



# Color Clash

## CLASH™

MAKE THE MATCH,  
MIND THE CLASH!

7 TO  
ADULT

  
blue orange  
Hot Creative Card Games

1-8  
PLAYERS

The logo for 'Color Clash Clash' is displayed in a vibrant, bubbly font. The word 'Color' is in red, orange, yellow, and green. 'Clash' is in blue, green, purple, and red. The word 'Clash' is repeated below it in yellow, green, blue, purple, and red. The letters have a glossy, 3D appearance with splatters and drips. A small 'TM' trademark symbol is visible to the right of the second 'Clash' word.

# Color Clash Clash

## CONTENTS:

- 36 Clash Tiles
- 6 Chameleon Tiles

## INTRODUCTION

The objective of Color Clash is always (except for the solitaire games), to score the maximum number of tiles by finding matching colors between the Clash Tiles' three different Attributes.

All of the ways included in the rules do not need to be played in any particular order, but we recommend you go through the book, game by game, until you are familiar with how each game is played.

## THE THREE ATTRIBUTES

Each Clash Tile has three Attributes, which we will refer to as the **Picture**, the **Word**, and the **Color** (that the word is written in).

All three Attributes represent a color that will be very important when playing the game. Each of the three Attributes has the possibility of being one of the same six colors (Red, Orange, Yellow, Blue, Green, and Purple).

### THE PICTURE

The Picture on the tile is always a chameleon in one of the six Attribute colors.

### THE WORD

The Word on the tile is the written-out spelling of one of the six Attribute colors.

### THE COLOR

The Color on the tile is one of the six Attribute colors that the Word is written in.

### EXAMPLES

*This Picture is PURPLE*



*The Word is RED*

*The Color  
(the word is written in)  
is GREEN*

*This Picture is GREEN*



*The Color  
(the word is written in)  
is ORANGE*

*The Word is ORANGE*



# GAME 1



## GUESS WHAT I'M THINKING!

3+ players

### OBJECT OF THE GAME:

Score the most Clash Tiles by finding the tile that matches the description given by the current player.

### SET UP:

The Clash Tiles are set faceup in the center of the table.

The six Chameleon Tiles are set aside and will not be used this game.



Determine a starting player.

### PLAYING THE GAME:

The first player secretly picks a tile from the tiles on the table, mentally notes the three colors on that tile, then in a loud and clear voice announces the three colors represented on that tile (In whatever order he likes).

*The player choosing this tile could call out "ORANGE, BLUE, YELLOW!"*



Then all the other players simultaneously race to find the tile that matches the three colors. (It doesn't have to be the exact tile chosen by the first player, as long as the three colors of the tile's Attributes are the same).

*These 3 tiles all display the same colors on different attributes: ORANGE, BLUE and YELLOW.*



Whoever spots the correct tile first, covers it with their hand.

If the player is correct, they score the tile as one point and remove it from the playing field.

If the player made a mistake, then that player is out of the game until one of the other players finds a correctly matching tile.

Play passes clockwise. On the next player's turn, they secretly choose a new faceup tile and announce the colors of its three Attributes in the same fashion. And so on.

### END OF THE GAME:

The game ends when there are only six tiles remaining in the center of the table. The player who scored the most tiles wins the game.



## GAME 2



## BETWEEN FOUR

3+ Players

### OBJECT OF THE GAME:

Score the most Clash Tiles by quickly covering the correct Chameleon Tile when 4 of the same color are showing faceup.

### SET UP:

The Clash Tiles are placed randomly facedown within reach of all the players.

The six Chameleon Tiles are set in the center of the table within reach of all players.



Determine a starting player.

### PLAYING THE GAME:

The starting player quickly turns over a tile of his choice, in a manner that exposes the face of the tile to his opponents before he can see it himself. Then play passes clockwise, and the next player turns over a facedown tile (in a manner that exposes the tile's face to his opponents before he can see it himself). And so on.

Pay close attention to the colors of the Attributes on the Clash Tiles! When a color appears 4 (or more) times between 2 (or more) faceup Clash Tiles, then the first player to place his hand on top of the corresponding Chameleon Tile (Red in the following example) takes all the faceup Clash Tiles showing that color, and sets them aside (to score at the end of the game).



In the case of an error, the player who made a mistake must return one tile facedown back to the playing field (if he has scored at least one tile).

### END OF THE GAME:

The game ends once all the tiles have been turned faceup. The player who scored the most tiles wins the game.



## GAME 3



### ANTIPODE

2+ players

#### OBJECT OF THE GAME:

Score the most Clash Tiles by quickly grabbing pairs of tiles that share the same color on different Attributes.

#### SET UP:

The Clash Tiles are randomly placed faceup in the center of the table.

The six Chameleon Tiles are set aside and will not be used this game.



#### PLAYING THE GAME:

All players begin at the same time and play simultaneously.

At the same time, all players race to pick up as many matching pairs as possible, USING ONLY ONE HAND.

Tiles are considered to be “matching pairs” when the Word on the first tile is the Color (the word is written in) on the second tile, and the Word on the second tile is the Color (the word is written in) on the first tile.



For example, a tile with the Word “BLUE” written in the Color yellow can be paired with a tile with the Word “YELLOW” written in the Color blue. Pay careful attention! Not all tiles are guaranteed to have a pair!

Once a player has a pair of two tiles in his hand, he places the pair in front of him on the table (in a separate pile for each pair).

**NOTE:** It is illegal to ever have more than two tiles in your hand at one time.

#### END OF THE GAME:

The game is over when all players no longer wish to take any more tiles.

The players then check all their pairs, and score one point for every pair of correctly matched tiles in front of them and subtract one point for each mistake. The player who scored the most points wins the game.

# GAME 4



## FAMILY SPIRIT

2+ players

### OBJECT OF THE GAME:

Score the most Clash Tiles by quickly grabbing tiles that match an Attribute of the “starting tile”.

### SET UP:

All but one of the Clash Tiles are placed faceup in the center of the table. The last remaining tile is kept face-down to the side of the playing field, in plain sight of all the players. This tile is referred to as the “starting tile.”

The six Chameleon Tiles are set aside and will not be used this game.



### PLAYING THE GAME:

When all players are ready, one player flips over the starting tile, revealing its Attributes.

At the same time, all players race to pick up as many matching tiles as possible, USING ONLY ONE HAND. Tiles that match the starting tile must have at least one Attribute in common.



For example, if the starting tile has a Picture of a yellow chameleon with the Word "YELLOW" written in the Color green, then all the tiles with the Word "YELLOW" AND all the tiles written in the Color green, AND all the tiles with a Picture of a yellow chameleon are all legal targets.

Once a player has picked up a tile, it must remain in his hand for the rest of the game.

### END OF THE GAME:

The game is over when all players no longer wish to take any more tiles.

The players then check all the tiles in their hand and score one point for every tile that correctly matches the starting tile and subtract one point for each mistake. The player who scored the most points wins the game.



## GAME 5



### TAKE THE OPPORTUNITY!

2+ players

#### OBJECT OF THE GAME:

Score the most Clash Tiles by quickly covering the correct Chameleon Tile when the top tile of your pile matches a tile from the center of the table.

#### SET UP:

The Clash Tiles are randomly placed facedown in the center of the table.

The six Chameleon Tiles are set in the center of the table within reach of all players.

Each player receives one tile which he places faceup in front of him, as the first tile of his pile.

Determine a starting player.

#### PLAYING THE GAME:

The starting player quickly turns faceup one tile of his choice, in a manner that exposes the face of the tile to his opponents before he can see it himself.

If the new tile has a color in common with the top tile of a player's pile, then that player can score that tile by

being the first to place his hand on top of the corresponding Chameleon Tile.



*The player should cover the blue Chameleon Tile because the top tile of his pile has a Picture of the blue chameleon, and the new tile is written in the Color blue.*

#### IMPORTANT: THE COLORS MUST BE ON TWO DIFFERENT ATTRIBUTES.

If the player was correct and the new tile does in fact have a color in common with the top tile of his pile, then he scores the new tile and places it on top of his personal pile.

If nobody finds a match, the tile goes to the player who turned it faceup, and it is placed on top of his pile. In the case of an error, he must return a tile facedown to the center (as long as he has more than one tile remaining).

#### NOTE:

The top tile of each player's pile is always used as their personal reference tile. Each turn, all players look for a match between the top of their pile and the new faceup tile.

Then, the next player clockwise takes their turn, and chooses a new tile to flip faceup. And so on.

#### END OF THE GAME:

The game ends when all the tiles have been turned faceup. The player who scored the most tiles in their pile wins the game.





## GAME 6



### WESTERN

2+ players

#### OBJECT OF THE GAME:

Score the most Clash Tiles by quickly covering the Chameleon Tile that represents the most common color between two faceup tiles.

#### SET UP:

The Clash Tiles are randomly placed facedown in the center of the table.

The six Chameleon Tiles are set in the center of the table, in reach of all players.



Choose a starting player.

#### PLAYING THE GAME:

The first player chooses an adversary that will face him in a duel this turn.

The two players choose one tile each, then on the count of 3, flip their chosen tile faceup, in a manner that exposes the face of the tile to their opponent before they can see it themselves.

The first player (of the two) to correctly place their hand on the Chameleon Tile that represents the majority color, wins the duel.



*The majority color is purple (3 times)*

If the player was correct and the color is the majority (or tied for the majority), then that player scores the two tiles.

If they were wrong and a different color is more common amongst the two tiles, then their opponent scores the two tiles.

Play passes clockwise. The next player chooses a new adversary to duel. And so on.

#### END OF THE GAME:

The game is over once the last two tiles have been turned face up (and scored). The player with the most tiles scored wins the game.



## GAME 7



### PYRAMID

1 player

#### OBJECT OF THE GAME:

Use all 36 Clash Tiles to create a single pyramid, with a base of 8 tiles wide (then 7, 6, 5, 4, 3, 2, and ultimately 1 tile on top).

#### SET UP:

The six Chameleon Tiles are set aside and will not be used this game.

Choose your difficulty setting:

- 1) Easy: Place all 36 Clash Tiles faceup on the table.
- 2) Medium: Place all 36 Clash Tiles in a single faceup pile.
- 3) Hard: Place all 36 Clash Tiles in a single facedown pile.

Take one tile and add it to your pyramid as the starting tile of the base.

#### PLAYING THE GAME:

Each turn you will add a new tile to the pyramid, placing it faceup next to one (or more) of the tiles already in play.

You can add any tile you like to the base of the pyramid (as long as the base still has fewer than 8 tiles). However, when adding a tile to any of the levels above

the base, the new tile must share a color in common with both of the two tiles beneath it. (The color can be on different Attributes).

You can move up to the next line of the pyramid without completing the line below, just as long as you place the new tile above and between two other tiles that share a color with it.



For example, the new tile can be either added to the base of the pyramid or above the orange and yellow chameleons. It cannot be added above the yellow and blue chameleons because all three do not share a common color among their Attributes.

#### END OF THE GAME:

The game is over when you are unable to add a tile to the pyramid. Score 1 point for each tile you successfully added, and try to get your score as high as possible. If you managed to add all 36 tiles to the pyramid, you win the game!

## GAME 8



### BUILDING

1 player

#### OBJECT OF THE GAME:

Move all 36 Clash Tiles from the grid into a single pile of tiles.

#### SET UP:

The Clash Tiles are all randomly placed faceup in the center of the table, such that they form a 6x6 grid.

The six Chameleon Tiles are set aside and will not be used this game.



#### PLAYING THE GAME:

You can only move a tile that has a free border (meaning at least one of its four sides has no tile next to it).

Each turn, move one tile (or pile of tiles) and place it on top of a neighboring tile (or pile of tiles). Both of the tiles must have at least one color in common (but the color can be on two different Attributes).



**NOTE:** You can create as many piles as you like, and only the topmost tile of a pile matters when matching colors.

#### END OF THE GAME:

The game is over when you can no longer move any tile. Score 1 point for each pile of one or more tiles, and try to get your score as low as possible. If you managed to move all 36 tiles into a single pile, you win the game!

Original game idea by Fabien Tanguy. Illustration by Stephane Escapa.  
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