts 12.

A run of three, with one card duplicated (double run) counts 8.

A run of three, with one card triplicated (triple run), counts 15.

A run of three, with two different cards duplicated, counts 16.

A run of four, with one card duplicated, counts 10.

A run of four, with two cards duplicated, counts 20.

### Game

Winning score may be set at 121, 150 or 200 points, but players can play to any agreed upon total.

The play ends the moment either player reaches the agreed total, whether by pegging or counting one's hand.

If the non-dealer "goes out" by the count of his hand, the game immediately ends and the dealer may not score either his hand or the crib.

### 4 Player

For 4 player cribbage deal 10 cards to each player.

Each player discards 2 card to the crib. Thus each player hand and the crib are comprised of 8 cards.

Play proceeds normally with all 4 players playing in rotation.

Players score as a team.

# Spectrum Poker

**You can use the 144 Spectrum deck for poker games.**

## Hand ranks - Best 5 cards

### PAIR

2 cards of the same rank regardless of color e.g. Green7 Purple7

### TWO PAIR

2 sets of pairs e.g. Green7, Purple7, Red-Orange4, Orange-Yellow4

### THREE OF A KIND

3 cards all of the same numerical value regardless of color e.g. Green7, Purple7, Red-Orange7

### STRAIGHT

5 consecutive cards of any color, but at least one color repeats e.g. **Blue**6, Purple7, Yellow-Green8, **Blue**9, Orange10

### SHADE

5 cards that share one color. E.g. Blue3, Green-Blue5, Green-Blue11, Blue-Purple 10, Blue 12

### SPECTRUM

5 consecutive cards in 5 different colors e.g. blue3, red-orange4, green5, blue-green 6, yellow 7

A SPECTRUM is a straight in which no exact color repeats

### FULL HOUSE

3 cards of one numerical value and 2 cards of another numerical value regardless of color

### FOUR OF A KIND

4 cards all of the same numerical value regardless of color

### FLUSH

5 of a single color e.g. Red2, Red5, Red6, Red8, Red12

### SHADED STRAIGHT

5 consecutive cards that share a color e.g. red2, red3, orange-red4, orange-red5, purple-red6

### SPECTRUM STRAIGHT

5 consecutive cards in 5 consecutive board colors e.g. Blue7, Blue-Purple8, Purple9, Purple-Red10, Red10

### STRAIGHT FLUSH

5 consecutive cards in a single color e.g. e.g. Red2, Red3, Red4, Red5, Red6

### FIVE OF A KIND

5 cards all of the same numerical value regardless of color

*Note - The math is so complex, that the hand rankings may not be in statistical chance order. We are in the process of getting the statistical chances figured and will update this list if needed and remove this note once it is complete. Please only wager jelly beans or oreos until this note is removed, or this hand ranking order has been confirmed or updated!*



# SPECTRUM



## D12 DICE

## Spectrum d12 Dice Expansion

Five d12 custom Spectrum dice with all 12 spectrum colors on the die.

Includes rules for new Spectrum variants and a new roll & write game using all 9 Spectrum dice!

Play Spectrum with d12 dice and d12 rules.

Play all the Spectrum variants using the Spectrum Cards.

Use the (5)d12 dice and the original Spectrum d6 dice for more unique games!

A New 9 Dice Spectrum Variant called **Spectrum Escape!**

Try to escape from the Spectrum board in this strategic & colorful king of the mountain game.

**Roll & Color** - A New Original Spectrum Roll & Write Game!

Try to score as high as you can while making colorful dice sets and series.

## D12 Dice Rules

For additional fun, Spectrum can be played with custom d12 color dice. These dice have all 12 Spectrum colors on them and the rules are slightly different than d6 Spectrum. Colors opposite each other on the board are on opposite sides of the dice.

D12 Spectrum is played with 3-4-5 d12 dice instead of the 2-3-4 d6 in base Spectrum.

So the game starts with (3) d12. After 4 colors are captured, a 4th d12 is added. After 8 colors close, the 5th d12 is added.

## D12 Movement Rules

Just like Spectrum with d6, a player only choose 2 dice to use outside of special rolls.

If a player uses 2 colors not next to each other, the player may only move in those colors.

If a player uses 2 colors next to each other, the player may move in those two colors AND the 2 colors on either side of the chosen colors(Total 4 Colors).

If a player uses two of the exact same color it is a Special Roll.

If a player rolls Doubles, they may move in the color rolled, the color on either side of the color rolled, the color on the bottom of the die, and/or the colors on either side of the color on the bottom of the die(Total 6 Colors).

When rolling Doubles, the player gets their normal 2 movement spaces which must be taken in the rolled color, and then 2 additional space to take in any of the 6 colors.

Rolling Triples, allows the player 3 movement spaces in the color rolled, and then 3 spaces in any of the other 6 colors.

Rolling Double-Double, or 2 of one color and 2 of another color, allows the player 2 spaces movement in each of the two colors rolled, and then 2 movement spaces in any of the colors on the top or bottom of the dice.

Rolling Quadruples allows the player 4 spaces movement in the color rolled, and 4 spaces movement in any of the 6 colors(Top, Bottom & colors on either side)

For all special rolls, If the same pawn moves more than once it must move in at least 2 different colors.



## D12 Movement Rules

### Two Colors Not Next To Each Other

When any two colors not next to each other are rolled, pawns may only move in those two colors



In the case of this roll of GREEN - PURPLE, the player would only be able to move in 2 paths: Green and Purple.

### Two Colors Next To Each Other

When two colors that are next to each other are rolled, the colors on either side of them are open. Pawns may be moved into, within, or out of the open colors..



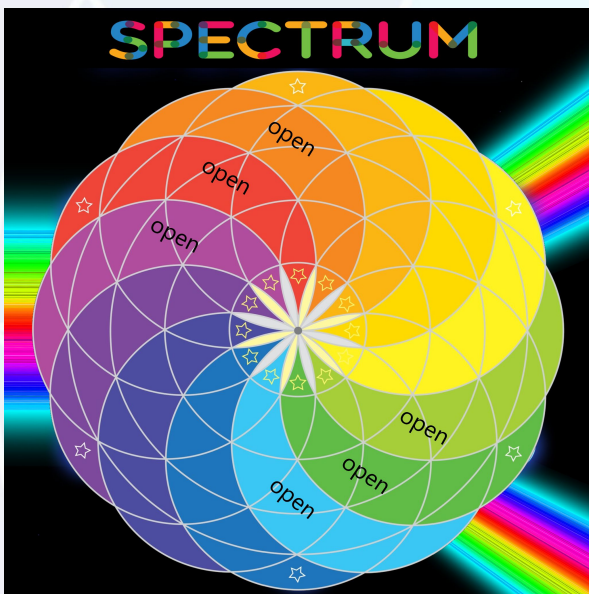
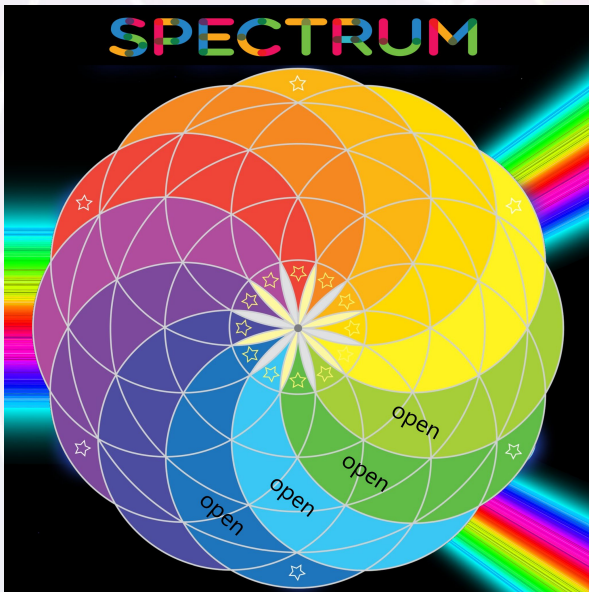
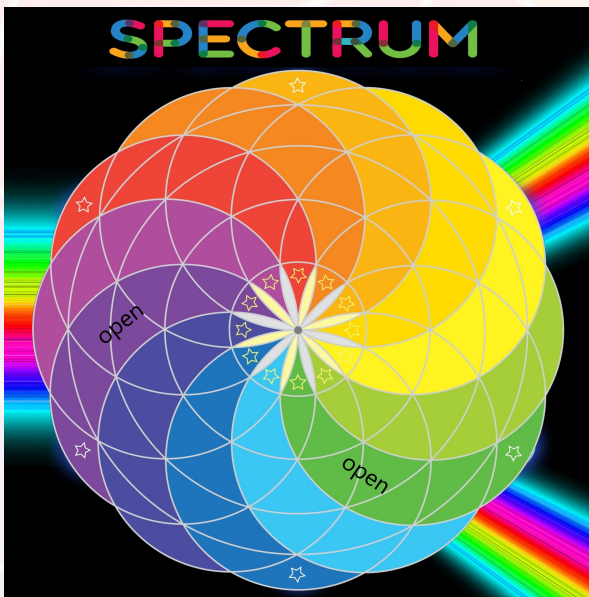
In the case of a roll of Green-Blue Green, the player would be able to move in 4 paths: Green-Blue, Green, Blue & Yellow-Green.

### Doubles & Special Rolls

When doubles and other special rolls happen, the colors on either side of the rolled colors are open. Pawns may be moved into or within the open icolors.



In the case of this roll of GREEN - GREEN, since RED is the bottom color, the secondary colors on either side of green and red are open. The player would be able to move in 6 paths: Red, Orange-Red, Purple -Red, Green, Yellow-Green, & Blue-Green



## Spectrum Escape

This variant of Spectrum requires the (4) d6 & (5) d12 Spectrum dice.  
Spectrum Escape can be played by up to 4 players

Amt of Players	Escaping Pawns To Win
2	7
3	5
4	4

The goal of Spectrum Escape is the opposite of Spectrum. The Goal is to get pawns to escape from the center to off the board. Pawns enter from the center of the board and escape once they move off the board.

Any time a player moves in a color, their pawn is moved to the lead space in the color.

If the pawn is in the lead before it moves, it moves forward the amount of spaces it is in front of the next closest pawn.

If it was 1 space ahead of the closest pawn, it would move one space ahead.

If it were 2 spots ahead of the nearest pawn, it would move 2 spaces forward and so on.

Thus each player only needs/plays one pawn in a color.

A player may never have 2 pawns in a single color.

A pawn may not enter & escape on the same move. It must have resided in the color for at least 1 move before escaping.

Remember players only have 10 pawns so choosing which colors to chase is a key element.

If at any time you wish to give up the chase for a color, you can use both moves of your turn to remove a pawn from the board and back to stock.

## d6 Round

Each player will roll a personal d6 die. All other dice are rolled as common dice.

Thus if it is a 3 player game, each player will have a d6 to roll for themselves, and (5)d12 and (1)d6 will be rolled as the common dice.

Each player will have 2 moves. One must be the color on their personal d6, the other an unused common die.

The order of play is set for the d6 round. Turn order in clockwise

All dice are rolled.

## The First Play

The player going first this round will choose which of their two moves to use.

It can be either the color shown on their personal d6 OR one of the common dice.

## Where does the pawn go once a color is chosen?

- Whatever die/color they choose to move in, as the first pawn in the color they place a pawn in the color in the space closest to the center of the board.
- This pawn is now the leader of the color.
- The next pawn to come in in that color will always enter in the space 1 space closer to the outer edge just beyond the leader.
- A pawn in the lead before it moves, moves forward equal to the amount of spaces it is in front of the next closest pawn.



## What happens next?

Once the first player has made their first move, the next player in rotation makes their move. This continues until each player has made one move in the round

## Move Two In The d6 Round

For their second move, each player is limited to the choice they did not use in the first move. If they chose to use their personal die for move 1, they must choose an unused common die for the second move. If they chose to use a common die for move 1, they must use their personal die for move 2.

## Where does the pawn go once a color is chosen?

From now on, any pawn moving in a color either goes in the first space if no pawns are in the color OR the space one ahead of the leader in the color.

If a pawn is in the lead of a color before it moves, it moves forward equal to the amount of spaces it is in front of the next closest pawn.

The rules will hold true for every round and move remaining in the game.

Player each make their second move for the d6 round.

Once all players have made 2 moves, the d6 round ends and player move to the d12 round.

If at any time you wish to give up the chase for a color, you can use both moves of your turn to remove a pawn from the board and back to stock.

## d12 Round

For the d12 round the play order remains the same.

Instead of a d6, each player now will roll a personal d12.

All d6 dice and any excess d12 dice are now the common dice.

All dice are rolled.

The player going first has the same choice of using their personal die or a common die for move 1.

All players make their second move.

For move 2, players are limited to the option they did not choose in move 1.

## End of d12 Round

Once all players have made 2 moves, the d12 round ends and player move to the d6 round

If at any time you wish to give up the chase for a color, you can use both moves of your turn to remove a pawn from the board and back to stock.

## Transition from d12 back to d6 - Play Order Changes

Play order rotates clockwise between the d12 and d6 rounds

Between every d12 to d6 round, the play order is changed such that the next player clockwise plays first for the round.

The player that played first the previous round will play last.

## Play Continues

Play continues moving from d6 rounds to d12 rounds until a player wins by getting a set number of pawns to escape. Remember play order remains the same for both d6 and both d12 moves.

Play order switches between the transition between d12 and d6 rounds.

If at any time you wish to give up the chase for a color, you can use both moves of your turn to remove a pawn from the board and back to stock.

## Tips & Tricks

The order you take your moves should be heavily dependent on exactly what was rolled as common dice & what your opponents rolled as personal dice.

A pawn may not enter & escape on the same move. It must have resided in the color for at least 1 move before escaping.

Likewise, the order of play for the round will be the other major factor in deciding when to use your personal die & which common die to use and when.

Possibly more important than the move of your pawn, you can limit the choices an opponent will have if they pick after you in the round.

Do not let a pawn get too far in front in a color. The amount of spaces the leader of a color is in front, is the amount of spaces it can move in the color.

This means, a player can not have a pawn in a color for the entire game, and then enter it as a leader and escape in one move.

This also means that the returning of a pawn from board to stock can be a very powerful move. Giving up both moves seems costly but could be very fruitful.

While incredibly simple in terms of rules, Spectrum Escape is a very strategic game where best laid plans can be upset by bad luck or fulfilled by good fortune.

Think very carefully about whether to move with your personal die first or a common die. One bad decision could be quite costly.



## Roll & Color

Roll & Color is a roll and write game using the (4) d6 color dice AND the optional (5) d12 color dice.  
The goal is to score the highest amount of points possible over 24 rounds.

### Definitions

Primary Colors - Red, Orange, Yellow, Green, Blue, Purple

Secondary Colors - Red-Orange, Orange-Yellow, Yellow-Green, Green-Blue, Blue-Purple, Purple-Red

The colors create a 12 color circle as seen on the Spectrum board.

### A Player Turn

The Player rolls all 9 dice.

The Player attempts to create the highest scoring secondary color, primary color, sequence or combo.

The Player may reroll up to 4 times.

- The first re-roll they can re-roll exactly 4 dice.
- The second re-roll they can re-roll exactly 3 dice.
- The third re-roll they can re-roll exactly 2 dice.
- The fourth re-roll they must reroll at least 5 dice.

The Player may choose to score the roll before any re-roll and end their turn.

After the 4th re-roll the player must score the roll in some category.

### Scoring

Each category scores a certain amount of points for combos or sequences of differing lengths.

The more dice in a combo or sequence, the higher it will score.

There are 24 rounds in the game.

The highest score after 24 rounds wins

### The Scoring Categories

On the (4) d6 die are the six primary colors.

On the (5) d12 dice are all twelve colors: 6 primary & 6 secondary.

### Scoring Categories

**Secondary** - This is scoring between 1 and 6 of the same secondary color dice.

**Primary** - This is scoring between 1 and 6 of the same primary color dice.

### Sequences: There are two scoring slots for each sequence

**Secondary Sequence** - The is consecutive secondary color dice.

**Spectrum Sequence** - This is consecutive color sequence. Primary-secondary-primary-secondary...

**Primary Sequence** - The is consecutive primary color dice.

### Combos: There are two scoring slots for each combo

Combos are either: both secondary colors, both primary colors, or one secondary color and one primary color.

**2&2** - 2 of one color and 2 of another

**2&3** - 2 of one color and 3 of another

**2&4** - 2 of one color and 4 of another

**3&3** - 3 of one color and 3 of another

**3&4** - 3 of one color and 4 of another

**4&4** - 4 of one color and 4 of another

ROLL	SPECTRUM ROLL & COLOR					
SECONDARY	ONE	PAIR	3 OF A KIND	4 OF A KIND	5 OF A KIND	6 OF A KIND
RED-ORANGE	3	6	10	24	60	N/A
ORANGE-YELLOW	3	6	10	24	60	N/A
YELLOW-GREEN	3	6	10	24	60	N/A
GREEN-BLUE	3	6	10	24	60	N/A
BLUE-PURPLE	3	6	10	24	60	N/A
PURPLE-RED	3	6	10	24	60	N/A
PRIMARY	ONE	PAIR	3 OF A KIND	4 OF A KIND	5 OF A KIND	6 OF A KIND
RED	1	2	3	6	10	20
ORANGE	1	2	3	6	10	20
YELLOW	1	2	3	6	10	20
GREEN	1	2	3	6	10	20
BLUE	1	2	3	6	10	20
PURPLE	1	2	3	6	10	20
SEQUENCES	2 IN A ROW	3 IN A ROW	4 IN A ROW	5 IN A ROW	6 IN A ROW	7 IN A ROW
SECONDARY 1	4	13	29	54	N/A	N/A
SECONDARY 2	4	13	29	54	N/A	N/A
SPECTRUM 1	2	6	15	27	42	60
SPECTRUM 2	2	6	15	27	42	60
PRIMARY 1	1	5	9	14	19	N/A
PRIMARY 2	1	5	9	14	19	N/A
COMBOS	2 & 2	2 & 3	2 & 4	3 & 3	3 & 4	4 & 4
SECONDARY 1	16	32	N/A	N/A	N/A	N/A
SECONDARY 2	16	32	N/A	N/A	N/A	N/A
SPECTRUM 1	2	4	8	16	32	64
SPECTRUM 2	2	4	8	16	32	64
PRIMARY 1	1	2	5	12	24	45
PRIMARY 2	1	2	5	12	24	45



## **CREDITS**

**Game Design** - Joe Devlin

**Game Board Art** - Grecia Mesa

**Lead Playtesters** - Tim Lorber & Jay Caddle

### **Special Thanks**

To the Indie Game Lab Discord Group & the Pax Unplugged attendees that playtested Spectrum. Their criticisms and suggestions were vital in shaping and fine tuning the game. It would be a far less enjoyable experience without their contributions. We can't list you all, but you all have our thanks.

Reddit [/r/boardgames](#)

Thank you for helping out with color blind testing and support at Pax Unplugged. It is amazing to see so many board gamers donate their time and knowledge simply because of their love of gaming.

Shelfclutter dedicates countless hours to listing & previewing upcoming crowdfunded games on their discord channel & [/r/boardgames](#) every week. Thanks for helping us and other small indie designers get the word out about their games for free.

Youtube Channels - Board Game Empire, Boxed Meeples, Inspired to Game, Legendary Tactics, Nox Spellenzolder, Sir Thecos.

Lola, Julian, Bastiaan, Dennis, The Moss Family, & West all saw something in Spectrum they liked. Each made a contribution towards making it what it is today by featuring Spectrum in their content, playing the game, and making suggestions regarding rules and game play. Many thanks to each of you for your selfless contributions of time and energy in support of a small indie game.



Play For Free on Tabletop Simulator on Steam

**BOMBARD GAMES**

[BombardGames.com](http://BombardGames.com)