

## Winning the Game

The first player to get three target colors in a row vertically, horizontally, or diagonally wins!



## Draw

The game is a draw if both players use all of their tiles without creating a line of three target colors.

## Removing the Tiles

Lift the top section of the tower to remove the tiles. Time to play again!



## Color Scheme Strategy Tips

- Is your opponent set up for a win on the next turn? As a blocking strategy, try dropping a tile in the tower that creates a secondary color no one is playing.
- It is not always necessary to go for the block. Unless your opponent only has one more tile to place, play offensively.
- Carefully play tiles that have primary colors your opponent needs to win. This uses valuable tiles your opponent may need later in the game. Pay attention – this may prove to be a risky move!

## Game Variation

For a more challenging game, place the tiles in a paper or cloth bag. On each turn, players randomly draw a tile from the bag. This tile must be dropped into the tower.

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A game by Fabian Klotz.  
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# Color Scheme



## Get 3 in a row with a color YOU create!

Color Scheme is a dazzling game of color-blending strategy. Drop in a primary color – create a secondary “target” color! Can you get three of your target color in a row before your opponent blocks you?



For 2 players

**Educational Insights®**



## Contents

- game tower
- step-by-step guide
- 30 tiles:
  - 10  (yellow, red)
  - 10  (yellow, blue)
  - 10  (red, blue)

## Object of the Game

Be the first player to get three of your target color in a row – horizontally, vertically, or diagonally.

## Getting Ready to Play

1. Place the game tower on a well-lit table between the players. Spread out the tiles within reach of both players.
2. Each player chooses a secondary “target” color – orange, green, or purple. One secondary color will not be used as a target color during the game.

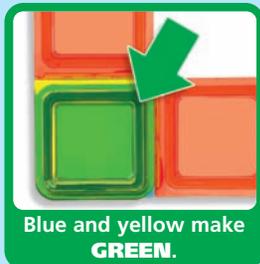
### Note

Be sure to play in a room with good lighting so that the colors of the tiles can be clearly seen.

## How to Play Color Scheme

1. Player 1 chooses any primary-colored tile and drops it into the tower.
2. Player 2 drops any tile into the tower. When tiles fall into place behind each other, the primary colors blend to create secondary colors.
3. Play continues in this manner with players taking turns dropping tiles in the tower.

### Making Secondary Colors



## Dropping Tiles

Tiles can be dropped vertically or horizontally into either of the two tracks at the top of the tower.



vertically



horizontally

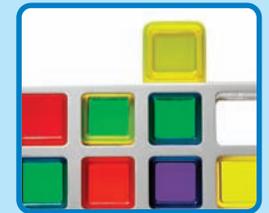
## Moves

### PERMITTED

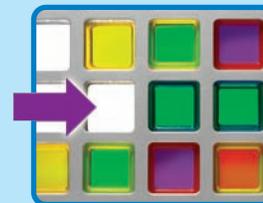
Tiles MAY stick out of the top of the tower.

### NOT PERMITTED

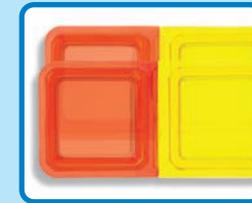
Players may NOT create holes when dropping tiles. Tile sections of the same primary color cannot be placed behind each other. If a tile is dropped incorrectly, remove it from the tower and drop it in correctly.



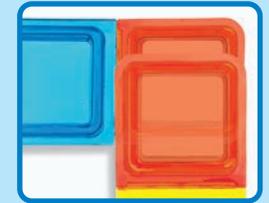
Permitted



Not Permitted



Not Permitted



Not Permitted

**Tip:** Swivel the tower on its base to get a 360° view of the tiles.



Continued on back