







## CMYK

### BASIC RULES

The game begins when 2-3 players take turns placing tiles from a randomized stack on a game table and placing one token each on their first tile. Players continue taking turns placing tiles of any color to the map. When a boundary of black lines is completed around a player's token, that player spawns another token to any location on the map that is not an enclosed and occupied region. Players may spawn a token into a completed boundary provided it is not already occupied. If this occurs the player may spawn another token into another location. The first player to spawn all six of his/her tokens wins the game. If all tiles are used before any player spawns all six tokens, the player with the most tokens on the map wins.

### OPTIONAL RULES

Players may choose any or all of the following optional rules at the outset of the game. Players may also develop additional rules of their choosing. This gives CMYK additional replay value while encouraging a range of strategies.

### PEACETIME

Players may only place tiles on areas that are occupied by that player's tokens.

### TELEPORT

If a teleport tile is drawn (lightning symbol), the player may move one of his/her tokens any number of contiguous tiles in one direction, including through boundaries.

### MONOCHROME

Enclosed regions must include tiles of only one color in order to spawn a new token. Alternate: multicolored regions will spawn one new token, monochrome regions will spawn two tokens.

### OPAQUE

Magenta or cyan tiles may be placed directly on top of yellow tiles. In this event, only the visible boundaries are considered in play.

### ADDITION

Completed regions are scored based on the number of included tiles. The winner is determined by the total number of scored tiles at the end of the game.

### STRICT

Different colored tiles must be separated by boundaries.