Pass the Paint
The Renaissance

8 inches by 6.5 inches for flat service box
Pass the Paint
Prototype by Franklin Kenter and Jeremy Commandeur

Theme: Collect paint colors and mix them to make more valuable colors. Complete paintings for extra points. The most valuable mix of colors at game end wins.

Gameplay: Card drafting, set collection and a tech tree. Basis in colors make the game easy enough for normal people to learn in 2 minutes. Branching tech tree, variable card quantity economy, and counter drafting strategies add enough depth to provide a strong replay value for even hardened euro players.

# of Players: 1 to 6
Game Length: 20-30 minutes
Skill Level: 🧠
Amount of Luck: 🍀