

PRISMTM



PRISMTM is a fun, fast paced, rapidly changing race to collect the six colors of the rainbow. Take cards from other players to help you, but watch out! Everyone else wants to take cards from you, too!

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Designed by Andrew Korson

OBJECT

The object of the game is to be the first player to earn 50 points. Points are awarded at the end of each round based on the number of color cards you have collected. The first player in each round to collect all six colors wins that round and earns a bonus score.

CONTENTS

Prism is played with a deck of 108 cards, containing 40 Color cards and 68 action cards. A scoring pad is also provided

SETUP

Choose a player to be the dealer. Deal six cards to each player. Place the remaining cards in the center of the playing area. The cards you hold are your hand which may be kept secret from other players. Cards placed on the playing surface in front of you are your collection and must be visible to all players.

GAME PLAY

The player to the left of the dealer starts and play moves clockwise. Begin your turn by drawing one card from the card stack. If there are no cards left in the draw stack, do not draw (do not reshuffle the discard pile). If you forget, and the next player has already drawn a card, you lose your chance to draw. You must then take one of the following actions:



one card
of each color
in your
collection.

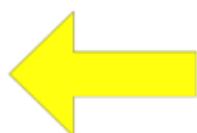
Play a color card: Place it on the playing surface in front of you for all players to see. You may only have

one card of each color in your



taken by another player or zapped. You can only have one wild card in your collection.

Play a wild card: You must already have at least one color card in your collection to play a wild card. Wild cards cannot be

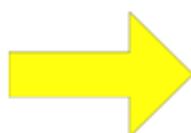


Take a color card: You must have at least one color card (wild cards do not count) in your

collection to be able to take a card. Choose a card from the target player's collection (player to your left with Take from Left,



player to your right



with Take from Right, or any player with Take

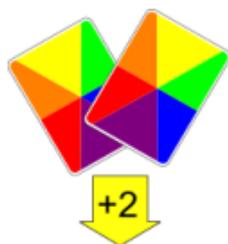
from Any), place it in your collection, then discard the Take Card. You may only take colors that you do not yet have in your collection; you can never have more than one of each color in your collection.

Zap a color card: You do not need to



have any color cards to play a Zap. Choose a color card from the target player's collection and place it in the

discard pile along with the Zap card.



Play a Draw Two Card:

Add Draw Two cards to your collection. These are saved and can be used later to draw two cards

from the draw stack instead of one.

Discard: You may place any card in your hand on the discard stack if you cannot currently play it. You may not discard any card that is playable. For example, you may not discard a Zap card if at least one player has a card you can zap.

PLAY AGAIN CARDS



If you play a Take Card that is also designated as a Play Again card (identified by the circle of colored arrows), your turn is not over after playing that card. You must choose another card in your hand, and play again, according to the rules in Game Play.

Do not draw another card from the card stack when using Play Again cards.

Multiple Play Again cards can be played in a row.

Note: The more Play Again cards you use, the fewer cards you have in your hand because you only draw one card per turn.

Discarding a Play Again card does not allow you to play again. If you have no cards left after playing a Play Again card, your turn ends.

BLOCK CARDS



You may stop a player from taking one of your collection cards by countering with a Block Card. If the take card was a Play Again card, the Block Card ends their turn immediately. The Block Card and the take card are both discarded. The player who used the Block Card may

draw a replacement card from the draw deck before play resumes with the player to the left of the blocked player.

END OF A ROUND

Play continues until one player collects all six colors (or five colors and a wild card), or until all cards have been played or discarded.

SCORING A ROUND



All players get one point for each color card in their collection. Wild cards do not score points. The winning player of a round also adds one point for each card still in their hand. Note that the winner will get higher scores if they are able to use fewer Play Again cards. Use the score pad to record each player's score. The winner of a round becomes the dealer for the next round.

WINNING

When a player scores 50 or more points, that player is declared the winner. If more than one player has more than 50 points, the player who has the most points is the winner. In the event of a tie, the player who scored the most points in the last round is the winner. If there is still a tie, play one more round to determine the winner.



If you have comments, questions or suggestions, please email us at prism@littleskimogames.com or visit our website: www.littleskimogames.com.