

# COLOR WARZ<sup>®</sup>

## PAINT Brawl™



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## The Origins

In the beginning Mana, the pure and magical star, shone from the edge of the universe.

Kaos, the greedy and destructive god of Nothingness, hunted for this great source of energy. Fortunately Gaia, the goddess of life, used all her strength and power to protect and nurture Mana.

## The World Tree

The constant battling with Kaos consumed the vital forces of Gaia. Exhausted, she eventually slipped into a deep sleep. Kaos took this opportunity to grasp Mana but was rejected by it. The contact between the two powers created a blast of pure energy that consumed the Gods.



When light faded, the three entities had disappeared. In their place was Khroma, a young planet bathed in magic and dominated by a gigantic tree with multicolored leaves.

## The Ancient Kingdom

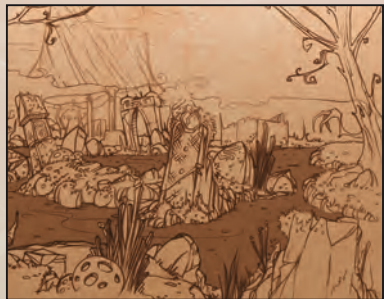
Almost immediately the World Tree began to bud and brought the first beings into this new world: the immortal and noble Ancients who chose to live at the feet of the World Tree. Over time these small settlements flourished and became cities that in turn expanded and finally merged to become a Kingdom encircling the World Tree's trunk.

The leader of this growing civilization, a great warrior and a powerful wizard, known as the Light King. He was the defender of the peace and prosperity of the Kingdom. He in turn had three children each of which led one of the great temples. Those of Justice, Spirit and Knowledge.

## The Cursed Forest

Beyond the Ancient Kingdom stretched a lush and primeval forest. The few Ancients that tried to cross it were never heard from again and many dark legends sprang up about this place. It came to be known as the Cursed Forest.

The Light King decided to mount an expedition with his best troops to solve the mystery of the forest. Only one of them came back and he had been driven insane. He raved about an ambush, small creatures wet and mad that can multiply themselves and root-women that eat Ancients.



A short time later, this threat was revealed. Mushrooms and starved Mandrakes began to flood out the Forest to invade the Ancient Kingdom and try to destroy it. The Ancients quickly understood that those dark creatures were highly organised and were operating under the command of their mistress: Fongia, the mushroom queen.

## The War

In response to this threat the Light King began to raise an army. The purpose of the great temples changed to produce the much needed troops.

The temple of Justice became the temple of War and trained the Warriors.

The temple of Spirit became the temple of Insight and produced the Archers.

The temple of Knowledge became the temple of Magic dedicated to training Wizards.

The war raged but the sheer number of Mushrooms combined with the ferociousness of the Mandrakes overwhelmed all resistance. The few scattered surviving veterans including the children of the King attempted a desperate raid into the heart of the Cursed Forest. Despite the hordes of Mushrooms opposing them, they found Fongia. Sacrificing the last of their energy to unite their powers they destroyed the Mushroom Queen.

## The World Tree Sanctuary

With his children lost and his armies defeated the Light King retreated to the World Tree. As his kingdom fell around him he descended into madness. In his wanderings he discovered a hidden cavern deep in the heart of the tree: The Sanctuary of Colours.

The floor was covered with ribs and tubes filled with black paint. These veins were connected to the Plant Prism that broke down the black paint into the three primary colours (red, blue, yellow) to feed the tree.



The Prism radiated a tremendous magical power. The King saw a limitless source of energy and perhaps a way to rebuild his Kingdom. As he touched the prism it ceased creating the 3 colours and pure black paint began to run from its base with increasing strength. Corrupting everything it touched the flood poured out of the Sanctuary and oozed down the trunk of the World Tree. The black torrent quickly reached the surface of Khroma and engulfed the Kingdom of the Ancients.

## The Wooden King

King managed to pull his hand from the prism before being entirely consumed and the flow of black paint gradually decreased. It eventually stopped and the prism returned to normal. However, the structure of the prism had changed. It now created 6 colours: three primary colours (red, blue and yellow) and three secondary colours (green, orange and purple).

The King collapsed, riddled with black paint. His once strong body was now a mere skeleton of wood, but he was alive. The Mandrakes, who had lost their queen, found him and saw in him a new master. They gathered up the bones and brought him into the heart of the Cursed Forest.

There was almost nothing left of the Light King but his life was being sustained by a powerful and dark force emanating from the black paint. While waiting to recover his strength, the deposed king sat on his throne, surrounded by his new subjects: Mandrakes and Mushrooms.

He still waits to take his revenge. He has become the Wooden King.



## Khroma today

The World-Tree is sick; the black paint continues to corrupt its roots. Knowing that the end will come soon it tries to save itself. Using the last of its strength, it puts colour into seeds and lets them fall on Khroma.

Each seed grows into a Khromic Tree of one of the six primary or secondary colours : red, blue, yellow, orange, green or purple.

Like fruits on their branches a new people grow. These small creatures are called Khromaz. They are completely innocent and gather in clans according to their colour.



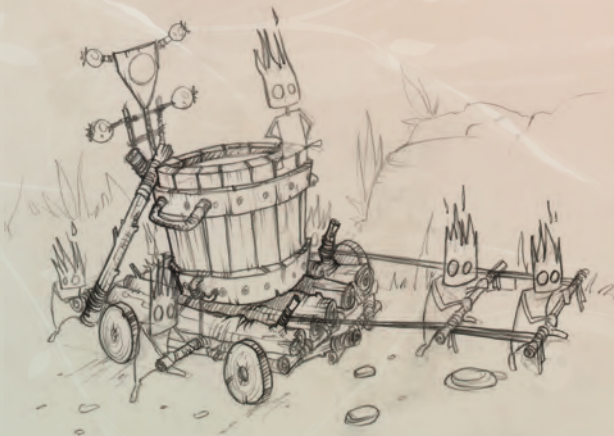
The tribes of Khromaz live in villages built around each Khromic Tree. They farm paint berries which are the main food source. If they eat a berry of another colour however, they change to that colour and must move into the corresponding clan.

While it is a peaceful society they do have combatants and each clan regularly challenges the others in organised battles. The losers becoming members of the victorious clan. The Khromaz fight each other using paint that changes the colour of their opponent, colour showing which clan they belong. The greatest combatants become the tribal chiefs.

The Khromaz never venture into the Cursed Forest. They do not know what happened there nor do they know of their ancestors: the Ancients.

Soon the threat that dwells there will be revealed to everyone.

However there is a symbol of hope. A strange being travels all over the world, Old Oak, a seed of the World-Tree. He tests the Khromaz to find The One, the only Khromaz who may save his people from the dark by unifying all colours.





## II°/ INTRODUCTION

Color Warz is a tactical game for 2 to 4 players. These paint brawls are good humoured contests rather than battles. The Khromaz, little creatures of different colours, use paint to fight each other.

Choose your colour, a scenario to play and lead a Khromaz clan against your rivals. Your clan is composed of one Chief, one paint Golem and between 2 and 5 combatants whose caste and availability depends the colour you have chosen.

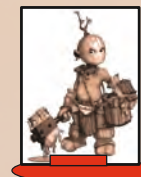
### Chief



### Invocations



Clone



Warrior

### Combatants



Hunter



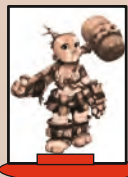
Shaman



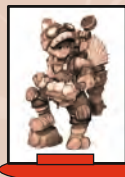
mini Golem



maxi Golem



Smasher



Ranger



Mystic

## III°/ AIM OF THE GAME

You must fulfil the victory conditions of the scenario you decided to play (see page 17).

## IV°/ COMPONENTS

	4 Board parts 1 Quest square (Puzzle)		16 Action Cards (8 move / 8 attack)		4 walls (1/Tile)
	36 Character shapes		24 Bonus Cards (4/abilities)		150 Stands/Puddles (25/color)
	12 mini Golem tokens (2/color)		12 Blast Cards (2/color)		2 Rules books (24 pages)  and 
			6 Action Guides (4 beginner, 2 advanced)		



# V% COLOURS AND THE KHROMAZ CLANS

## THE COLOURS

The Color Warz universe revolves around colour concepts and respects the elemental rules of painting. The 6 Khromaz clans comprise of the three primary colours: Red, Blue and Yellow and the three secondary colours: Green, Orange and Purple.

As in painting the abilities and composition of the clans of the secondary colours correspond to a mix of the primary colours used to make them.



**Red Khromaz**  
Experts in brawling,  
they have more Warriors.



**Green Khromaz**  
Good at invocation  
and shooting. They  
combine the abilities of  
both Yellow and Blue.



**Blue Khromaz**  
Experts in invocation,  
they have more Shamans.



**Orange Khromaz**  
Good at brawling  
and shooting. They  
combine the abilities of  
both Yellow and Red.



**Yellow Khromaz**  
Experts in shooting,  
they have more Hunters.



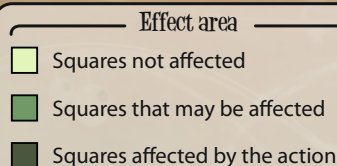
**Purple Khromaz**  
Good at fighting and  
invocation. They  
combine the abilities  
of both Blue and Red.

## VI% CARDS AND DIAGRAM KEYS

There are numerous diagrams and examples throughout this rulebook to help explain the rules.



The colour of puddles and circles around character's icons indicate which player they belong to.



# VII° / TEAM DETAILS



Each player places their Chief, combatants (Warrior, Hunter and Shaman) and mini Golem within one of the deployment areas (see page 9). The composition of each team depends on the colour chosen and the number of players.

## INITIATION MODE

Paint Brawls initiation mode allows you to pick up the basic characters and actions of the game. In this mode each characters' special abilities are ignored and walls are not used

- o At 2 players, only teams for the three primary colors: Red, Blue and Yellow can be used
- o At 3 or 4 players, the teams are the same regardless of the colours picked: 1 Hunter, Shaman and Warrior.

## DEPLOYMENT AREAS

The deployment area is comprised of the 4 squares in the corner of each board.

- ① The Chief is always placed in the outside corner.
- ②③ You can choose which combatant you place on.
- ③ The mini golem is always placed in the inside corner of the area.













Important : in 2 player games you cannot place two combatants of the same type within the same deployment area. The Chief from each team must be placed in deployment areas that are diagonally opposite.

### Team details by colour 2 PLAYERS

				
	1	2	1	1
	1	1	1	2
	1	1	2	1
	1	0	2	2
	1	2	2	0
	1	2	0	2

### Team details by colour 3/4 PLAYERS

				
	1	2	0	0
	1	0	0	2
	1	0	2	0
	1	0	1	1
	1	1	1	0
	1	1	0	1



# VIII°/ SETTING UP



## Initiation Mode

No secondary colors

2 PLAYERS



Team composition similar

3/4 PLAYERS



Notes: At 3 and 4 players, the mini golem is always replaced by a 3rd combatant.  
At 3 players, only 3 teams are placed.

## Normal placement

No walls on intersections

2 PLAYERS



No walls on the same line

3/4 PLAYERS



Notes: The 1st player places their wall then the player on their left does the same and so on.  
Only one wall can be placed on each quarter of the board. Walls cannot be placed in deployment areas.

# IX°/ PLAYING THE GAME



## BEFORE STARTING

### 1 Choose the type of game

Number of players: 2, 3 or 4

Rules level : Initiation, Normal or Advanced.

Scenario : Choose one from page 17 or from

our web site : [www.fluogames.com](http://www.fluogames.com)

### 2 Choose your colour

Each player chooses one of the 6 colours and takes all the corresponding game components:

The Chief, the 3 golems, 25 paint puddles and combatants (page 8).

### 3 Setting up

Each player places their characters as described on page 9.

The youngest player goes first

## GAME TURN

1°/ The player draws a bonus card (unless they already have two in their hand).

2°/ The player resolves their actions (minimum 4 / maximum 6) in any order.

3°/ End of turn. The player to their left begins their turn.



## END OF THE GAME

The game ends when a player fulfils the victory conditions of the scenario they are playing.

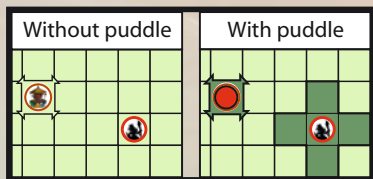
See scenario details on page 17.

# X°/ THE QUEST SQUARE AND MOVING THE CHIEF



The quest square, at the centre of the board, is occupied by Oak, the old master. This is a special square that allows the resolution of certain scenarios or, when a coloured stand is on it, allow a Chief to move.

A player can move their Chief only when they have a stand of their color on the quest square.



None of the players can move their Chief



The red player can move their Chief

### Additional ways to move the Chief:

- o The player can use one card (Attack or Move) to move their Chief one square. They may not move diagonally.
- o If the Chief is the target of an attack, the attacker must move it one square. Again, not diagonally.

### Notes :

- o The combatants (see page 6) cannot be placed in or move onto the quest square.
- o The Chief cannot make any Attack on the quest square.
- o The colour stand on the quest square is not considered a paint puddle.



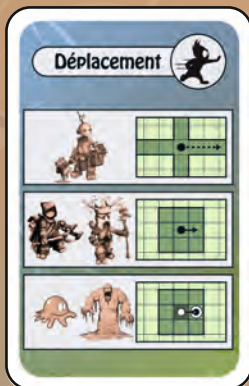
## XI° HOW TO PLAY ACTIONS

Per turn each player must play your 4 actions: 2 Moves and 2 Attacks.  
A player can divide actions between their team as they want.  
For example, a player may make an attack and move two times with the same character and then play his last attack with another.

A player must play all actions cards before the end of their turn. Players can assign all actions with the same character or spread them across several characters.



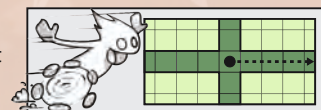
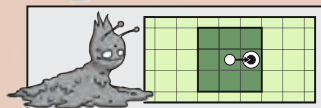
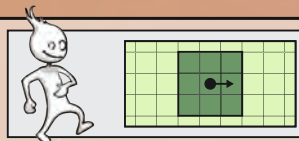
## XII° MOVEMENT



**Walk :** This allows to a character to move one square in any direction.

The Golems use a variant of a walk called **The Slug**. More details on page 13.

**Run :** This allows to a character to move any number of squares but only in straight line (as the Rook in chess).



## CONSTRAINTS ON MOVEMENT

All characters may move onto a free square or onto a square occupied by a paint puddle of their colour. In this case, remove the paint puddle from the board.

Characters cannot make a move to a square occupied by a puddle of paint of another colour. If a character wants to move to a square occupied by a puddle of paint of another color, they must repaint it first by using an attack (see page 12).

A character cannot move to a square occupied by another character (friend or foe) or a wall.

## HOW TO USE THE WALLS

Any players who have already played Initiation Mode several times may play with walls.

Each player places one wall on their board quarter. You cannot place walls on the intersections of the game boards.

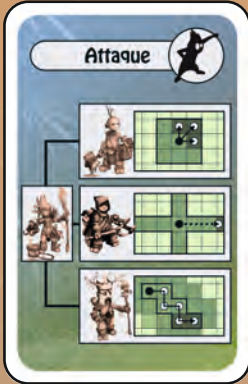
You cannot place two walls on the same quarter or on the same straight line (horizontal or vertical).

### Special rules :

- o Hunters may use their special ability to climb onto a wall (see page 15).
- o All attacks and effects on the main board have no effect on a Character on a wall.
- o Golems may move onto walls, but they immediately explode (see page 14).
- o A player may use an attack from their Chief to put a paint puddle onto a wall.

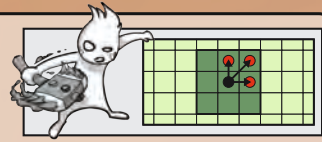


# XIII°/ ATTACKS (PART 1)



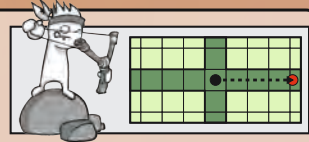
## THE BRAWL

The brawl is a melee attack. It allows you to paint 3 squares in an L-shape. You must paint the corner square first.



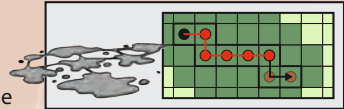
## THE SHOT

The shot is a ranged attack. It allows you to paint a single square at any point along a straight line. You can shoot through a paint puddle of your colour but you cannot through puddles of other colours. You must paint them first. You cannot shoot through other characters (friends or foe), maxi golems or walls.



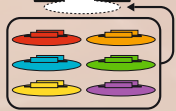
## THE PAINT NETWORK

The network attack allows you to paint 2 squares in straight line from a paint puddle of the attackers colour or from an existing paint network of the same colour. A paint network is composed of paint puddles linked each other by straight lines, never by diagonal lines. This attack cannot originate from an empty square.



## CONSTRAINTS ON ATTACKS

- o If a player makes an attack on an empty square, place a paint puddle of the player's colour on this square.
- o If a player's attack is made on a square occupied by a paint puddle of another colour, replace it with a puddle of their colour.
- o If a player makes an attack against another player's combatant, then the character is painted and now belongs to the attacker. Replace their stand with one of the attackers colour. A player can apply actions to these combatants immediately.

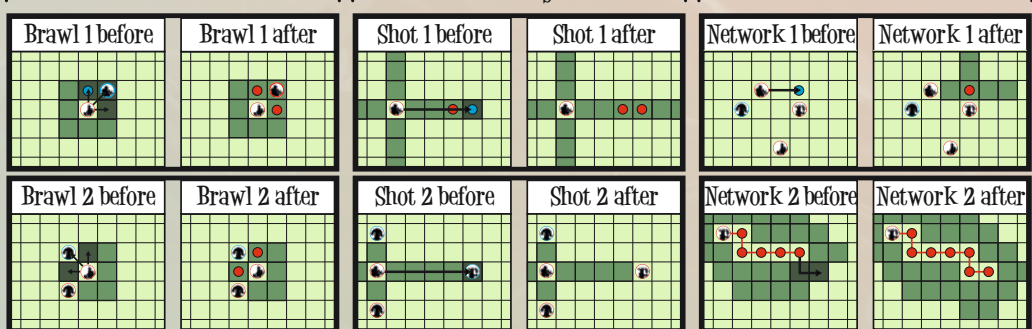


All attacks made against the following are ignored:  
Characters and/or puddle of paint of your color, golems of any colour, walls, external game board squares

### Brawl

### Shooting

### Paint Network



# XIV°/ THE PAINT GOLEMS



maxi Golem

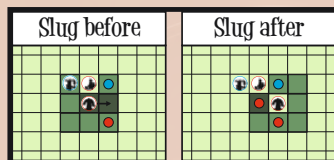
A Golem is always invoked on a paint puddle of the invoker's color.  
The Golems cannot be painted. However, you can make them explode (see page 14) or destroy them (see page 15).

A player can move a Golem of their colour by using one Movement Action.

If a golem moves onto the Quest square or on a wall they immediately explode.  
**Golems count as part of any paint networks they are in contact with.**

## WALKING VARIANT: THE SLUG

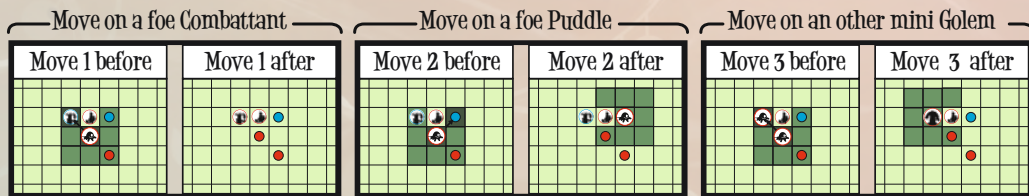
The Slug works the same as a Walk but the character leaves a paint puddle of their color when they move. Place a paint puddle of the same colour as the golem on the square they just left.



## THE SLUG: ADVANTAGES

Unlike other characters, a Golem can :

- ① move onto an opponent combatant. The combatant is painted and the player's golem is removed,
- ② move onto a paint puddle of another color. Remove the paint puddle from the game board,
- ③ move onto another Golem (friend or foe). They merge and become a Maxi Golem.  
Both Mini Golems are removed from the board. **A mini Golem cannot eat (move onto) a Maxi Golem.**
- ④ move onto a wall. However, they explode immediately and paint puddles fall to the ground.

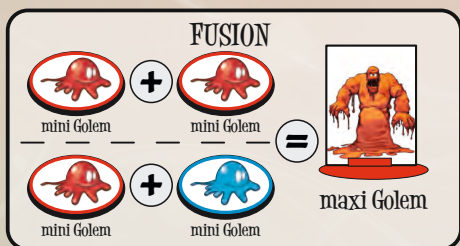


## MINI AND MAXI GOLEMS

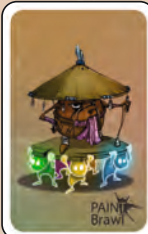
If a mini Golem moves onto another mini Golem, they merge.  
Remove both mini golems from the board and place a maxi golem of the corresponding colour.

A maxi Golem can only be affected by the bonus card «Golem Explosion» and the Warrior's special ability: Destroy.

A player can shoot over a mini Golem of their own colour, as with paint puddles, but not over a maxi Golem.



# XV / HOW TO PLAY BONUS CARDS



At the beginning of each turn, players draw one bonus card. They may play it during their turn or during another player's turn, depending on the bonus card, in addition to their actions. Used cards are placed in a discard pile next to the bonus card deck. The cards from the discard pile must be reused when the draw is empty. A player cannot have more than two bonus cards in their hand. However, during your turn, a player may discard both of their bonus cards to draw a new card. If a player has two cards in their hand at the beginning of their turn, they cannot draw a new card.

You cannot play a bonus card in the first turn of the game though you must draw one.

Fatigue



**Fatigue** - Play it during any turn

Allows you to cancel a move from another player.

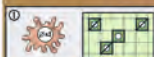
Raté



**Missed** - Play it during any turn

Allows you to cancel an attack from another player.

Kadamas



**Kadamas** - Play it during your turn

Remove 3 puddles of any colour from the board. **No effect on the Quest square.**

Explosion



**Golem Explosion** - Play it during any turn

The target Golem explodes and makes puddles. If it is a mini Golem, it explodes into a cross. If it is a maxi Golem, it explodes into a square of 9 puddles centred on the Golem.

Invocation



**Golem Invocation** - Play it during your turn

A mini Golem is invoked on a puddle of your colour anywhere on the game board. If you invoke a golem on a wall, it immediately explodes.

Immunité



**Immunity** - Play it during any turn

Allows you to cancel any bonus card, even another immunity.

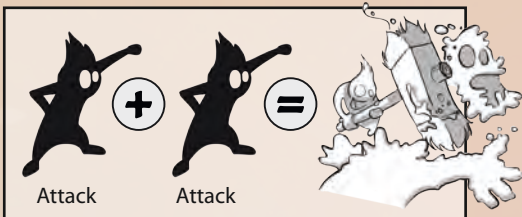


# XVI°/ SPECIAL ABILITIES (BASIC COMBATANTS)



Each combatant has a single special ability that shows how expert they are in their field. To use a special ability, players must combine two basics actions at the same time. The Chief and Golems have no special abilities. **Note that special abilities are not used in Initiation mode.**

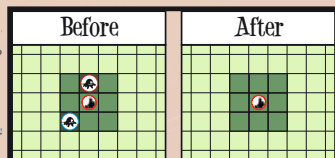
## DESTROY (Warrior)



Attack

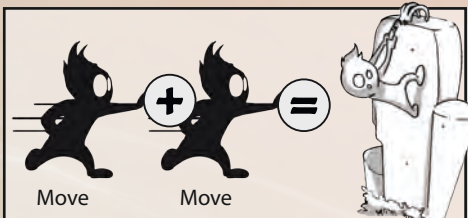
Attack

### Destruction



- o The Warrior gets angry and destroys all Golems (friend or foe) in contact with them.
- o A destroyed golem does not leave paint puddles on the square that it was in.

## CLIMB (Hunter)



Move

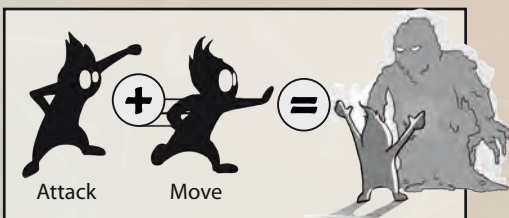
Move

### Climbing



- o The Hunter can climb any wall that they are in contact with.
- o A Hunter on a wall may only be painted by a Chief or a Golem.
- o A Hunter on a wall can shoot over any characters and paint puddles of other colours.
- o Getting off a wall requires one Move action.

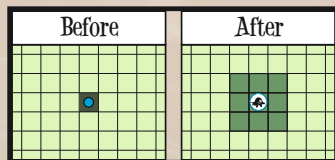
## INVOKE (Shaman)



Attack

Move

### Golem Invocation



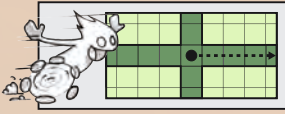
- o The Shaman can invoke a mini Golem on any puddle of the same colour
- o This ability works like the bonus card : Golem Invocation (see page 14).

# XVII◦ SUMMARY OF THE BASIC CHARACTERS

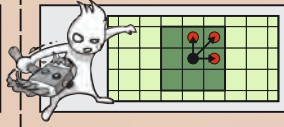


Warrior

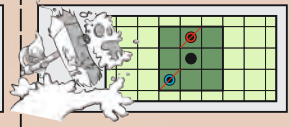
Move : Run



Attack : Brawl

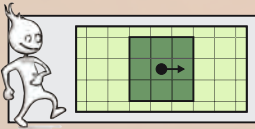


Special : Destroy

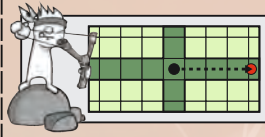


Hunter

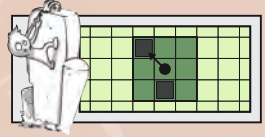
Move : Walk



Attack : Shot

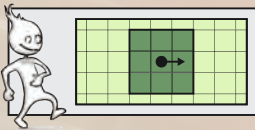


Special : Climb

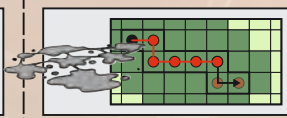


Shaman

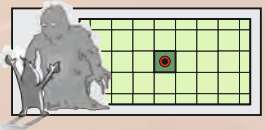
Move : Walk



Attack : Network

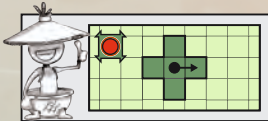


Special : Invoke

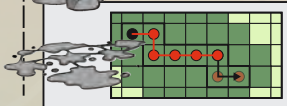
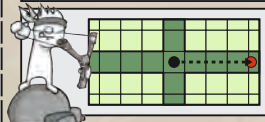
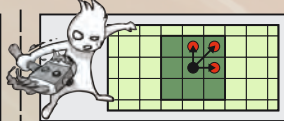


Chief

Move : Quest



Attack : All

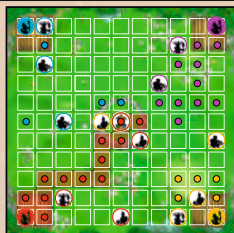


*The Chief's color never changes*



Comment :

A Chiefs colour cannot be changed meaning that no player can be eliminated from the game.



## 1 : Paint Networks (compatible with initiation mode)

**Aim for 2 players :** Link your Chief to your opponents Chief with a paint network.

**Aim for 3 and 4 players :** Be the first to link your Chief to the Quest square with a paint network.

**Difficulty : Easy - Time : 20 minutes**

**Note :** In the example the winner is the red player.



## 2 : Capture (compatible with initiation mode)

**Aim for 2 players :** Paint all of your opponent's combatants.

**Aim for 3 and 4 players :** Be the first to get one combatant of each caste : Warrior, Hunter and Shaman of your colour in to contact with the Quest square at the end of your turn.

**Difficulty : Medium - Time : 30 to 40 minutes**

**Note :** In the example the winner is the yellow player.



## 3 : Siege

**Aim :** Be the first to take control of the Quest square and the 8 squares centred on it at the end of your turn.

**Difficulty : Medium - Time : 40 to 60 minutes**

**Note :** In the example the winner is the yellow player



## 4 : Chief Escort

**Aim :** Be the first to place your Chief on the Quest square.

**Difficulty : Hard - Time : 40 to 60 minutes**

**Note :** In the example the winner is the blue player.



## 5 : Walls control

**Aim :** Be the first to control 3 walls with paint puddles, Hunters and/or Rangers.

**Difficulty : Hard - Time : 40 to 60 minutes**

**Note :** In the example the winner is the blue player.





# XIX°/ ADVANCED RULES



## Infiltration

Players must decide if they are using this rule before setting up the game. After all players have placed their characters on the board any players with Hunters may place them on unoccupied walls.



## Tactical bonus rules

**At 2 players :** Each player receives two copies of each bonus card.

**At 3 players :** Each player receives one copy of each bonus card and two additional cards taken at random from the 6 that remain.

**At 4 players :** Each player receives one copy of each bonus card.

In all cases, Bonus cards are placed in a bonus pile in front of each player.

Once a bonus card is played it cannot be reused, place it in a discard pile.

## Advanced combatants

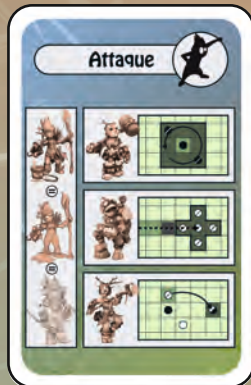
At the beginning of the game, you may replace one of your basic combatants with an advance one.

A **Warrior** can be replaced by a **Smasher**,

A **Hunter** can be replaced by a **Ranger**,

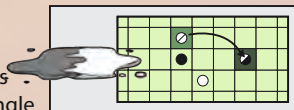
A **Shaman** can be replaced by a **Mystic**.

# XX°/ ATTACKS (Part 2)



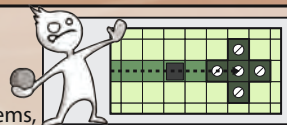
## CORRUPT

The Mystic may use one of their paint puddles with which they are in contact to replace a single paint puddle of any colour on the board. The replaced puddle is removed from the board.



## LAUNCH

All the puddles in the affected area, 5 squares, are removed. Maxi Golems becomes mini Golems, mini Golems become puddles and puddles are removed. The Ranger can shoot over obstacles such as walls, characters and all paint puddles.



## SMASH

All combatants in touch with the Smasher are Knocked Out until the beginning of the next turn. Place a token on the top of the combatants to help you to remember which are knocked out and when they will recover. An Invocation that is knocked out is destroyed. A knocked out combatant cannot be used. At the beginning of your next turn, before drawing cards, remove all the tokens. A Chief cannot be knocked out. If they are the target then they only move one square (see page 10).

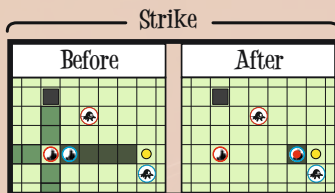
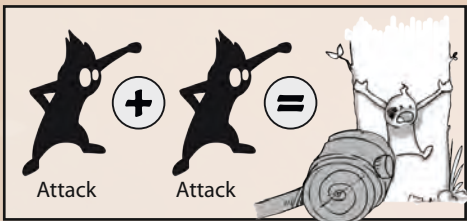


# XI°/ SPECIAL ABILITIES (ADVANCED COMBATANTS)



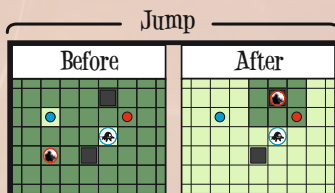
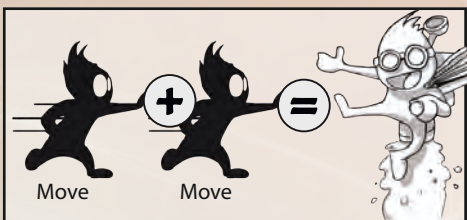
As with the basic combatants, the advanced combatants have special abilities. To use a special ability, you must combine two basics actions at the same time. The Clone has no special ability. **Note that special abilities are not used in Initiation mode.**

## STRIKE (Smasher)



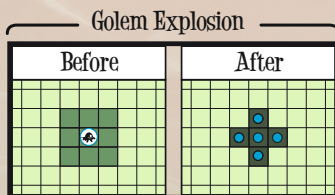
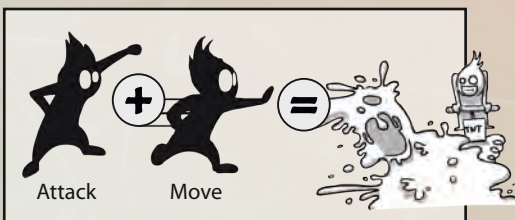
- o The Smasher beats a character with their hammer and sends them, in a straight line, slamming into the next obstacle : puddle, character or wall.
- o If it is a combatant it is knocked out until the next turn. If it is a Chief, it is not knocked out.
- o An invocation is «Smeared». Remove it from the board and place 3 (mini Golem and Clone) or 5 (maxi Golem) puddles starting in the square it was in and moving in the opposite direction from the Smasher.

## JUMP (Ranger)



- o The Ranger can jump on any free square, or one occupied by the same colour paint puddle, on the board.
- o The Ranger can use this ability to jump onto a free wall or to jump from one wall to another.

## BLOW UP (Mystic)



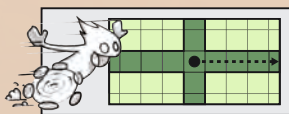
- o The Mystic can blow up the target Golem (mini or maxi). The Clone can also be the target of this ability.
- o This ability works like the « Golem Explosion» bonus card (see page 14).
- o You can use it on your own Golems.

# XXII / SUMMARY OF THE ADVANCED CHARACTERS

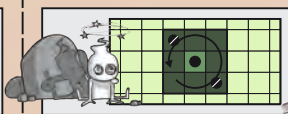


Smasher

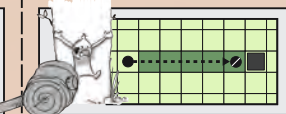
Move : Run



Attack : Smash

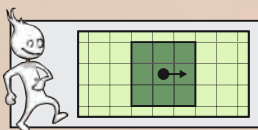


Special : Strike

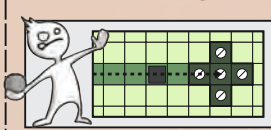


Ranger

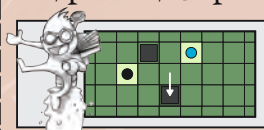
Move : Walk



Attack : Launch

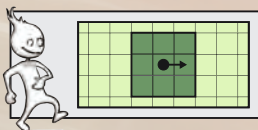


Special : Jump

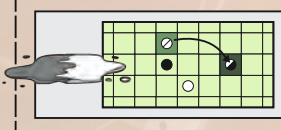


Mystic

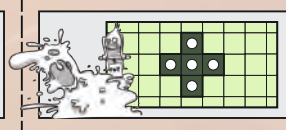
Move : Walk



Attack : Corrupt



Special : Blow Up



Paint Clone

The paint Clone is a special invocation created by the Shaman Blast (see page 21).

As with the Golems, the Clone can be invoked on any paint puddle of a player's colour.



- o The clone gets the same attacks as the Chief but it cannot move.
- o If it is the target of an Explosion or a Strike, it makes puddles in the same fashion as a mini golem.
- o The Golems rules (see page 13) apply to the Clone.
- o The Clone remains in play until it is effected by Fusion, Explosion, Blow up



Matriarch

The Matriarch miniature (available separately) can be used as a Chief, getting all of its abilities (see page 16).



Blasts are special powers which can easily turn the tide of a game. Each combatant has a single Blast they can use, detailed below.



At 2 players, each player gets two Blast cards.  
At 3 and 4 players, each player gets one Blast card.

The type and power of the Blast cards available to players depends on the colour they have chosen to play. Only the combatant shown on the card can use that specific Blast.

You can only play one Blast per turn, in addition to your Actions and Bonus cards.



### Whirlwind - Warrior

The Warrior paints the 8 squares around him.



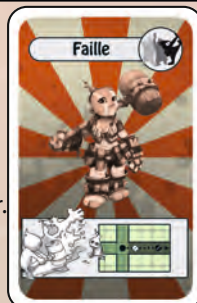
### Multiple Shots - Hunter

The Hunter shoots three times. The player decides whether all 3 shots are made in the same or in different directions.



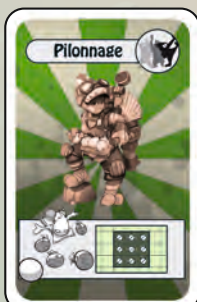
### Cloning - Shaman

The Shaman invokes a Paint Clone on a paint puddle of their colour (see p. 20)



### Crack - Smasher

The Smasher cracks the ground with her Hammer. All paint puddles in one chosen direction from her are removed. All Invocations are destroyed; combatants (even on a wall) are knocked out.



### Barrage - Ranger

The Ranger launches some water bombs. All puddles and Invocations in contact with and including the target square are removed. It can be launched over obstacles (see p.18).



### Mutation - Mystic

The Mystic swaps the colours of a combatant in their team with any combatant in an opposing team.

## XXIV° / FREQUENTLY ASKED QUESTIONS



I only have my Chief but I have no puddle of my colour on the Quest square. What can I do?

You cannot move your Chief, so you may only play two Actions instead of four.

A Chief cannot make an attack on the Quest square. Your first goal will be to concentrate your actions on attacks and paint a foe Combatant.

How many squares can I move a Chief per turn?

If it is your Chief you may use your 4 Actions for movement and move your Chief to 4 squares in straight line. If it is an opponent's Chief then by using 2 attacks you can move it 2 squares in the direction of your choice. Remember that a Chief never moves diagonally.

I have placed all my paint puddles on the board, how can I recover some?

You can recover 3 puddles of your colour by using an Action (attack and/or move) up to a maximum of 12 per turn. To remove some puddles from the board you can also move a character such as a Warrior on them or use a Bonus card like « Kadamas ».

Must I have a paint puddle in contact with my Shaman or my Chief to make a paint network?

Yes. The network attack cannot be used on empty squares. However you can use an opponent's puddle to start your network. In this case, replace the opponents paint puddle with one of yours and place the 2nd one on one of the 3 remaining valid squares. The Chief can use one of his other attacks to make puddles in contact with him.

Must I play all my Actions before the end of my turn?

Yes. In the unlikely event that you cannot, then remaining actions are ignored, including any Chief moves.

How many golems can I have in game at the same time?

You can only have two golems on the board at the same time: 2 minis or 1 maxi and 1 mini.

Can I cancel a special ability with the Bonus cards «Missed» or «Fatigue»?

Yes. However, the target player does not lose both actions. He keeps the remaining Attack or Move Action.

Can I paint several combatants at the same time with the same attack?

Yes. If you make a network attack on opposing combatants that are on the two target squares then both are painted. You can also paint several combatants with a Brawl attack or from a Golem Explosion. Note that paint puddles made with an explosion may also paint combatants if there are on the explosion area.



## XXV° / THE COLOR WARZ : MINIZ RANGE



The Color Warz® : MiniZ™ range is composed of finely detailed resin miniatures. These models are fully compatible with the game.

All characters are available :

The 1st Set (left) contains : 1 Chief, 1 Warrior, 1 Hunter, 1 Shaman, 1 maxi Golem and 2 mini golems.

The 2nd Set contains : 1 Matriarch (A female version of the Chief), 1 Smasher, 1 Ranger, 1 Mystic and 1 Paint Clone.

The Oak miniature is also available as a single miniature.

## XXVI° / CREDITS

Authors : Fabien Friess and Nicolas Tézé  
Illustrator : Giuseppe Severino  
Graphic conception : FLUO studio  
Tests and development : FLUO Games  
English translation : Fabien Friess and Darren Barber  
Manufacturing : Ludo Fact (Germany)

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The internal development team of our 3D game school prototype ( french gameplay price 3D3 2006 contest ) : Matthieu Bonnet, Benoit Doucet, Sébastien Le Moignet, Kusan Sulinthavong and Kévin de Castro.

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Finally we thank our parents and our partners for their patience and support throughout of this adventure.

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In 2013...



The Threat  
emerges from shadows!

