

# True Colors

A Lego® board game  
designed by Tim Heiderich  
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*Roll the dice to advance one of the four game tokens and hope it matches your color! Swap your secret color with an opponent or take a new color from the board – you won't know who wins until you cross the finish line and the players show their true colors!*

Players 2-4  
Ages 8+  
5-10 Minutes

## Winning the Game:

The first player whose "true color" matches the color of the game piece that reached the end of the game board wins!

If **none** of the players match that color, the next player to reach the finish line (or swap for the matching token) wins.

## Your True Color:

Place the "true color" game pieces face-down and mix them up. Player each select one of the game pieces and places the piece upright facing them. Any remaining pieces are left face-down on the table. **Don't show your "true color" to the other players!**

## Gameplay:

Play begins with the youngest player and moves clockwise.

On their turn, players can make one of three moves:

**1) Move forward:** Roll the **color die** and the **number die** and advance the game pieces of the color shown on the **color die** the number of spaces shown on the **number die** (1-3). Rolling blue/green and 3 means moving both blue and green forward 3 spaces.

**2) Move backward:** Declare "**backwards**" and roll the **color die** and **number die** normally, only move those two pieces *backwards*.

**3) Swap:** Or the player has the option of swapping their "true color" with another player or from the left over game pieces. Both players roll the **number die** and if the player who wants to swap rolls higher, they trade "true color" game pieces. If the other player rolls higher, nothing happens, and the turn ends. Ties are re-rolled until they are resolved. Left-over game pieces don't need a die roll to be swapped.

Play continues to the player on the left.