RAINBONUS

2 – 5 PLAYERS

25ISH MINUTES

COMPONENTS

54 cards, these rules.

HOW TO WIN

Score the best rainbow after 4 rounds.

SETTING UP THE GAME

1. Put all **cards** on the table.
2. Choose someone to **deal** first. Give them all of the cards.

And that's it!

WHAT'S A RAINBOW, ANYWAY?

Is it a visual phenomenon caused by the refraction, reflection, and dispersion of light in water droplets resulting in a continuous spectrum of light appearing in the sky? Or is it a series of well-placed cards with the highest numbers possible on each card?

There's only one way to find out!

In *Rainbonus*, you'll shuffle through colors, looking for the best that you can find. Be ready: you'll add to your rainbow whenever the **Sun** and **Rain** are both out, and that can happen at any time.

You only get 4 quick rounds to do the best you can. Remember: every rainbow is a good one. Don't let *perfect* be the enemy of *good*... but also, don't let *good* get in the way of *better*.

SETTING UP A ROUND

The dealer shuffles all cards not being used in rainbows, then deals cards to each player.

The number dealt changes per round:

– **Rounds 1 & 2:** deal 4 cards each.
– **Rounds 3 & 4:** deal 3 cards each.

Place the remaining deck in the middle of the table. Flip the top card to the side of the deck to start the discard pile.

Note: if this card is a **Sun** or **Rain**, it doesn't count as being discarded. The first player can, however pick it up and play it on their turn. This can create a rare situation where there is no discard pile to draw from. The next player then *must* draw from the deck.

The player to the dealer's left goes first. Play moves to the left around the table.

ON YOUR TURN

Draw a card into your hand from the top of either the deck or the discard pile. Then, discard a card. All cards except **Sun** and **Rain** go to the top of the discard pile.

SUN & RAIN

Place Sun and Rain cards face-up in front of you, but outside your rainbow.

Once at least 1 Sun and 1 Rain card have been discarded anywhere on the table, turns stop and all players add to their rainbow.

See *Adding to Your Rainbow*.

Note: you don't *have* to play these cards right away (like if you don't like your current hand), but remember, there are 3 of each out there. You might not have the only one.

ADDING TO YOUR RAINBOW

You can add up to 2 cards to your rainbow each round. "Adding a card" means any of these actions:

– **Add a new color.** Place it face-up into your rainbow. Keep cards laid out in color order:

– **Add a Prism.** See *Prisms* on the next page.

– **Add a Rainbonus.** Layer it face-up atop but slightly below the card its multiplying.

– **Replace an existing color.** Discard the old color and its Rainbonus if it has one, then place your replacement. (**Note:** you can't remove Prisms from your rainbow.)

– **Replace a Rainbonus.** Discard the old Rainbonus, then place your replacement.

USING SPECIAL CARDS

RAINBONUSES

Rainbonuses double or triple card values. Add them to cards that match their level:

– **Triple** cards only work with level **1** cards. (2's & 3's are level 1.)

– **Double** cards work with level **1** or **2** cards. (2's & 3's are level 1; 4–6's are level 2.)

Each color can only have 1 Rainbonus on it.

PRISMS

Use these as *any* color in your rainbow. Their color isn't set until you've played all other colors, locking them into the last spot(s). Moving them to a new color before that is free.

Prisms won't score as big of a bonus at the end, but their 7 points may be good enough.

SCORING YOUR RAINBOW

After adding cards in round 4, it's time to score your rainbow. Add up all card values, applying any Rainbonus multipliers too.

If your rainbow has all 6 colors in it, score a full rainbow bonus! If you used *1 or more Prisms*, add **3 points** to your score. If you didn't use a Prism, add **6 points**.

The highest scoring rainbow wins!

BREAKING TIES

Of all tied players, the player with the fewest Prisms in their rainbow wins. If still tied, the player with the most 8's wins, then most 6's, then most 5's, etc.

If still tied, players share the victory.

YOUR BEST RAINBOWS

Track your record-setting rainbows here. (**62** is a perfect score.)

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