



A colorful strategy game for two or three players

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Kroma is an abstract strategy game in which 2-3 players capture territory by blending colors, resulting in a unique composition of colors and shapes. Through two phases of play, transparent plastic pieces are arranged on the board. By layering pieces of blue, yellow, and magenta, players create their “target” secondary color, score points, and create a collaborative art piece through competitive play.

MATERIALS

- 2 or 3 Players
- Backlit triangle grid board
- 84 Plastic pieces
 - 28 each of Blue, Magenta, and Yellow:
 - 16 diamonds
 - 3 trapezoids
 - 4 rhombuses
 - 5 hooks

SCORING

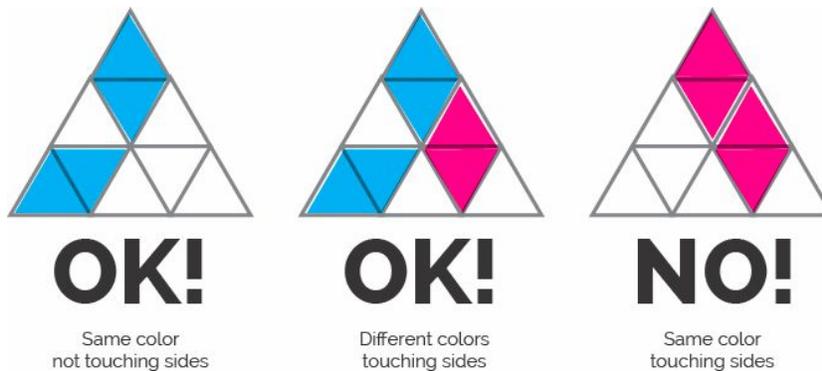
- At the end of Phase Two, count the number of triangles of each visible blended color. Each triangle of a blended color is worth one point for its respective player. The player with the highest score wins the game.
- In the event of a tie, the tied player with the largest single contiguous shape wins.



PHASE ONE

In Phase One, you'll use the small pieces to set up the first layer of the board to prepare for stacking and scoring in Phase Two.

- Illuminate the backlit triangle grid board.
- Select a unique target color from Orange, Green, or Purple. This is your goal blended color for Phase Two.
- On Phase One, the Green player goes first by placing either a diamond or trapezoid piece of any color anywhere within the grid. Play continues clockwise.
- Continue to take turns placing diamond or trapezoid pieces within the border of the grid. Pieces must not overlap with any other piece, must not share an edge with a piece of the same color. Pieces do not need to touch.



- You must place a piece if you're able.
- If the only remaining spaces are bordered by all three colors, you may place any color piece in the available space.
- Phase One is over when no more pieces fit within the grid.

