

# COLOR CULTURE

## the deck

Each deck of Color Culture contains forty-eight cards, four sets of the twelve colors of the Tertiary color wheel.



The deck is designed to feature twelve artworks from a current exhibition or collection. You can also use sets for different periods of art, such as contemporary or impressionistic art, or use our template to make your own



## the rules

Possible plays are split into 'tricks' based on color theory and harmonies:



- 1 Shuffle the deck, including your chosen twelve art cards. Deal out to each player until there are no cards left in the deck.
- 2 The player to the left of the dealer starts the round by choosing the 'trick' group and playing it. Once a 'trick' is chosen it is set for that round. Each player in turn must choose to play within the trick or pass, and be unable to play for the rest of the round. A player may pass even if they have a possible 'trick' to play.
- 3 The play continues around until someone makes a play that everyone passes on. That player starts the next round by choosing the next 'trick' grouping.
- 4 The first player to get rid of all the cards in their hand wins.

### Art Cards

If a player identifies a 'trick' grouping within an artwork, it can be played in place of a normal 'trick'. Or it can be used to complete a 'trick' if the colors used are in the artwork.