

Overview

You are a printer. You have paper. The data has arrived. The only thing missing is ink.

Cyan, Magenta, Yellow, Black. Collect one of each of the four colors and restore perfect output. But refill the same color too many times, and the ink overflows — and you crash.

Be the first to get all four colors.
— *Now, let's start printing.*

Components

Rulebook: 1

Cards: 48 (12 each of C, M, Y, K)

Ink Tokens: 16 (4 each of C, M, Y, K)

Setup

Shuffle all the cards thoroughly. (Mix them so that they face random directions, upside up and upside down.)

Deal cards according to the number of players:

3 players: 9 cards each

4 players: 10 cards each

Choose a start player however you like.

About the Cards

Each card has a number at the top and at the bottom. The two numbers always add up to 25.

Setting Your Hand

At the start of each round, after looking at your hand, you may flip your entire hand upside down as a single stack. You have two choices: "flip everything" or "leave it as is."

Playing a Round

The game lasts as many rounds as there are players. Each round consists of a series of "tricks."

What is a trick?

A trick is a single contest, like one hand in a standard card game, in which every player plays one card to decide the winner.

① Lead (play the first card)

The lead player (at the start of a round, this is the start player) plays one card from their hand. The color of this card becomes the trick's "Lead Color."

② Follow (play in turn, following the Lead Color)

Going clockwise, each other player plays one card.

- If you have a card of the Lead Color in your hand
→ You must play that color.
- If you have no cards of the Lead Color
→ You may play any other color.

What is the Lead Color?

It is the color of the first card played in a trick. For example, if the first player plays Cyan (C), the Lead Color for that trick is Cyan. The player who plays the first card in a trick is called the lead player.

③ Winning the Trick

Among the cards of the Lead Color, the player who played the highest number wins the trick. (Cards that are not the Lead Color can never win, no matter how high their number.)

④ Capture Value (Flip)

The winner gathers the cards played in the trick into a stack with their own card on top, and places it in front of them showing the number on the opposite end from the one used in the trick. This number is their "Capture Value."

Example: If you win with a card whose top number is "15," its bottom number, "10," becomes your Capture Value. → The lower the number you win with, the higher the Capture Value you earn.

The winner of a trick becomes the lead player for the next trick.

Ink Tokens During a Round

To make it easy to see who holds the highest Capture Value in each color, place an Ink Token on the card showing the current highest Capture Value for that color.

- If a higher Capture Value appears in the same color, move the Ink Token onto that card.
- The player whose card holds the Ink Token at the end of the round becomes the "Ink Token winner" for that color.

Note

Ink Tokens placed during a round are only a "provisional display." Even if you have tokens of all four colors in the middle of a round, you do not win at that moment. (See "End of the Game and Winner.")

Calibration (Flipping a Card)

When you play a card, you may discard one other card from your hand face down in order to play your card upside down.

You may only calibrate when you are playing a card. There is no limit to how many times you may calibrate during a round. A card played upside down competes using the number that is now on top.

This is "Calibration," the fine-tuning of your printer's settings. Optimize your output, or play it safe? Keep an eye on your ink levels and read the situation carefully.

Participating in Tricks

Discarding cards through Calibration means players will end up with different numbers of cards in hand.

As long as you have cards in hand, you must take part in every trick. A player with no cards left passes. (They do not participate in that trick.)

If the lead player has no cards, the next player clockwise who can play a card becomes the new lead player.

The round does not end even if only one player still has cards. That player continues playing tricks

alone until their hand is empty. (They play one card at a time, automatically win that trick, and display the Capture Value as usual.)

End of Round and Collecting Ink

The round ends when all players have run out of cards.

Compare the Capture Values for each color. The player with the highest Capture Value in a color receives that color's Ink Token.

Only one player per round can receive each color's Ink Token. The player whose card holds the Ink Token (the provisional leader marker) at the end of the round simply becomes its winner.

Crash (Ink Overflow)

If you receive an Ink Token of a color you already have, you crash.

→ You lose all of your Ink Tokens of that color.

Never overfill the same color. The ink overflows, and your output is ruined —

Preparing the Next Round

After a round ends, start the next round. The start player passes to the player on the left (clockwise) of the previous round's start player.

Shuffle all the cards, deal them again, and play the same way. (Shuffle so the cards face random directions, upside up and upside down.)

End of the Game and Winner

If, when checking at the end of a round, any player holds Ink Tokens of all four colors

→ That player wins immediately.

Clarification

Victory is only checked at the end of a round. Provisionally having tokens of all four colors mid-round does not count as a win. You must hold all four colors after all end-of-round ink collection and Crash resolution has been completed.

If no one has collected Ink Tokens of all four colors after the set number of rounds

→ The player with the most Ink Tokens wins.

4 players: 4 rounds

3 players: 3 rounds

Final Tiebreaker

If more than one player qualifies as the winner, determine the true winner in the following order:

1. The player with the highest single Capture Value in the final round wins.
2. If still tied, compare the color of the card with that highest Capture Value: **C > M > Y > K**, with C being the strongest.