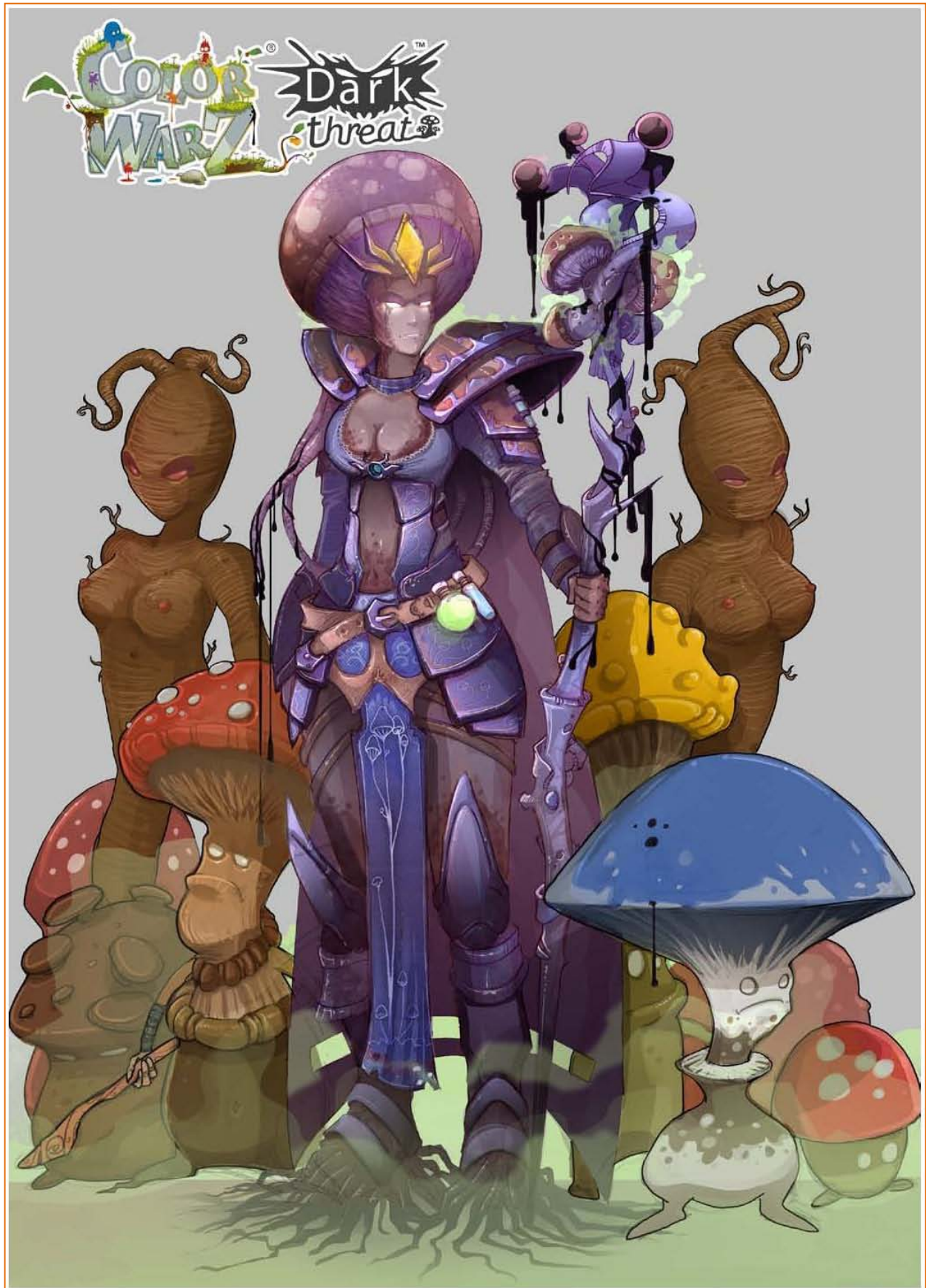


Game rules prototype v.0.7

Work in progress



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1 INTRODUCTION

1.1 CONTEXT

Color Warz is an original universe based on paint, small creatures and magic. The story takes place on a little planet called Khroma, overhung with a giant tree: the World Tree.

An antic battle opposes Kaos, the God of nothingness, to Gaia, the Goddess of life, to take control of Mana, the pure magical star.

The Khromaz, who are small creatures, live and grow up on Khromic trees and make fight with paint. They are six different clans: red, blue, yellow, green, orange and purple. Each clan gets its own specificities.



But in the cursed forest, a dark power is growing and a great danger approaches to enslave the Khromaz people. Hopefully, the old master called Oak is looking for the Chosen One that will be powerful enough to counter the Dark Threat.

1.2 *COLOR WARZ : PAINT BRAWL (OUR FIRST GAME)*

In *Color Warz: Paint Brawl*, each player had to fight with a clan in several challenges to prove that he was the Chosen One. This is a game for 2 to 4 players and you can play six different clans.

In this way, Oak the old wise found the new hero that could save Khromaz from the threat that comes.

[Download Color Warz : Paint Brawl game rules](#)

1.3 *COLOR WARZ : DARK THREAT*

In our new game, the Dark Threat has been revealed and the battle between darkness and light may begin. One player controls Gaia forces with the Chosen One, Oak and his 3 Followers.

The other one plays Kaos side with the Wooden King, Fongia the Mushroom Queen and their minions to unleash the Bane.

[Read the complete story on our website !](#)

It's an asymmetric gameplay: the player who choose "Gaia" doesn't have the same units and abilities than the one who plays "Kaos". Neither the same objectives.

This game is a standalone. Of course, it is compatible with our first game *Color Warz: Paint Brawl*. It involves that some units will be playable in both games for the lucky ones who get the two tabletop games.

2 MATERIAL



This is a prototype, we are currently working on the final design of some game elements : game board, Temples tiles and other game tokens. All the characters are already in their final design.

Rules & game board	Gaia player	Kaos player
<ul style="list-style-type: none"> • Rules book x1 • Gaia memo x1 • Kaos memo x1 • Turn phase indicators x2 (Gaia and Kaos) • Totem x6 • Six-sided dice x1 • Game board part x6 • Swamp puzzle piece x2 • Temple tile x3 • Sanctuary tile x1 	<ul style="list-style-type: none"> • Colored paint puddles: Red x10, Blue x10, Yellow x10, Green x10, Orange x10, Purple x10. <p>Cardboard shapes:</p> <ul style="list-style-type: none"> • Oak x1 • The Chosen One x1 • The bright Chosen One x1 • The Ninja x1 • The Monk x1 • The Cleric x1 • The Avatars x6 	<ul style="list-style-type: none"> • Black paint puddles x60 <p>Cardboard shapes:</p> <ul style="list-style-type: none"> • The Wooden King x1 • Fongia x1 • The Doomed Chief x1 • Mandrake x2 • Spore x2 • Small Bane x3 • The half Bane x1 • The Ultimate Bane x1

3 GAME SET-UP

3.1 HOW TO SETUP-UP THE GAME - OVERVIEW

This is a quick presentation of the main steps to launch the game. You will find more details below, especially for the placement of the game elements.

Steps	Set up
1	Place the 6 parts of the game board and the 2 Swamp puzzle pieces to join them. Place the 3 Temple tiles, the Sanctuary tile and the 6 Totems.
2	Each player chooses a camp : Gaia or Kaos. Then he picks the corresponding game elements : cardboard shapes, paint puddles and turn phase indicator (you can see the details in the Material table on previous page).
3	The Gaia player places Oak, the Chosen One and the 3 Followers (Ninja, Monk, Cleric). The Kaos player places the Wooden King, Fongia, the Doomed Chief and one Mandrake.
4	Players choose a difficulty level. If you want, you can choose a different difficulty level for each player, according to his experience.

The game is initially designed for 2 players. But you can play at 4 players in semi-cooperation mode : 2 players control the Gaia team (one at Oak turn and the other at Chosen One turn) and 2 players control the Kaos team (one at Wooden King turn and the other at Fongia turn).

3.2 HOW TO SETUP-UP THE GAME - GAME BOARD AT LAUNCH



3.3 GAME BOARD SET-UP DETAILS

The 6 **parts of the game board** are put together as shown on the plan on previous page. You have to place the 2 **Swamp puzzle pieces** at junctions to join the game board parts.

Then you have to place the Sanctuary tile, the Temple tiles and the 6 Totems:

- The **Sanctuary tile** is always on the same position and can't be move.
- The **Temple tiles** must be placed on the squares shown on the plan but you can invert them. In this way, you can have new game conditions at start to change your game experience.
- The positions of the **Totems** are dependent on the Temples positions. In fact, if you choose to invert some Temples, you have to invert the corresponding Totems too.

3.4 GAIA TEAM SET-UP DETAILS

- **Oak** is always placed on the Sanctuary tile.
- The **Chosen One** is placed on the corner of the game board on contact with the Wooden King and on which there is no Temple.
- The 3 **Followers** are placed on the remaining corners of the game board. You can choose what Follower you put on each one.

3.5 KAOS TEAM SET-UP DETAILS

- The **Wooden King** and **Fongia** are each placed on a swamp puzzle piece.
- The **Doomed Chief** is placed on a square around Fongia.
- A **Mandrake** is placed on a square around the Wooden King.

3.6 DIFFICULTY LEVELS

This game has 3 difficulty levels that affect the winning conditions of each camp. To win, you have to meet all the conditions corresponding to the chosen difficulty level.

Difficulty	Gaia game goal	Kaos game goal
Easy	⇒ Awake the bright Chosen One	⇒ Awake the Ultimate Bane
Medium	⇒ Awake the bright Chosen One ⇒ Place him on the Sanctuary tile	⇒ Awake the Ultimate Bane ⇒ Stun Oak and the Chosen One at same turn
Hard	⇒ Awake the bright Chosen One ⇒ Place him on the Sanctuary tile ⇒ Stun the Ultimate Bane and Fongia at same turn	⇒ Awake the Ultimate Bane ⇒ Stun Oak and the Chosen One at same turn ⇒ Corrupt the 3 Ancient Temples

4 HOW TO PLAY ?

4.1 TURN PHASES OVERVIEW

In *Color Warz: Dark Threat*, you will manage your characters in a turn phases way. Some characters are playable in one phase only.

Each player plays alternatively 2 turn phases:

- the **Gaia player** plays at “Oak turn” and “Chosen One turn”.
- the **Kaos player** plays at “Wooden King turn” and “Fongia turn”.

The two turn phases of Gaia player

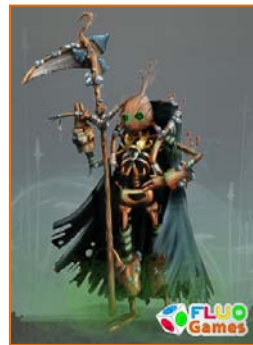


Chosen One turn

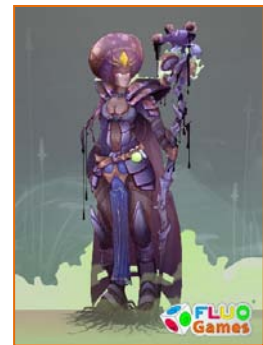


Oak turn

The two turn phases of Kaos player



Wooden King turn



Fongia turn

- **Playable characters at Chosen One turn:** the Chosen One (or the bright Chosen One) and the Followers.
- **Playable characters at Oak turn:** Oak, the invoked Avatars and the Followers.
- **Playable characters at Wooden King turn:** the Wooden King, the Mandrakes, the Bane (in all of his forms : small, half and ultimate) and the Doomed Followers (if you have doomed some of them).
- **Playable characters at Fongia turn:** Fongia, the Doomed Chief, the invoked Mushrooms, the Spores, the Bane (in his Ultimate form only) and the Doomed Followers (if you have doomed some of them).

- The **Kaos player** is always the first to play. He starts with his “**Wooden King turn**”.
- When the “Wooden King turn” is finished, the **Gaia player** plays one of his turn phases. He **can choose** if he starts with “Oak turn” or “Chosen One turn”.
- When it’s finished, the **Kaos player** plays his “**Fongia turn**” and, after, the **Gaia player** plays his **remaining turn** (depending on what was his first turn).
- Then, the cycle restarts at “Wooden King turn” and is repeated until the end of game.

The Gaia player can only choose the order of their turns at his first turn. Then, it remains the same order all along the game.

The Turn phase indicators included in the material is useful to keep in mind what phase you’re playing or what phase you will play at your next turn. It’s important to know it at anytime, for you and your opponent too.

Each time you finish your turn, you have to flip the Turn phase indicator to indicate what will be the next turn phase for your camp.

4.2 CLASSIC ACTIONS

Like in *Color Warz: Paint Brawl*, each player gets 4 **classic actions** to do at his turn: 2 moves and 2 attacks.

The player can use these actions with any of his playable characters (depending on his current turn, as explained in the previous chapter) and in the order he wants.

A player can do all his actions with several characters or with only one of them. You have 4 actions and you can do whatever you want with it !

Classic moves		
Walk	One square in any direction.	(bright) Chosen One / Mushroom
Slug walk	One square in any direction and put a puddle on the square you just left.	Small / Half Bane
Slow walk	One square only in a straight line: horizontally or vertically, not in diagonal.	Doomed Chief
Twice walk	Two squares in any direction.	Avatars
Celerity	As many squares as you want in any direction.	Oak
Run	As many squares as you want in a straight line only.	Followers / Fongia
Overflying	As many squares as you want in a straight line only and you can move over puddles without erase them (but you can't stop on them).	Spore
Burying	The character is removed from the board. It reappears at the beginning of the next Kaos turn, on any black paint puddle chosen by the Kaos player.	Mandrake
Teleport	The character moves to any black paint puddle on the game board.	Ultimate Bane
Classic attacks		
Brawl	Paints the 3 squares on a corner around the character.	Doomed Chief
Whirlwind	Paints the 8 squares around the character.	Half / Ultimate Bane
Shot	Paints 1 square at any point in a straight line.	Small Bane / Doomed Chief
Shuriken	Knocks out a character on a square in a straight line, even over black puddles.	Ninja
Kung Fu	Knocks out one opponent on the 8 squares around. Small Banes are destroyed too.	Oak
Network	Paints 2 squares in a straight line from the character or from a puddle that is part of a paint network. A paint network is composed of paint puddles linked to each other in a straight line (horizontally or vertically).	(bright) Chosen One / Doomed Chief
Advanced Network	Network that paints 3 squares instead of 2.	Wooden King / Avatars
Aura	Produces a white light that erases all the black puddles on the 8 squares around the character.	Cleric
Telekinesis	Moves one puddle of any color or a small Bane in your straight sight line (you can move it at one square in any direction).	Monk
Sporific gas	Changes the colored puddles to black puddles and knock out the characters in the area of effect (the 4 squares at one square distance in straight line).	Spore / Mushroom
Toxic cloud	Sporific gaz with extended area of effect (the 8 squares around the character). Transform Totems in Mushrooms in the area of effect too.	Fongia
Seduction	Attracts the first characters in the 4 straight sight lines.	Mandrake

4.3 SPECIAL ACTIONS

Most of characters have also **1 special action** that cost 2 classic actions to be played. So it can cost “2 moves”, “2 attacks” or “1 move + 1 attack” (depending on which character it is).

Special actions depend on which character is played and are presented in details with the characters profiles at the end of this game rules.

4.4 DIVINE EVENTS

Under specific conditions, a player can call divine powers. In that case, he roll the dice and triggers a random event (depending on what God he fight for).

GAIA EVENTS

- **Condition:** The Gaia player must move Oak or the (bright) Chosen One on the Sanctuary tile.
- **If the dice result is 1, 2 or 3: *Avatar Invocation* !** Invoke the Avatar of your choice.
- **If the dice result is 4 or 5: *White Kadamas* !** Remove 4 black paint puddles from the game board.
- **If the dice result is 6: *White Lotus* !** Add 3 colored paint puddles of your choice on any free squares on the game board (but not on a Temple prism).

The dice effect is triggered when the character arrives on the Sanctuary tile.
When Oak is knocked out, he comes back immediately to the Sanctuary tile. In this case, there is no Gaia event.

KAOS EVENTS

- **Condition:** At his turn, the Kaos player can decide to sacrifice a Mandrake or a Spore.
- **If the dice result is 1, 2 or 3: *Mushrooms Attack* !** Transform 2 Totems of your choice into Mushrooms.
- **If the dice result is 4 or 5: *Mind Control* !** Control the Follower of your choice.
 - The effect is cancelled if the Doomed Follower is knocked out or painted by a colored paint puddle. Same if the Doomed Follower ends his turn near a Totem.
 - The Cleric prayer can cancel the mental control too.
- **If the dice result is 6: *Contamination* !** Transform all the paint puddles of the chosen color to black.

If the effects of the dice can't be applied (all Totems are Mushrooms, all Followers are doomed and there is no color puddle on the game board), the Kaos player can knock out Oak or the Chosen One (except if he's protected by the Headband of Prescience).

The Kaos player can sacrifice only once per turn and can't sacrifice a Spore or a Mandrake invoked in the same turn.

4.5 FIRST TURNS

- At his first turn, the **Kaos player** has only 2 actions: 2 moves, 2 attacks or 1 move + 1 attack. He's not allowed to call a Kaos event during this turn.
- At the first turn of the **Gaia player**, he has only 3 actions: 1 move + 2 attacks or 2 moves + 1 attack. If Oak moves and comes back to the Sanctuary tile, there is no Gaia event during this turn.

Then, the game continues normally with the 4 actions at each turn.

5 GAME ELEMENTS

5.1 PAINT PUDDLES

Colored paint puddles can be created by some Gaia characters. The Kaos characters (except for the Wooden King and the Bane parts) are knocked out if they're touched by a colored puddle. So they can't move on it and they can't shoot over it too.

Black paint puddles can be created by some Kaos characters. The Gaia characters (except for the Avatars) are knocked out if they're touched by a black puddle. So they can't move on it.

The black paint puddles can paint the colored ones but the colored paint puddles can't paint the black ones. When a character moves on a paint puddle of his camp, he erases it (the puddle is removed from the board).

5.2 WHITE LIGHT

The Cleric, the Chosen One and the bright Chosen One can produce a **white light that forces Bane parts** (small, half and Ultimate) **to move** when they're in contact. This forced move is "free", and the Gaia player chooses where the Bane parts move. Moves are made in accordance with the move rules of the Bane part you are making flee.

If the move can't be done, the Bane parts are affected anyway: a small Bane becomes a black puddle, the half Bane becomes a small Bane, the Ultimate Bane becomes the Wooden King.

5.3 TOTEMS

When Oak is in contact with a Totem, he can invoke the Avatar of the same color for 1 Move + 1 Attack.



Then, the Totem is replaced by the corresponding Avatar. He can be played immediately.

All black paint puddles in contact with a Totem must be removed at the beginning of the Gaia player turn.

With the Fongia attack or the Kaos event, you can transform Totems to Mushrooms.



In that case, the Totem is flipped on the Mushroom side. The Kaos player can play immediately with it and Oak can't invoke anymore the corresponding Avatar until it becomes a Totem again. To transform a Mushroom to a Totem, you have to knock out the Mushroom or touch him with a paint puddle of its color.

Mushrooms are playable during the Fongia turn only. They move with "Walk" and use the "Sporific gaz" attack.

Black paint puddles in contact with a Mushroom are not removed at the beginning of the Gaia player turn.

5.4 THE SANCTUARY TILE



Only **Oak and the Chosen One and the Bright Chosen One** can move and stop on the Sanctuary tile. When one of them stays on it, he can't be knocked out (there is one exception: the Ultimate Bane's attack works on the Sanctuary tile!).

The Sanctuary tile blocks the sight lines of all characters that attack at distance.

5.5 TEMPLES OF THE ANCIENTS

Temples are tiles which allow the Chosen one to evolve by acquiring new weapons and new capacities.



GAIA PLAYER : HOW TO ACTIVATE THE TEMPLES AND USE THEM

Each temple has 4 prisms, 2 per color. **To activate a temple, the Gaia player must place one colored paint puddle of each color on it.** The player must activate both colors of a Temple but he doesn't have to activate all the prisms.

Example: the Force Temple has 2 red prisms and 2 orange prisms. If one red prism is covered by a red puddle and one orange prism by an orange puddle, it is enough to activate the Temple and get instantaneously the corresponding item (Hammer of Light) for the Chosen One.

Once a color puddle is placed on a prism, the Kaos player can't corrupt or replace it.

Once activated, the power is immediately unlocked as long as the Kaos player hasn't corrupted the Temple.

Force Temple		
Prisms	Red / Orange	With this item, the Chosen One can produce a white flash in a straight line from him that erases all black paint puddles and knock out all Kaos characters. The Light is not stopped by characters (they're not considered as obstacles for this power).
Item	Hammer of Light	
Cost-in-use	2 Attacks	
Wisdom Temple		
Prisms	Blue / Purple	With this item, the Chosen One can move on any available free square on the game board (as an evolved jump). All Kaos characters in contact with the Chosen One at his landing point are knocked out.
Item	Wings of Mana	
Cost-in-use	2 Moves	
Spirit Temple		
Prisms	Yellow / Green	This item does not need that you spend actions to be activated. It gives a "passive" power. The Headband of Prescience protects the Chosen One. With it, he can anticipate attacks and can't be knocked out.
Item	Headband of Prescience	
Cost-in-use	Nothing	

When the 3 Temples are activated, replace the "Chosen One" shape by the "bright Chosen One" shape.

KAOS PLAYER: HOW TO INVOKE SMALL BANES AND DEACTIVATE AN ITEM

If the Kaos player puts a black paint puddle on the center of a Temple, he corrupts it and the black puddle is replaced by the small Bane corresponding to the Temple. This action can be made by generating a new black paint puddle or by changing a colored one already placed on the center (with Sporic gaz or Toxic cloud).

You can leave the small Bane on the center of the Temple or move it during the Wooden King turn. **As long as a small Bane is on the center of a Temple, the associated item is blocked** and the Chosen One can no longer use it.

All black paint puddles on Temples must be removed at the beginning of the Gaia player turn.
But the remaining colored paint puddles are not removed.

6 CHARACTERS

6.1 GAIA CHARACTERS



The Chosen One	
Turn	Chosen one
Move	Walk
Attack	Network. He can choose the color of puddles he makes.
Special	1 Move + 1 Attack = Aura (same like Cleric attack). Erase all the black puddles on the 8 squares around the character.
Vulnerability	Can be knocked out.



The bright Chosen One	
Turn	Chosen one
Move	Walk
Attack	Network. He can choose the color of puddles he makes.
Special	1 Move + 1 Attack = Aura (same like Cleric attack). Erase all the black puddles on the 8 squares around the character.
Special	2 Attacks = Hammer of Light (see Temples of the Ancients on previous page).
Special	2 Moves = Wings of Mana (see Temples of the Ancients on previous page).
Vulnerability	Can't be knocked out.



Oak, the old wise	
Turn	Oak
Move	Celerity
Attack	Kung Fu
Special	1 Move + 1 Attack = Avatar invocation. Transform one Totem to the corresponding Avatar. The Totem must be at one square distance in any direction.
Vulnerability	Can be knocked out. In that case, he returns to the Sanctuary tile.



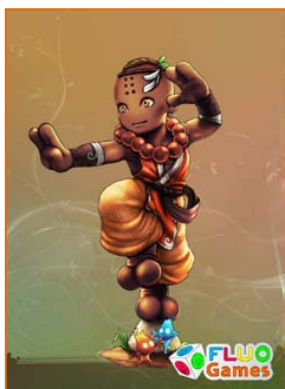
The Avatars (the only difference between them is the color)	
Turn	Oak
Move	Twice walk
Attack	Advanced Network. An Avatar can make puddles of his color only.
Special	2 Attacks = Earthquake. Erase all the paint puddles on the 8 squares around the character. All kaos characters are knocked out.
Vulnerability	Can't be knocked out. Can walk on black puddles. If Oak is knocked out, all the invoked Avatars become Totems again.



The Ninja	
Turn	Chosen One and Oak
Move	Run
Attack	Shuriken
Special	2 Attacks = Sporic bomb. Throw a bomb that explodes in a cross of 5 squares. It can be thrown over puddles and characters. All characters in the area of effect are knocked out, except for Fongia, Spores and Mushrooms which are immunized.
Vulnerability	Can be knocked out or doomed.



The Cleric	
Turn	Chosen One and Oak
Move	Run
Attack	Aura
Special	2 Moves = Prayer. The character of your choice can't be attacked until next Gaia turn. Put a colored paint puddle on the protected character to symbolize it. You can also free another Doomed Follower.
Vulnerability	Can be knocked out or doomed.



The Monk	
Turn	Chosen One and Oak
Move	Run
Attack	Telekinesis
Special	1 Move + 1 Attack = Levitation. Levitate one Totem that is in your straight sight line. You can move it on any empty square on the game board.
Vulnerability	Can be knocked out or doomed.

6.2 KAOS CHARACTERS



The Wooden King	
Turn	Wooden King
Move	None. He can't move.
Attack	Advanced Network. He can create 3 black paint puddles.
Special	1 Move + 1 Attack = Mandrake invocation. Invoke a Mandrake on any black paint puddle on the game board.
Vulnerability	Can be knocked out but only by Oak or an Avatar.



Fongia, the Mushroom Queen	
Turn	Fongia
Move	Run
Attack	Toxic cloud
Special	1 Move + 1 Attack = Spore invocation. Invoke a Spore on any black paint puddle on the game board.
Vulnerability	Can be knocked out. In that case, she returns to the square where she started.



The Doomed Chief	
Turn	Fongia
Move	Slow walk
Attack	Brawl / Shot / Network. Can choose between this 3 attacks.
Vulnerability	Can be knocked out.



Mandrake	
Turn	Wooden King and Fongia
Move	Burying
Attack	Seduction
Special	2 Attacks = Scream. All the characters (except for the Avatars) in the 4 straight sight lines of the Mandrake are knocked out.
Vulnerability	A knocked out Mandrake is destroyed.



Spore	
Turn	Fongia
Move	Overflying
Attack	Sporific gas
Vulnerability	A knocked out Spore is destroyed.



Small Bane	
Turn	Wooden King
Move	Slug walk. If a small Bane moves on a character (except for another small Bane), it is destroyed and the character is knocked out.
Attack	Shot
Fusion	If a small Bane moves on another small Bane, they merge and become a half Bane.
Vulnerability	If he's knocked out, he's forced to do one move, according to his type of move (the direction is chosen by the attacker).



Half Bane	
Turn	Wooden King
Move	Slug walk. If a half Bane moves on a character (except for the Wooden King), the half Bane is destroyed and the character is knocked out.
Attack	Whirlwind
Fusion	If the half Bane moves on the Wooden King, they merge and become the Ultimate Bane.
Vulnerability	Can be knocked out but only by Oak or an Avatar. If he's knocked out, he's forced to do one move, like the small Bane.



The Ultimate Bane	
Turn	Wooden King and Fongia
Move	Teleport
Attack	Whirlwind
Special	1 Move + 1 Attack = Mandrake invocation. Invoke a Mandrake on any black paint puddle on the board.
Vulnerability	Can be knocked out but only by Oak or an Avatar. If he's knocked out, he's forced to do one move, like the small Bane.

All forms of the Bane are considered as parts of black paint puddles networks.