

## Introduction

inspired by the precious teaching of **Maria Montessori** dedicated to colors and their gradations, this project starts from the desire to fill a void: in the world of children's games there has always been a lack of a proposal that would make people think about the great heritage of nomenclatures. Our goal is therefore not exclusively to educate on the chromatic sense, distinguishing the identical colors and pairing them thanks to the tokens, but it is also to allow each one to build a specific vocabulary that the association with the photographic element has the task to explain and fix in memory.

The names of the colors are innumerable, the list is linked to our cultural references and is destined to change and evolve over time, as suggested by the evocative terms used in the Pantone catalog, which year after year nourishes the world of design and fashion with new palettes.

To simplify and make the game suitable even for children we have chosen to divide the names of the colors into categories, starting from the areas from which the creation of the nomenclature has taken inspiration: the world of the animals, flora, minerals, physical manifestations of the terrestrial environment and food. In the selection of the single colors, those that had an immediate photographic comparison of the element to which the name refers have being preferred, leaving out those, though being known, that can not be associated with a concrete and recognizable image.

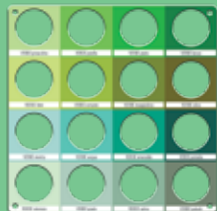
But this game wants to offer even more, giving the owner the opportunity to embrace a very wide range of colors at a glance, hanging the 6 boards vertically to the wall as a piece of furniture with a high educational value, which draws from the color theory by matching the 12 segments of the famous color circle of Itten (thus excluding white, gray and black that are not part of it).

And there is another aspect, the most important, that we want to finally underline: the environment around us is full of colors and **Sherlock Colors** suggests that, armed with a more careful and investigative look, we will be able not only to appreciate and discriminate a wide chromatic spectrum, but also to make our eyes aware of the personal search for the infinite manifestations of color.

*Giulia Mondelli*

## Content

**6 cardboard boards,** with the names of the **96 colors**. Each board groups 16 tokens. The boards can be joined by using the holes on the corners and the wire provided



**96 cardboard tokens.**

On the front you can find the photo of the element that gives the name to the color. On the back there is the full color with the icon of the category the object belongs to



**1 wooden finder** with a slot in which you can insert the token, as shown in the figure on page 2



**2 wooden dice:**

1 color die  
1 category die



**1 cotton bag**



**1 cotton string** to join the boards together

**This instruction manual**

## COLORS



Yellow



Green



Blue



Purple



Red  
Pink



Orange  
Brown

## CATEGORIES



Animals



Food and  
beverage



Flowers



Fruits and  
vegetables



Minerals and  
metals



Environment

## GAME No. 1 SHERLOCK COLORS

### Purpose of the Game

Be the first to win 5 tokens, by exploring the surrounding with the help of the finder (either indoor or outdoor) in search of elements of reality characterized by the same color of the tokens drawn from the bag.

### Setting up and Start of the game

This first game is about exploring the surrounding space. All tokens are placed in the bag. Each player draws randomly a token, that only states who starts the game. Immediately after these tokens will return to the bag. The player, who has drawn the token that is first in the list of the 96 items shown here, can start, and then the game proceeds clockwise.

### Game Turn

The Current Player takes the finder and then picks a token from the bag.

To conquer that token he must find an item that has (almost) the same color of the token. It is better to insert the token in the finder **1** and to use its back to better compare its color with the real element. In order to win the token the majority of the other players must approve the element found by the Current Player. In any case, the Current Player does NOT win the token if one of the other players finds an element, different from its own, whose color is closer to the color of the token. In this case, the unused token is left out of the bag (for example in the box).

### End of the Game

The game ends when a player manages to win 5 tokens. If the game has many players it is advisable to lower the final score to 3 or 4, while it is advisable to raise it if you play only in 2. In all cases the score must be defined before starting the game.

### Variant of the Game

To conquer the token it is necessary, besides finding an element of that color, to say the name of the color TOO, as indicated on the board and also in the list.



## GAME No. 2 PUZZLE BINGO

### Purpose of the Game

Be the first to obtain the tokens needed to win, by guessing the color from its description.

### Setting up and Start of the game

All tokens are placed in the bag, while the 6 (empty) boards are placed on the playing surface, clearly visible to all players. A player acts as a dealer.

### Game Turn

The dealer draws a token from the bag, shows it to the players (on the color side, not the picture) and, after searching it in the list of all the colors on pages 3 and 4, reads aloud the two lines with the description of that element. You have to raise your hand in order to try to guess. The player who is called must say the name of the corresponding color and, if it is the same name written on the board, wins the token. If the player says the wrong name, the chance to win the token passes to the second player that raised the hand, and so on. Each player can say one name only. If no player guesses the color, the dealer says its name and then puts the token back into the bag.

### End of the Game

The game ends when a player, the winner, succeeds in winning 5 tokens of the same color (of the same board), or at least 1 token for each of the 6 colors (of the 6 different boards).



**Wheat YELLOW**  
The blond cereal  
of ancient farming



**Sun YELLOW**  
The bright light  
of our star



**Mimosa YELLOW**  
La pianta dai profumati  
grappoli di fiorellini sferici



**Golden YELLOW**  
The precious metal that has  
always enchanted man



**Cream YELLOW**  
The soft color of many  
pastry preparations



**Honey YELLOW**  
The sweet food  
produced by bees



**Amber YELLOW**  
The fossil resin that can  
enclose insects



**Calendula YELLOW**  
The flower with the official  
use with a warm golden color



**Pistachio GREEN**  
A seed with a clear  
vernal shade



**Pea GREEN**  
The legume with small  
and delicate round seeds



**Meadow GREEN**  
The natural color of  
meadows



**Forest GREEN**  
The majesty  
of pristine nature



**Lime GREEN**  
The acid shade of a  
small citrus



**Lizard GREEN**  
A reptile with a lively  
and scaly skin



**Beetle GREEN**  
The beetle with an iridescent  
green color



**Olive GREEN**  
The fruit that in the sun becomes  
dark and turns rotten green



**Aniseed popsicle BLUE**  
A dilution of syrup  
to be tasted on a stick



**Turquoise BLUE**  
An opaque stone loved for its  
color since ancient times



**Peacock BLUE**  
The livery of this bird shows off  
a blue with green reflections



**Duck BLUE**  
The iridescent plumage  
of the male mallard



**Forget-me-not BLUE**  
Wildflowers carrying  
a universal message



**Cornflower BLUE**  
The blue-flowered plant  
simply called cyan



**Blueberry BLUE**  
Small berries with  
an intense ink color



**Sapphire BLUE**  
A gem of regal color that  
shines with faceted cuts



**Cyclamen PURPLE**  
The languid five-petal flower  
gentily reclined



**Mallow PURPLE**  
The plant with violet flowers  
with known healing properties



**Radicchio PURPLE**  
A vegetable with intense  
pigmentation



**Grape PURPLE**  
The fruit of the vine  
in its darker coloring



**Lilac PURPLE**  
An ornamental shrub with  
small fragrant flowers



**Sunset PURPLE**  
One of the thousand colors that  
the setting sun makes us grasp



**Orchid PURPLE**  
The sensual flower with  
the winged shape



**Amethyst PURPLE**  
The mineral with a dramatic  
purple hue



**Cocktail sauce PINK**  
Sauce that goes well with shrimp  
and resembles its color



**Salmon PINK**  
The fish with a silvery livery  
and rosé flesh



**Coral RED**  
The bright coloring of colonies  
of small marine polyps



**Fire RED**  
The chromatic quality of the  
element that heats and burns



**Candy PINK**  
The candy covered with a hard  
pastel colored glaze



**Fuchsia PINK**  
The hanging flower with  
a bright magenta color



**Cherry RED**  
The small and plump fruit supported  
by the typical long petiole



**Ruby RED**  
The purple gem symbol  
of opulence



**Caramel ORANGE**  
The warm sweetness  
of the melted sugar



**Carrot ORANGE**  
The common vegetable  
much loved by rabbits



**Gerbera ORANGE**  
The summer flower that shows  
the warm tones of its season



**Clay ORANGE**  
Mud burned by the sun,  
the primitive clay color



**Apricot ORANGE**  
A velvety fruit  
with a light color



**Tangerine ORANGE**  
The small sugary citrus fruit  
that is not sour



**Lobster ORANGE**  
A crustacean whose carapace  
is lit by a bright orange



**Copper ORANGE**  
The metal that humanity has  
been using for a long time



**Canary YELLOW**  
The lively bird with the charming chant



**Lemon YELLOW**  
The most famous citrus, with a fresh and bright color



**Sulfur YELLOW**  
A crystalline formation of volcanic origin



**Mustard YELLOW**  
A sauce with a characteristic and intense flavor



**Ivory YELLOW**  
The precious material of elephant tusks



**Tuff YELLOW**  
The lava rock used in the past for architecture



**Desert YELLOW**  
A warm expanse of windswept sand



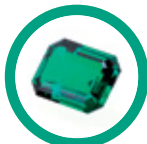
**Biscuit YELLOW**  
The nutritious product of the most common pastry art



**Mint GREEN**  
A menthol scented refreshing drink



**Aqua GREEN**  
The element that dominates the surface of our planet



**Emerald GREEN**  
A green stone with a vitreous shine



**Oil GREEN**  
The fuel that emerges from the earth



**Hydrangea GREEN**  
A flower that can appear pale, just dyed with chlorophyll



**Jade GREEN**  
Mineral characterized by a nostalgic nuance



**Sage GREEN**  
Aromatic leaves with dusty tones and a sylvan scent



**Swamp GREEN**  
Muddy area with dull tones used in camouflage suits



**Sky BLUE**  
The celestial color of the clear weather



**Morning glory BLUE**  
The flower that needs lots of daylight to open



**Lapis lazuli BLUE**  
The stone used in the past to create the blue pigment



**Night BLUE**  
The deepest color that is offered by the palette of the sky



**Ice BLUE**  
The cold and translucent solid form of water



**Steel BLUE**  
A widely used alloy with a bluish-gray appearance



**Ocean BLUE**  
Dark blue used for the uniforms of the navy



**Storm BLUE**  
The darkest expression of the weather



**Lavender PURPLE**  
The plant known for its fragrant spike inflorescence



**Candied violet PURPLE**  
Excellent flowers both crystallized and dipped in melted sugar



**Agate PURPLE**  
The mineral with typical streaks of variable color



**Viola tricolor PURPLE**  
A flower with a meditative color



**Jellyfish PURPLE**  
The marine animal which in its transparency tends to purple



**Plum PURPLE**  
The fruit with a violet skin and a succulent pulp



**Aubergine PURPLE**  
A vegetable with an intense and deep color, even streaked



**Blackberry PURPLE**  
The small and plump fruit of the bramble



**Seashell PINK**  
The pinkish formation of some marine molluscs



**Flamingo PINK**  
The wading bird known for its showy plumage



**Poppy RED**  
The glowing-colored corolla that lives only one day



**Cardinal RED**  
The bird whose color resembles the dress of Catholic prelates



**Morning mist PINK**  
The light mist tinged by the rosy auroral light



**Quartz PINK**  
Translucent stone with a melancholy pink color



**Amaranth RED**  
The plant with dark red flowers called wonder grass



**Bordeaux RED**  
The intense color of one of the most appreciated French wines



**Cinnamon BROWN**  
The spice with a strong aroma and a peppery note



**Hazelnut BROWN**  
A hard-shelled fruit with a sweet-bitter seed



**Coffee BROWN**  
The roasted drink that you can taste in the cup



**Chocolate BROWN**  
The delicious food made from cocoa



**Taupe BROWN**  
The bird with a neutral and slightly brown plumage



**Camel BROWN**  
An animal whose fur has the color of the arid climate



**Sepia BROWN**  
The ink of these molluscs is a rare pigment



**Earth BROWN**  
The fertile soil in which the plants grow



### GAME No. 3 FINISH THE TOKENS

#### Purpose of the Game

To be the first to play all the tokens, thinking about the names of the colors and their categories of membership.

#### Setting up and Start of the game

All the tokens are placed in the bag, while the 6 (empty) boards are placed on the playing surface, clearly visible to all players, in order to be consulted during the game. The following number of tokens is distributed to each player: 13 tokens if there are 2 players, 12 for 3 players, 11 for 4 players and so on up to 5 coins if played in 10. The player, who has drawn the token that is first in the list at page 3 or 4 can start, and then the game proceeds clockwise.

#### Game Turn

The Current Player rolls both dice and see if some of his tokens match the results of the dice. He can play 1 or 2, by inserting them in the corresponding board: 1 token must have the same color of the the color die and 1 token must have of the same category of the category die. If the Current Player fails to play at least one token, then he must draw a new token from the bag.

#### End of the Game

The game ends when a player, the winner, plays his last token.

#### Variant of the Game

The Current Player can play up to 3 coins in the same turn if, in addition to a token of that color and a token of that category, he has also a third token of both that color and that category (if for example the 2 dice indicate green and animals, it is possible to play, besides the water green and the canary yellow, also the lizard green).



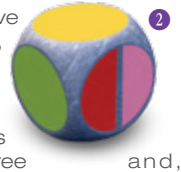
### GAME No. 4 MY NAME IS...

#### Purpose of the Game

Be the first to obtain the tokens needed to win, remembering each time the names of the different colors of the game.

#### Setting up and Start of the game

The 6 (empty) tables are placed on the playing surface, and all the tokens are gradually inserted into the respective holes. Note that this preparatory phase may last a few minutes, but making it all together makes it fun and informative, as well as preparatory to learn the names of the different colors. If you play immediately after the GAME No. 3 (FINISH THE TOKENS) or the GAME No. 6 (Bingo), then many tokens will already be inserted into their respective holes. The two dice are rolled together to define who starts the game: the player who first says the name of an element that matches both the result of the color die and the result of the category die starts the game, and the game then proceeds clockwise (for example if the 2 dice show blue and animal, we can say duck or peacock). The oldest player acts as a referee before starting the game, he turns the 6 boards on the back, so that the names of the colors are not visible.



#### Game Turn

The Current Player (CP) rolls the color die ② and has to say the name of an element that has the color shown by the die ③. After he has said it, the referee checks the table, takes the token corresponding to that element and gives it to the CP. In order for the token to be won, the name must match the name written on the table. If the CP says the wrong name, or indicates an element of another color, as a penalty he must lose one of his tokens, that can be chosen, putting it back in the corresponding table. If the CP does not remember any element of that color, or indicates a correct element whose token had already been conquered in a previous game turn, there is no penalty, but the turn passes to the next player.

#### End of the Game

The game ends when a player, the winner, succeeds in winning 5 tokens of the same color (of the same board), or at least 1 token for each of the 6 colors (of the 6 different boards).

#### Variant of the Game

You can play by throwing both the dice: both the color die and the category die. It is necessary to indicate an element which, besides being the color of the die, is also of the same category as the die shows.



## GAME No. 5 LAST

### Purpose of the Game

Be the first to play all the tokens, thinking about the names of the colors and their categories of membership.

### Setting up and Start of the game

All tokens are placed in the bag. 5 tokens are distributed to each player. The player who has the token that is first on the list on pages 3 and 4 starts the game and then the game proceeds clockwise. The player who has that token places it in the center of the table: on top of it all the other tokens will be placed, to form a tower of tokens **4**.

### Game Turn

The Current Player (CP) can play - by placing it on top of the token tower in the center of the table - one of its tokens (only one) if it has the same color or the same category as the token at the top of the tower (for example the biscuit is yellow **5** like lemon).

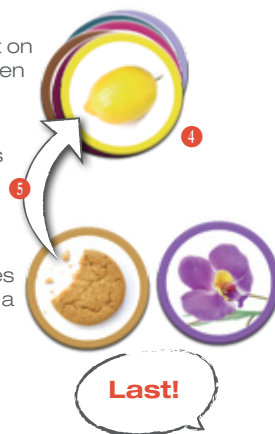
If he can not play any token, he draws one from the bag, which can be played immediately if he has the same color or the same category as the token at the top of the tower. When the CP plays its penultimate token must declare "LAST" in a loud voice BEFORE putting the token on top of the tower. If the CP forgets it or does it immediately afterwards, and the other players know it, then the CP must draw two tokens from the bag as a penalty.

### End of the Game

The game ends when a player, the winner, plays his last token.

### Variant of the Game

If the token that is played has both the same color and the same category as the token at the top of the tower, then the CP can immediately play a second token, if it has it. If the new token also has the same color and the same category, the CP can keep playing.



## GAME No. 6 BINGO



### Purpose of the Game

To make Bingo, filling your table with all 16 tokens.

### Setting up and Start of the game

All tokens are placed in the bag, while the 6 (empty) boards are distributed to the different players.

If you play in 2 or 3, 2 tables are given to each player, while if you play in 4, 5 or 6, only 1 table is given. A player acts as a dealer.

### Game Turn

The dealer draws a token from the bag and says the name of the corresponding element, indicating the color, the category, and also reading his description which is on the list on pages 3 and 4. The player who has the board of the same color of the token raises his hand, repeats the name of the element and takes the token from the dealer, inserting it in the right place in his board. If no player has the board of that color, the token is put aside. The dealer continues picking new tokens and saying the names.

### End of the Game

The game ends when a player, the winner, has made Bingo, having completed his board with all 16 tokens of that color.

### Variant of the Game

It is possible to make a shorter game by assigning the victory to the first player who makes, on the same table, both a horizontal and a vertical quatern.



A Game by: Emanuele Pessi e Giulia Mondelli  
Iconographic Research by: Giulia Mondelli  
Graphic Design by: Domenico Monforte  
Produced by: CreativaMente srl - Via A. Volta, 69  
20863 Concorezzo (MB) Italy

