



SIN COLOR

A game of hidden information for 3-4 players and a Piecepack

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Components

All 24 tiles, 24 coins and 4 dice of a standard Piecepack.

Goal

The game will be won by the player who first manages to run out of coins.

Setup

The tiles are placed grid-side up on the table, shuffled thoroughly and used to build six stacks of four tiles each. Afterwards, all six stacks are placed at the centre of the table and turned over: the top tile of each stack is visible for everyone. Each player keeps one die. The coins are distributed randomly and evenly among the players: 8 per person for three-player games and 6 per person for four-player games. After sharing out the coins, each player arranges their coins in a row, so that everyone at the table can only see one side of them. The owner of the coins can look at their hidden side at any time, and also flip the coins if they wish to do so.

Play

The starting player is determined randomly. During their turn, each player follows this sequence of actions: (a) trading coins once with another player (optional), (b) throwing their die once and executing the action specified by the throw, and (c) paying out a coin to turn one of the visible tiles at the centre of the table grid-side up (if possible). Afterwards the turn passes to the next player on the left.

Trading: The player whose turn it is may trade any amount of their coins for any amount of coins of another single player. To do so, they will move ahead the amount of coins (one or more) they want to trade; all other players will do the same to make their offer for the trade (the amounts of coins involved in a trade can be different). After all offers have been done, the player whose turn it is will choose what player to trade with (or not to trade at all), and the trade will be then executed.

Throwing the die: If the player hasn't traded any coins, they throw the die once and carry out one action depending on the outcome of the throw: **0** = nothing happens; **2 or 4** = move a tile from the top of any stack to the bottom of the stack; **3 or 5** = move a tile from the bottom of any stack onto the top of the stack; **A** = pay a coin and turn a tile grid-side up (*see next paragraph for details*). After a successful trade, both players involved in it throw their respective dice; the player whose turn it is uses both dice, and the partner in the trade only uses their own die. The player whose turn it is chooses who acts first.

Turning a tile grid-side up: If the player owns coins with the same suit and number as at least one of the top tiles of the stacks, they can pay one of these coins onto the centre of the table and turn the corresponding tile grid-side up; this tile can't be turned back suit-side up.

This way, both the players' coin reservoirs and the stacks at the centre of the table slowly lose their colour until the end of the game ("*sin color*" = Spanish for "without colour").