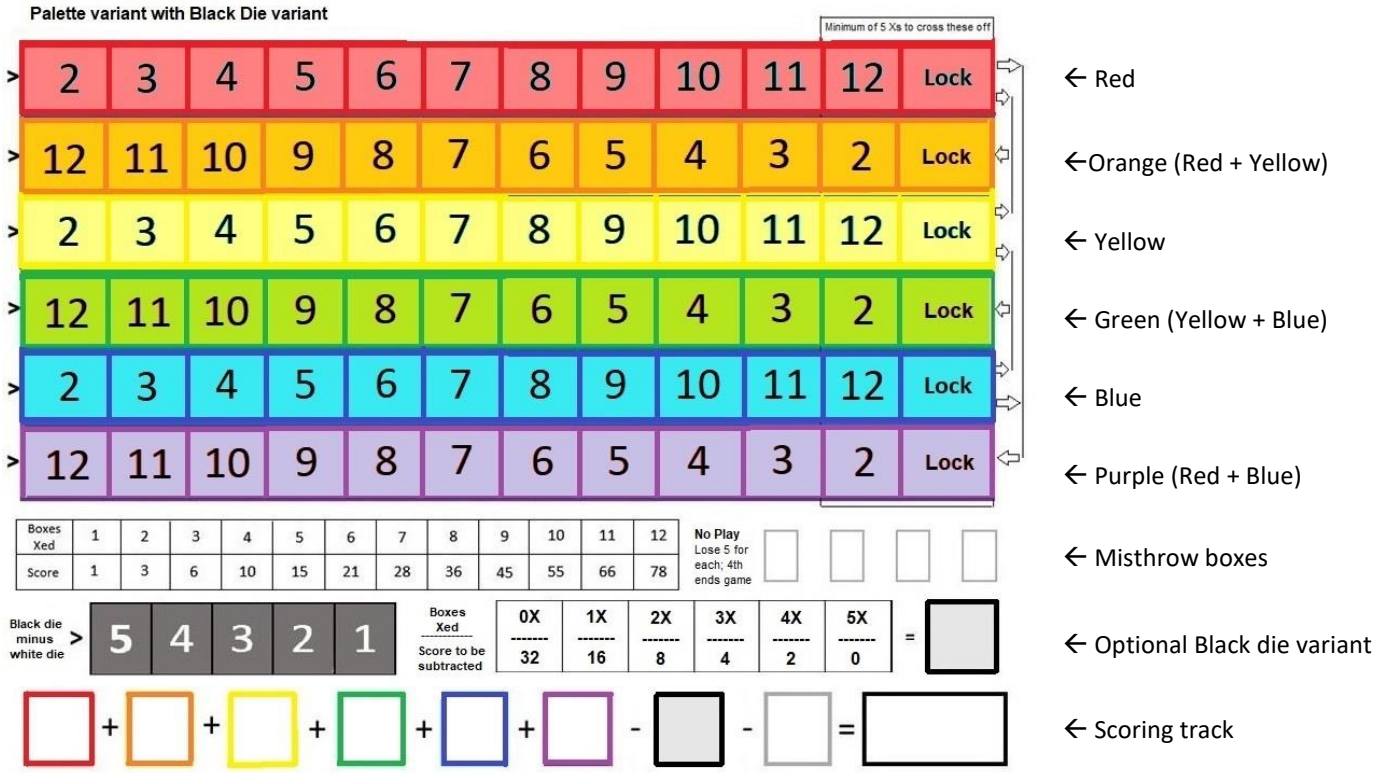
Palette Variant

Play is similar to the Basic Version with the follow changes:

1) Remove the green die from the game.
2) Use the appropriate scorecard showing 6 color-rows (and the optional black-row).
3) The primary (red, blue and yellow) rows score as in the Basic Version (combining the color die with one of the white dice.) Note: the blue row now goes from 2 on the left to 12 on the right.
4) The secondary color-rows (orange, green and purple) are scored by combining two of the primary colors as follows:
   a. Red + Yellow = Orange
   b. Yellow + Blue = Green
   c. Red + Blue = Purple
5) The Active player only (on the second action) may choose to mark off one number in one of the color-rows by adding a white die and a color die or adding two of the color dies to create an alternate color (or subtracting one of the white dies from the black die if playing with that variant).
6) When a color-row is completed and locked, that colored die is not removed from the game as it can still be used to create a secondary color (if a secondary color-row is locked, there is no die to remove, anyway.) A primary die associated with a locked row may only be used with another primary color die to form a secondary color.
7) Play ends immediately when three color-rows have been locked (regardless of which players) or if someone has marked their 4th misthrow box.



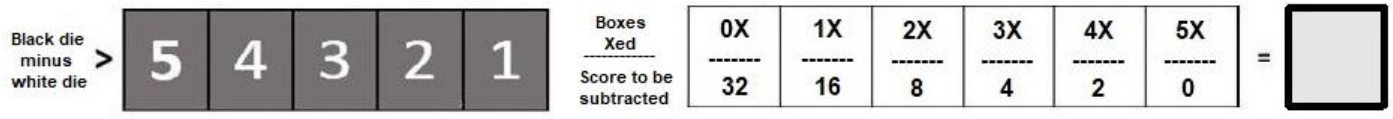
Black Die variant

Add a black die for a total of 7 dice.

The active player, instead of using a color die and a white die, can choose the black die and one of the white dice and then subtract the white die from the black die and mark off the value in the black-row (5, 4, 3, 2, 1). Numbers in this row can only be marked off from left to right; however, you do not have to start with the leftmost number and any numbers skipped may not be marked off later. This row does not count as a locked row for end game purposes. Note: this row cannot be marked off using two white dice.

Note: You start the game with a 32 score (no blocks marked) that will be subtracted from the total score, so it is important to not overlook marking some blocks in this row.

When the game ends, score for black as listed below and subtract this amount in the corresponding box.



Palette variant

Minimum of 5 Xs to cross these off

>	2	3	4	5	6	7	8	9	10	11	12	Lock
>	12	11	10	9	8	7	6	5	4	3	2	Lock
>	2	3	4	5	6	7	8	9	10	11	12	Lock
>	12	11	10	9	8	7	6	5	4	3	2	Lock
>	2	3	4	5	6	7	8	9	10	11	12	Lock
>	12	11	10	9	8	7	6	5	4	3	2	Lock

Boxes Xed	1	2	3	4	5	6	7	8	9	10	11	12
Score	1	3	6	10	15	21	28	36	45	55	66	78

No Play (-5 each) ☐ ☐ ☐ ☐

☐ + ☐ + ☐ + ☐ + ☐ + ☐ - ☐ = ☐

Palette variant

Minimum of 5 Xs to cross these off

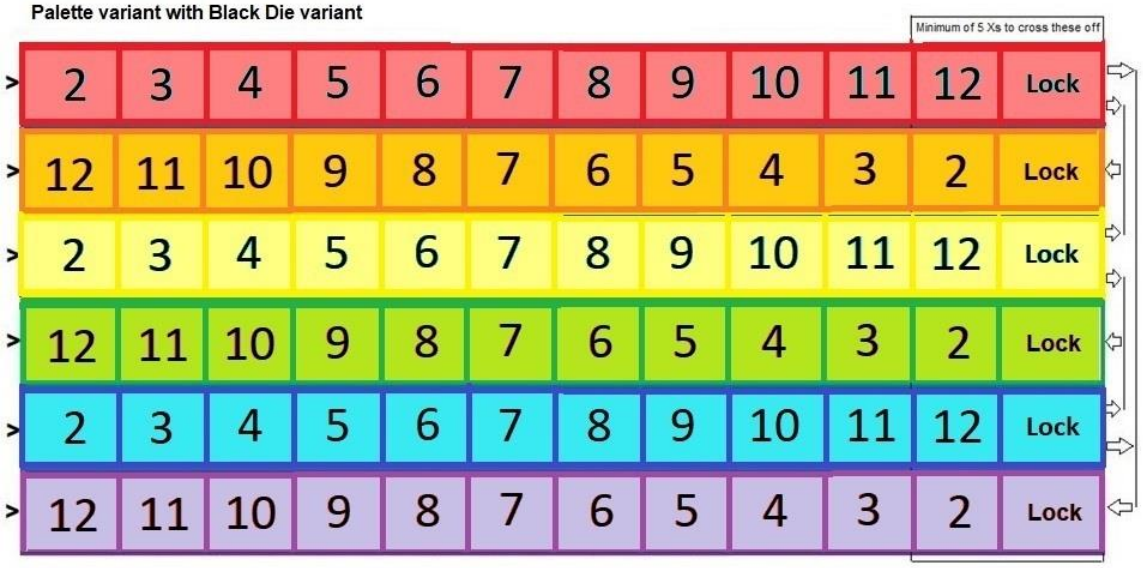
>	2	3	4	5	6	7	8	9	10	11	12	Lock
>	12	11	10	9	8	7	6	5	4	3	2	Lock
>	2	3	4	5	6	7	8	9	10	11	12	Lock
>	12	11	10	9	8	7	6	5	4	3	2	Lock
>	2	3	4	5	6	7	8	9	10	11	12	Lock
>	12	11	10	9	8	7	6	5	4	3	2	Lock

Boxes Xed	1	2	3	4	5	6	7	8	9	10	11	12
Score	1	3	6	10	15	21	28	36	45	55	66	78

No Play (-5 each) ☐ ☐ ☐ ☐

☐ + ☐ + ☐ + ☐ + ☐ + ☐ - ☐ = ☐

Palette variant with Black Die variant



Boxes Xed	1	2	3	4	5	6	7	8	9	10	11	12
Score	1	3	6	10	15	21	28	36	45	55	66	78

No Play
Lose 5 for each; 4th ends game

Black die minus white die > 5 4 3 2 1

Boxes Xed / Score to be subtracted	0X	1X	2X	3X	4X	5X
	32	16	8	4	2	0

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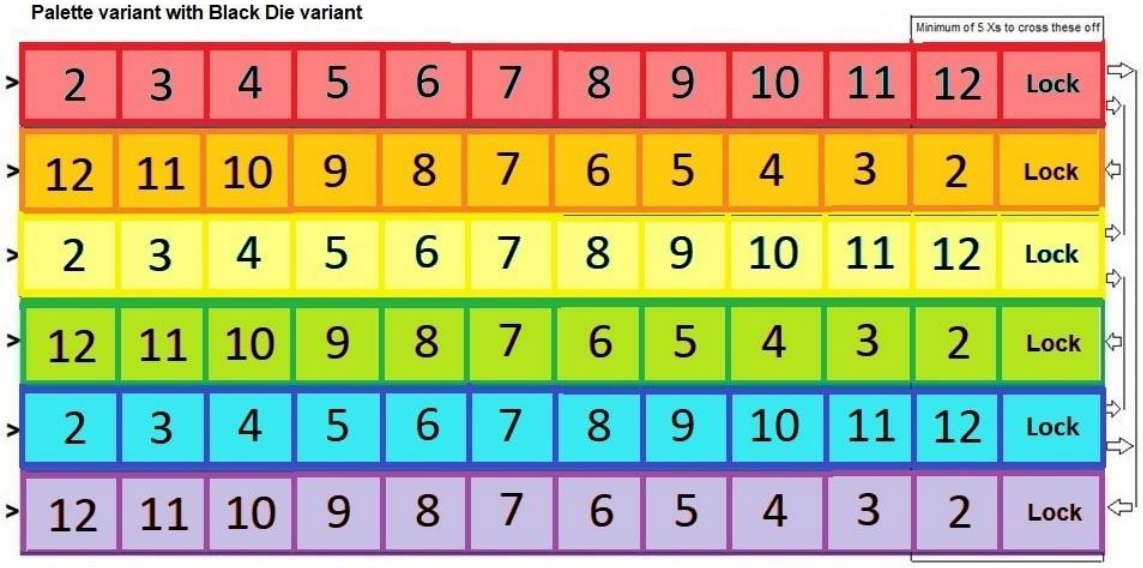
Palette variant with Black Die variant



Boxes Xed	1	2	3	4	5	6	7	8	9	10	11	12
Score	1	3	6	10	15	21	28	36	45	55	66	78

No Play
Lose 5 for each; 4th ends game

Black die minus white die > 5 4 3 2 1

Boxes Xed / Score to be subtracted	0X	1X	2X	3X	4X	5X
	32	16	8	4	2	0

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