Playing time	10 to 15 mins
Players	2 to 6
Ages range	6 +

Story

In the beginning, all birds are white.

To make birds more colorful, the creator plant a rainbow tree, which grows fruits of seven colors. When a bird eats the fruit, the color of the fruit will show on its plumage. Surprised and excited, the birds crave to become the most prismatic bird.

And now, a color competition among the birds starts...

Contents

42 fruit cards (7 colors x 6 numbers = 42 cards)

## 4 crow cards (Used only in Crow's mode. Considered as number 0.)

The object of the game

On the back of each fruit card, there's a feather that is the same color as the fruit. The aim is to gain 7 colors of feathers by trading fruits. The one who collects all the color the fastest is the winner.

Setting

First, take number (N+1) of each color of fruit when there are N players. For example, In a 2-player game, take only number 1, 2, and 3 of each color; in a 3-player game, take number 1, 2, 3, and 4, and so on. Next, shuffle the cards and deal 3 cards to each player as their staring hands. Finally, form a deck with the remaining cards, and reveal 7 cards from the deck to form a circle.
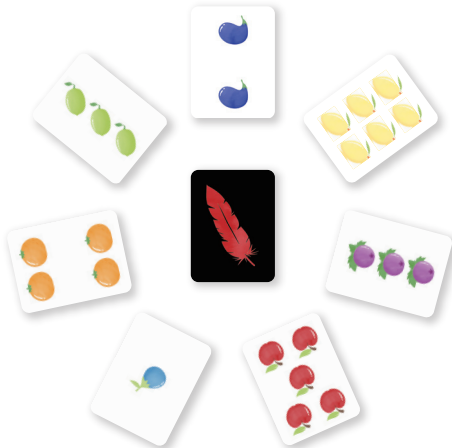
How to play

The game starts from player who has eaten fruit lately (or randomly choose one to start). In each player's turn, they should follow the Rules of Fruit-trading to trade their card with either the circle or the deck. The game continues in a clockwise order, until someone collects all 7 colors of feathers.

Rules of Fruit-trading

Choose 1 card from your hand and place it between any 2 cards in the circle. Calculate the difference between the 2 cards. If the difference equals the number of the card you play, you can take the 2 cards from the circle. Otherwise you can only take 1 card from the deck bottom.

The the following illustration as an example. If a player places a number 3 card on the arrow, they can take 2 cards next to it (Yellow 6 and Violet 3); if the number they place doesn't match, they can only take 1 card from the bottom of the deck.
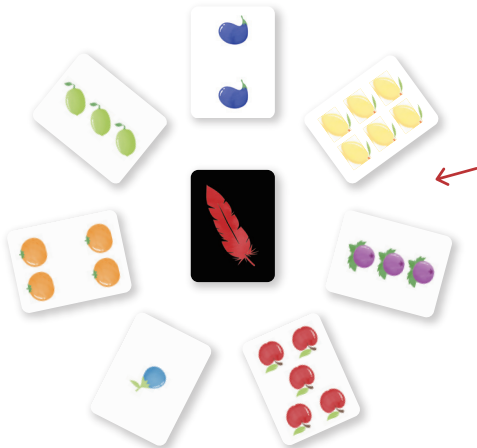
Note

- The hand size limit is 7. When a player has 8 cards, they should return an extra color to any part of the circle, without calculating the difference nor taking cards from the circle or the deck. For example, if a player have red, red, orange, green, green, blue, indigo, and violet, they have to pick 1 red card or 1 green card to return to the circle, without taking any card back.
- If there is only 1 card in the circle, reveal 6 cards from the deck and place them randomly to the circle.
- The game ends earlier when the deck is empty, and the player with the most colorful feathers wins. If there are two or more players holding the same amount of colors, compare the amount of fruits they have. The one with the largest amount of fruits is the winner.
  (If palyers have 8 cards when the game ends, they should still return the extra color to the circle before diciding who's the winner.)

Alternatives

Greedy Crow

> Crows are the greediest birds among all kinds of aves. They care about nothing but eating any kind of fruits as soon as they see one, neglecting to keep the color balanced. The price of greed is a pure black outfit.

Add all the crow cards to the deck during setting. Players can't win the game when they have crow cards. They can only get rid of the crow by trading it with the circle (not the deck). The number of the crow is 0, so simply place it between where the difference is 0. If they have 8 cards while holding the crow, they should return any card except the crow back to the circle.

Showdown!

Players reveal their cards throughout the game, placing the cards they have in front of them, with the fruit side face-up. It is not recommended to add the crow cards in this mode.