

How to play



Setup: Shuffle your **COLOR it out!**® deck. Give each player 7 cards. Place the rest of the cards face down in a neat pile. Next to the pile, turn one card up. This will be the discard pile.

Taking a Spoken Turn: **COLOR it out!**® is an interactive game that relies on each player taking a "Spoken Turn." Each player's Spoken Turn follows a six-word pattern based on two cards: the card on top of the pile and the card they are about to play.

Three examples of the Spoken Turn:

"**GREEN TEA** repeat, **GREEN TEA** people"
"**BLUE MOON** computer, **BLUE MOON** shoe"
"**RED PEPPER** bread, **RED PEPPER** says"



Saying the stressed vowel sound in **BLUE** and **MOON** primes you to say the same sound in the underlined part of the featured words (comuter, shoe) despite the different spelling patterns. Each card features two words, each with a colored border and **COLOR VOWEL**® image that guide the Spoken Turn:



Play: The player looks at their cards and tries to match one of the Colors on the top card of the discard pile. If the player has a match, they take a Spoken Turn and play their card. If a player has no matches in their hand, they draw up to three cards to find and play a matching Color. If unable to play, they can say "GRAY DAY, can't play!" and it's the next player's turn.

Bonus Cards:

- **REVERSE** – Can be played on a word of either of the two Colors on the card; it changes the direction of play.
- **SKIP** – Can be played on a word of either of the two Colors on the card; when played, the next player loses their turn.
- **PLUS 2** – Can be played on a word of either of the two Colors on the card; the next player loses a turn and draws two cards.
- **WILD** – Can be played on any other card. The player decides which Color it will represent for the next player, and that player must match that Color.
- **WILD +4** – This card is just like the WILD card, but the next player loses their turn and must draw four cards. The following player must match the Color chosen by the player that played the WILD+4 card.

Win: The first person to run out of cards wins the game. If you need to stop mid-game, the player with the fewest cards in their hand wins.

See demo videos and learn more at ColorVowelGames.com

When you can't sound it out, COLOR it out!®