



A GAME OF LIGHT AND COLOR



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Welcome to Prismatic: The Dazzling World of Colors!

Immerse yourself in a vibrant and mesmerizing adventure as you Build, Create, and Win! Strategize, plan, and strategize some more, as you compete to construct mesmerizing creations using color cubes and prisms to earn the most stars.

Will you emerge as the ultimate master of light and color, illuminating your game nights with unmatched splendor?

Gather your friends and family, and let Prismatic shine brilliantly on your path to colorful glory!

OBJECTIVE

The goal of Prismatic is to score the most **Points** by the end of the game by completing **Play Cards** and collecting **Color Motes** and **Prisms**.

COMPONENTS

42 Play Cards



Color Motes & Prisms

- 25 Red Motes
- 25 Green Motes
- 25 Blue Motes
- 25 Cyan Motes
- 25 Magenta Motes
- 25 Yellow Motes
- 25 White Motes
- 25 Black Motes
- 5 Prismatic Motes
- 50 Prisms



4 Mote Bags



Starter Token



4 Common Palette Cards



4 Quick Guides



Prismatic Game Board



GAME SETUP

Place the **Game Board** within easy reach of all players.

Place **Prismatic Motes** on the **Prismatic** image on the **Game Board**.

Shuffle **Play Cards** and place the deck face down within easy reach of all players.

Give each player **1 Common Palette Card**, **1 Instruction Card**, and **1 Mote Bag**.

Draw **3 Play Cards** and place them adjacent to the **Game Board**. These are the **Common Cards**.

Deal **2 Play Cards** to each player and have each player select one of the cards and discard the other, the selected card being placed in that player's **Progress Area**.

Give each player the following **Color Motes** to place into their **Mote Bags**:

- 2 Red Motes
- 2 Green Motes
- 2 Blue Motes
- 1 White Mote
- 1 Black Mote



Each player then selects any **2 Color Motes** of their choice to add to their **Mote Bag**. Prismatic Motes cannot be selected.

Give each player **1 Prism**.

Give the player wearing the most colors the **Starter Token**.

THE 3 PLAY AREAS

Common Area

The **Common Area** sits in the center of all players, containing the **Game Board** and the **3 Play Cards** that comprise the **Common Cards**. All creations on the **Game Board** and the **Common Cards** are available for all players to use.

Players commit **Color Motes** and **Prisms** to their **Common Palette Card** in order to create **Common Cards** and creations on the **Game Board**.

There can never be more than **3 Common Cards**. If a **Common Card** is created or discarded, a **Play Card** is drawn from the deck to become a new **Common Card** at the end of the round.

Progress Area

Play Cards that a player owns and has not yet created are placed in the **Progress Area** in front of the player. **Color Motes** and **Prisms** committed in this area are placed directly onto the **Play Card** itself. When a **Play Card** is created, it is moved from the player's **Progress Area** to the player's **Creation Area**.

Play Cards still in the **Progress Area** can be removed by the player or stolen by other players with the **steal card** action.

Any **Play Cards** in this area at the end of the game when points are tallied reduce the player's score.

Creation Area

Play Cards that have been created by the player in the **Progress Area** or **Common**

Area are moved to the player's **Creation Area** and reward the player with **One-Time Rewards**.

The player can use the **card abilities** of their **Created Play Cards** each round, even if they have been just added to the **Creation Area** that round. **Play Cards** in the **Creation Area** cannot be removed or stolen.



OVERVIEW

Before play begins, players agree on how many completed **Play Cards** trigger the **Game End**. **3** creations are typical for a quick game, **5** creations for an average game, and **7** creations for a long game.

The player wearing the most colors takes the **Starter Token**. Each round of play follows **4 steps**.

ROUND STRUCTURE

1. Draw Color Motes

(Players draw motes at the same time)

All players blindly draw **5 Color Motes** from their bags. If a player has fewer than **5 Color Motes**, they draw all available. If a player has no **Color Motes** left in their bag when they need to draw, they must remove all their committed motes and put them back in their bag, then draw normally. **Prisms** committed remain where they are. All players perform this step at the same time.

2. Commit Motes & Tokens

(Players commit at the same time)

Players may commit any number of **Color Motes** and **Prisms** to their **Common**

Palette Card, on cards in their **Progress Area**, and cards in their **Creation Area** as they wish. Once **Color Motes** and **Prisms** are committed, they cannot be removed until a card is created, ability is used, card is stolen, card is discarded, or an action is used that removes them. Any drawn **Color Motes** not committed are returned to the **Mote Bag**. All players perform this step at the same time.

3. Resolve

(Players resolve their actions in order)

The player holding the **Starter Token** may create any **Play Cards** and **Common Creations** for which they have gathered the required combination of **Color Motes** and **Prisms**. The player receives any rewards from creations in the order that they are created. **Play Cards** created are added to the player's **Creation Area**. All abilities from **Play Cards** in the player's **Creation Area** are immediately available. After the first player completes this step, the next player to the left (clockwise) performs this step until each player has had a turn.

Note: Players do not have to complete creations or activate **Play Card** abilities just because they have the required **Color Motes/Prisms** committed to them during that round.

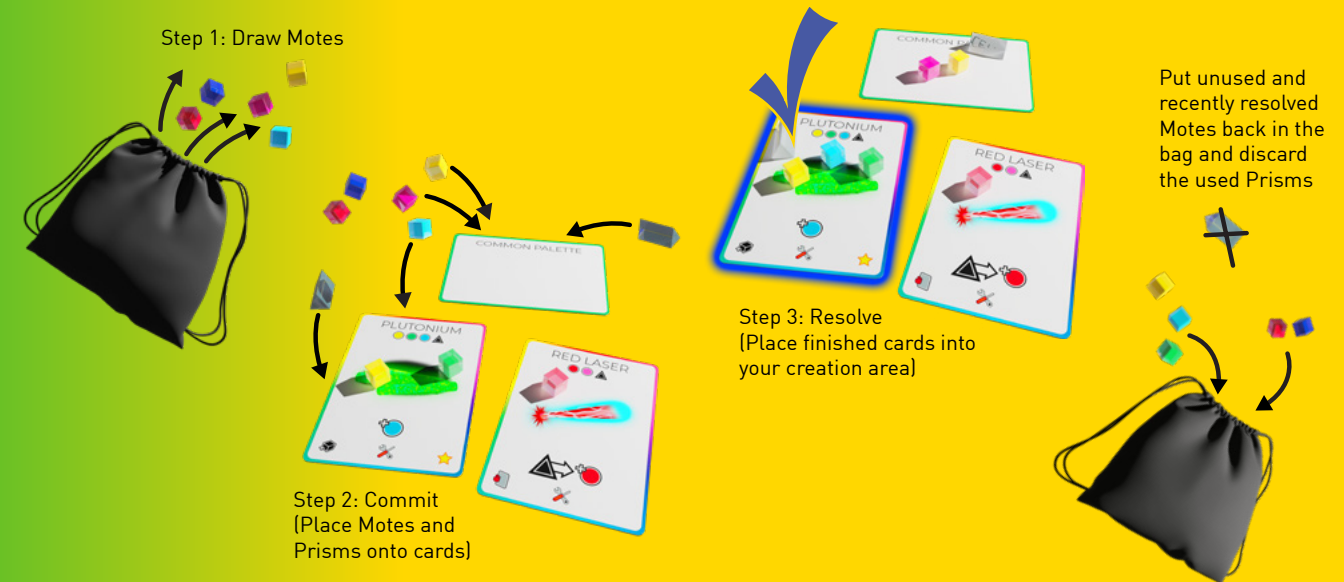
The Color Pool

The **Color Pool** represents the colors that are available to a player during **Step 3**. Additions to a player's **Color Pool** come from cards in a player's **Creation Area** and creations from the **Game Board**, and are used to aid a player in completing creations, just like a regular Color Mote. The player does not need to commit colors in their **Color Pool**, they simply decide to use the color(s) when they need them. Each color in the **Color Pool** may only be used once but any number of colors may be used for a creation. Colors from the **Color Pool** may not be used to activate a **Play Card's** ability that requires a **Color Mote**. Colors in the

Color Pool not used are lost after **Step 3**, they cannot be saved for later rounds of play.

End Round

If **Common Cards** have been created or discarded, draw new **Play Cards** from the **Deck** and add them until there are **3 Common Cards** once more. Next, check to see if a player has completed the required number of **Creations** to trigger the **Game End**. If the **Game End** is triggered, one last round is played and then points are tallied. Pass the **Starter Prism** left (clockwise) to the next player and begin play again from **Step 1**.



THE BOARD

The **Game Board** is part of the **Common Area** and is home to several creations players will need in order to play the game. All players have access to the **Game Board** and may commit **Color Motes** and **Prisms** to their **Common Palette Card** in order to complete creations from it. Each creation may only be completed once by a player per round of play. Many of the creations have more than one method to create the same thing, each being considered a separate creation, so a player may be able to add two of the same **Color Motes** or add four **Prisms** in the same round for example.

Add Yellow to Color Pool

The player adds **yellow** to their **Color Pool**. It is lost at the end of **Step 3** of play if not used.

Add Red Color Mote

The player gains a **Red Color Mote** and places it into their **Mote Bag**. (2 methods)

Add Magenta to Color Pool

The player adds **magenta** to their **Color Pool**. It is lost at the end of **Step 3** of play if not used.

Add Yellow Color Mote

The player gains a **Yellow Color Mote** and places it into their **Mote Bag**.

Add Magenta Color Mote

The player gains a **Magenta Color Mote** and places it into their **Mote Bag**.

Add One Prism

The player gains **1 Prism**.

Add Three Prisms

The player gains **3 Prisms**.

Add Prismatic Color Mote

The player gains a **Prismatic Color Mote** and places it into their **Mote Bag**.

Draw Play Cards

The player draws **2 Play Cards**, keeping one of their choice and discarding the other.

Add Black Color Mote

The player gains a **Black Color Mote** and places it into their **Mote Bag**. (2 methods)

Add White Color Mote

The player gains a **White Color Mote** and places it into their **Mote Bag**. (2 methods)

Add Cyan Color Mote

The player gains a **Cyan Color Mote** and places it into their **Mote Bag**.

Add Blue Color Mote

The player gains a **Blue Color Mote** and places it into their **Mote Bag**. (2 methods)

Add Green Color Mote

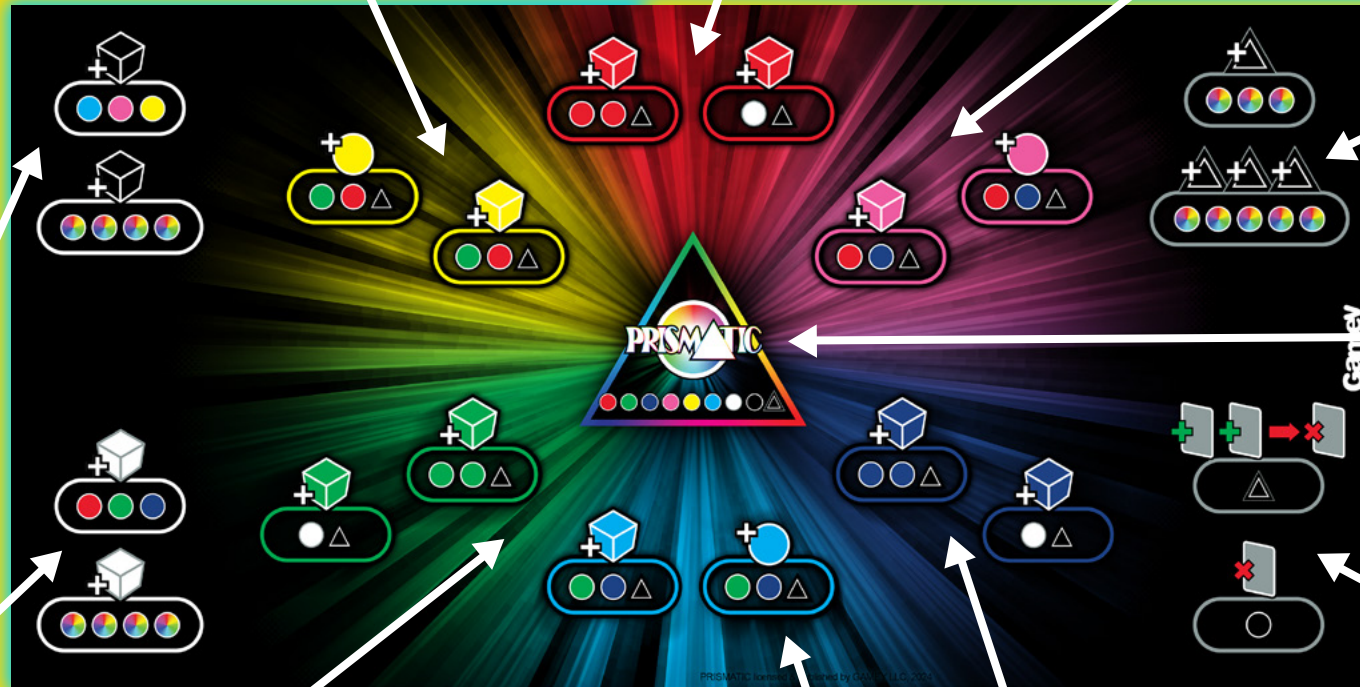
The player gains a **Green Color Mote** and places it into their **Mote Bag**. (2 methods)

Add Cyan to Color Pool

The player adds **Cyan** to their **Color Pool**. It is lost at the end of **Step 3** of play if not used.

Discard One Card

The player selects one card from their **Progress Area** or **Common Area** and discards it. Any **Color Motes** committed to it are removed and placed into their **Mote Bag** while **Prisms** committed are lost.



THE CARDS

One-Time Rewards

When a player creates a **Play Card** they receive each reward shown in any order they wish. **Prisms** and **Color Motes** rewarded are not immediately available while other rewards must be used immediately or they are lost.

Players do not have to receive rewards from creating a **Play Card** if they choose.

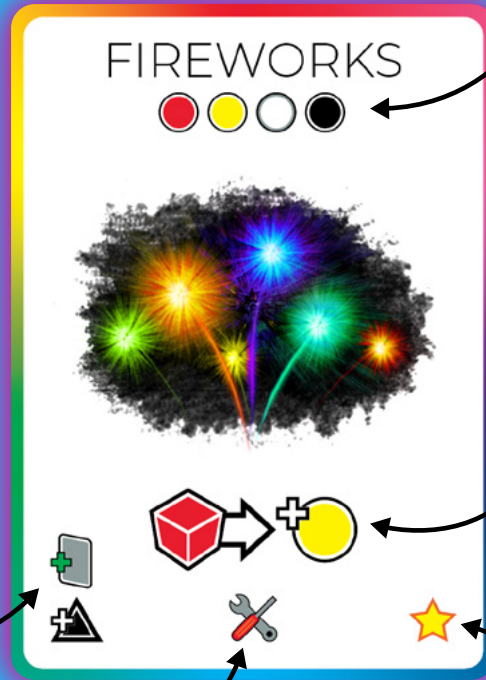
Players receive these **One-Time Rewards** only once.

Card Type

Hue, **sky**, and **craft** are the three **Card Types**. These types are important for scoring at the end of the game.

Creation Requirement

The **Colors** and **Prisms** needed to complete the card and add it to the **Creation Area**.



Card Ability

The **Card Ability** is only available when the **Play Card** is in the player's **Creation Area**. **Color Motes** and **Prisms** may be committed to these cards in order to activate **Card Abilities**. These abilities are active every round during **Step 3**.

Star Value

The point value of a **Play Card** is represented by the amount of stars shown. The **Star Value** is important for scoring at the end of the game.

CARD ICONS

Icons on cards fall under three main categories: **Additions**, **Transformations**, and **Actions**.

Additions

Add to Color Pool

Adds the color shown to the player's **Color Pool** during **Step 3** of a round. If the color is not used, it is lost at the end of **Step 3**.

Add Prism

The player gains a **Prism**.

Add Color Mote

Adds a **Color Mote** of the color shown to the player's **Mote Bag**.

Transformations

Mote to Color

Committing a **Color Mote** of the color shown before the arrow adds the color shown after the arrow to the player's **Color Pool**. This ability cannot be activated by using a color from the **Color Pool**, the player must commit the **Color Mote** to the **Play Card** in order to activate.

Mote to Prism

Committing a **Color Mote** of the color shown before the arrow rewards a **Prism** to the player. This ability cannot be activated by using a color from the **Color Pool**, the player must commit the **Color Mote** to the **Play Card** in order to activate.

Prism to Color

Committing a **Prism** adds the color shown after the arrow to the player's **Color Pool**.

Mote to Action

Committing a **Color Mote** of the color shown before the arrow allows the player to use the indicated **Action (Pull, Empty, Draw, Discard, or Steal)** after the arrow. This ability cannot be activated by using a color from the **Color Pool**, the player must commit the **Color Mote** to the **Play Card** in order to activate.

Actions

Action: Pull

The player immediately draws one **Color Mote** from their Mote Bag, just as they would during STEP 1, and chooses to either commit it or return it. If they have no **Color Motes** in their bag, this action is ignored. This **Color Mote**, when committed, is treated just as if it were normally committed during **Step 2** of play.

Action: Empty 

The player selects one **Play Card** or **Common Palette Card** and removes all **Color Motes** and **Prisms** committed to it. **Color Motes** are returned to the player's **Mote Bag** while **Prisms** are lost.

Action: Draw 

The player may draw a **Play Card**. They may either add it to their **Progress Area** or to the **Common Area**. If there are already **3 Common Cards** in the **Common Area**, the player may discard one of them and replace it with the **Play Card** drawn.

Action: Discard 

The player selects one **Play Card** from their **Progress Area** or the **Common Area** and discards it. Committed **Color Motes** are returned to their owner's **Mote Bag** while **Prisms** are lost.

Action: Steal 

The player selects one **Play Card** from another player's **Progress Area** or the **Common Area** and takes it, adding it to their own **Progress Area**. Committed **Color Motes** are returned to their owner's **Mote Bag** while **Prisms** are lost.

GAME END & SCORING

When the last round of gameplay has finished, players place all their committed **Color Motes** in their **Mote Bag** and take back all their unused committed **Prisms**.

Points are then tallied to determine who wins, the player with the most points claiming victory.

Use the following score chart to tally up each player's point total.

- ★ First player to reach the **Creation Goal**
 - ★ Player with the most **Color Motes** (no points if tied)
 - ★ Player with the most **Hue Play Cards** in their **Creation Area** (no points if tied)
 - ★ Player with the most **Sky Play Cards** in their **Creation Area** (no points if tied)
 - ★ Player with the most **Craft Play Cards** in their **Creation Area** (no points if tied)
 - ★ for every **4 Prisms** a player has
 - ★ Every **STAR** on **Play Cards** in a player's **Creation Area**
 - ★ ★ Player with the most **Prismatic Color Motes** (no points if tied)
- Subtract** a ★ for every **Play Card** in a player's **Progress Area**

Remember: Keep track of how many in-progress Play Cards you have toward the end of the game, because those will count against your score!

If there is a tie, break ties in the following order:

- 1st - Player with the most **Play Cards** in **Creation Area**
- 2nd - Player with the most **Color Motes**
- 3rd - Player with the most **Prisms**
- 4th - Player who is first to **Creation Goal**
- 5th - Player wearing the most colors

Starter Token Auction

(Alternate House Rule)

If players desire, they may implement the **Starter Token** auction house rule. At the end of **step 4**, instead of passing the **Starter Token** to the next player, players secretly bid for it using their **Prisms**. If two or more players bid the same amount, they may secretly up their bids or elect to forgo, allowing the **Starter Token** to go to the next highest bid. The auction winner takes the **Starter Token** and pays their bid. All other players take their **Prisms** back. If no one decides to bid or all players forgo, the **Starter Token** remains with the current player.



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