

Different Strokes

A game of Collaborative Painting and Color Mixing

By Jack Murray

jack@jackademia.com

Description: In this game 2-4 players collaborate to create a work of art. While the work is collaborative, the work is not cooperative. Each player has a different idea as to what the final piece will be.

Board: 5x5 Grid

Components: 6 colours of paint, Colour cards. Pattern Cards

Goal: Paint squares to make the board match your pattern card.

GamePlay:

1. Draw one card from each deck to determine available colours for the round.
2. Dealing cards
3. Starting with the first player moving clockwise,
 - a. Take a colour card
 - b. Take brush with the corresponding colour.
 - c. Paint a legal Square
 - i. If this is the first turn in the game the player who starts may choose the first square to paint.
 - d. Replace brush, remove dice from colour pool
 - e. Replace colour card
4. The game ends when all squares on the grid are filled OR if a card cannot be replaced (eg. when the deck is empty.) or if one of the players completes their pattern.

Legal Square choices

1. Any unpainted square that is adjacent to a painted square (the 8 squares surrounding it).
2. Any square whose orthogonally adjacent (up, down, left, right) squares are painted AND is not the same colour that the current player is using. This means that painted squares become a new colour.
 - a. If a square at the edge of the grid has all available orthogonally adjacent squares painted it becomes a legal square to paint over.

Painting over a square.

1. A square can only be painted over if the orthogonally adjacent squares have been painted.

2. A square can only be painted if the colour will change. (Meaning that it cannot be painted with the same colour that was previously painted on the square).
3. After a square is painted 4 or times the colour will no longer be considered changed.
4. When a square is painted, it becomes a new colour.
 - a. Two primary colours mixed become a secondary colour (eg. yellow and blue become green)
 - b. Two Secondary colours or A secondary and a primary colour become a new colour.
 - i. These colours should be consistent. Purple+green = Green+purple = (blue+red)+(yellow+blue) and so on.
 - ii. In the case of a dispute over what each colour is be consistent with the ruling throughout the game.

Patterns and Scoring

1. Patterns contain 9 squares with 3 squares of 3 different colours.
 - a. Each number on the pattern must be the same colour, but can be ANY colour. (ie. 1 = red, 2 = purple, 3 = green)
 - b. Patterns can be oriented in any direction.
2. When the game is over, Any player who has a completed pattern wins.
 - a. In the event of two players having completed patterns, both players win.
3. If no patterns have been completed, then the players with the most squares towards completing a pattern can be considered the winner.