



Casual  
Intermediate  
Challenging

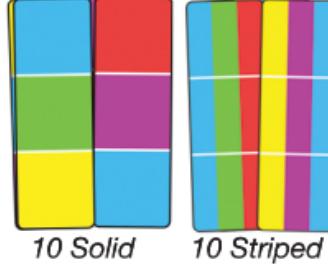
Watch and learn to play in 3 minutes at:

► [www.packogame.com/hue](http://www.packogame.com/hue)

**THE OBJECT:** Players try to score the most points by strategically placing cards and choosing the most valuable "Score Card."

30 Cards:

20 Standard Cards



10 Solid

10 Striped

5 Starting Cards



'⊕' on back

5 Poison Cards



'💀' on back

### SETUP:

1. Choose a dealer to perform the remaining **SETUP** steps.

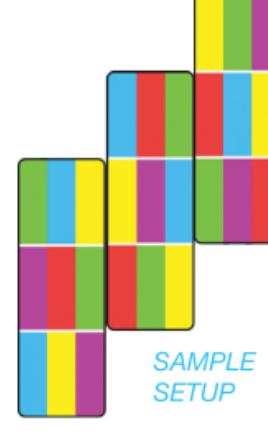
2. Shuffle the 5 Poison Cards ( ) face down and deal 1 to each player face down.

3. Shuffle the 5 Starting Cards ( ) face down. Draw 3 Starting Cards and randomly lay them diagonally, next to one another. (See **SAMPLE SETUP** to the right)

4. Shuffle the 20 Standard Cards together face down and deal to each player:

**2-4 players:** Deal 5 to each player (6 cards total with Poison)

**5 players:** Deal 4 to each player (5 cards total with Poison)



SAMPLE  
SETUP

5. Set aside any unused Poison, Starting or Standard Cards without revealing them. They will not be used in the game.

6. Players take the Poison Card and dealt cards into their hands. The oldest player is the Start Player and takes the first turn.

### PLAYING THE GAME:

5 colors appear on the cards. Each card contains exactly 3 SQUARE sections, separated by a white line or the card's edge.

(See **FULL SQUARE examples below**) On a player's turn, he must play exactly 1 card from his hand and place it in the playing area.

A card must be placed so that one of its SQUARE sides touches at least one side of a full SQUARE on another card in the playing area. However, it is NOT mandatory to match colors when placing cards. (See **SQUARE SIDE examples: A and B below**) In the end, each player will earn a score based on the value of only 3 of the 5 colors.

A player MAY choose (not mandatory) to play a card so that it covers a portion of a previously played card in the playing area. When covering a card, a player MUST cover exactly one third (full SQUARE) of any previously played card. (See **EXAMPLE C below**) Once a card is played, it may never be moved. Play continues clockwise with each player playing a single card until all players have exactly 1 card left in their hands. The card remaining in a player's hand is his/her "Score Card." (Further detail in **GAME END section**)

### POISON CARDS:

Poison Cards are played (or kept as "Score Cards") just like other cards in the game. However, if a Poison Card is played in a way that its middle SOLID SQUARE (skull and crossbones) is touching any section of matching color, the whole contiguous color area is worth '0'. Poison Cards may be covered by other cards, just like Standard and Starting Cards.

### SAMPLES OF FULL SQUARES, SQUARE SIDES AND COVER PLACEMENTS.

**FULL SQUARE**

**EXAMPLE B**

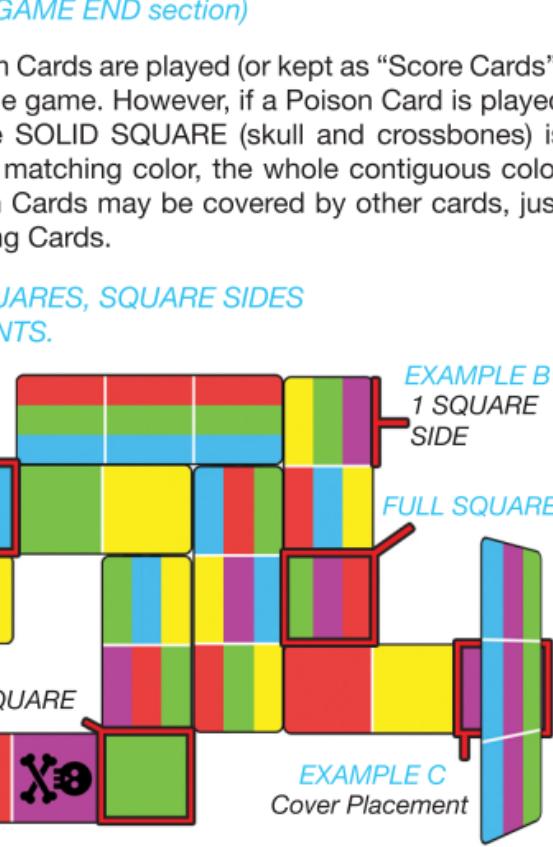
1 SQUARE  
SIDE

**EXAMPLE A**

2 SQUARE SIDES

**FULL SQUARE**

Example of a covered SQUARE



**GAME END:** The game ends when all players have exactly 1 card left in their hand. **The last (unplayed) card in players' hands will be used as their "Score Card."** The 3 colors on this Score Card will determine the players' combined total score for the game. Additionally, **the center color on each player's Score Card** (middle SOLID SQUARE or MIDDLE STRIPE) will be worth double that color's value in the playing area.

Players may choose ANY card in their hand as their Score Card. During the game, players may switch their Score Card since this information is secret and isn't determined until they have a single card left in their hand at the end of the game. If a player selects a Poison Card as his Score Card, he scores it as if it were any other card (scoring double the middle value, ignoring the skull and crossbones).

**CALCULATING COLOR VALUES:** Each color's point value is based on its **largest** contiguously connected area. There may be several sections of a certain color, but only a color's largest contiguous area will generate its value. (*See SCORING EXAMPLES below*)

**Each SOLID SQUARE counts as 3 points in the contiguous area.**

**Each SMALL RECTANGLE counts as 1 point in the contiguous area.**

SOLID SQUARE  
worth 3 POINTS



SMALL RECTANGLE  
worth 1 POINT.



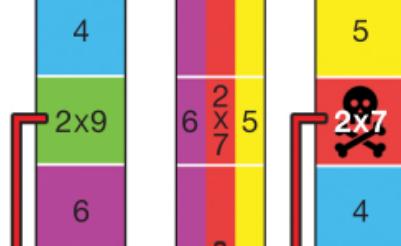
In the case of a tie, the Start Player wins. If the Start Player is not involved in the tie, the closest player to the Start Player sitting clockwise, is the winner.

#### SCORING EXAMPLES:

In this 3-player game example,  
**Player 1 wins with 28 points!**

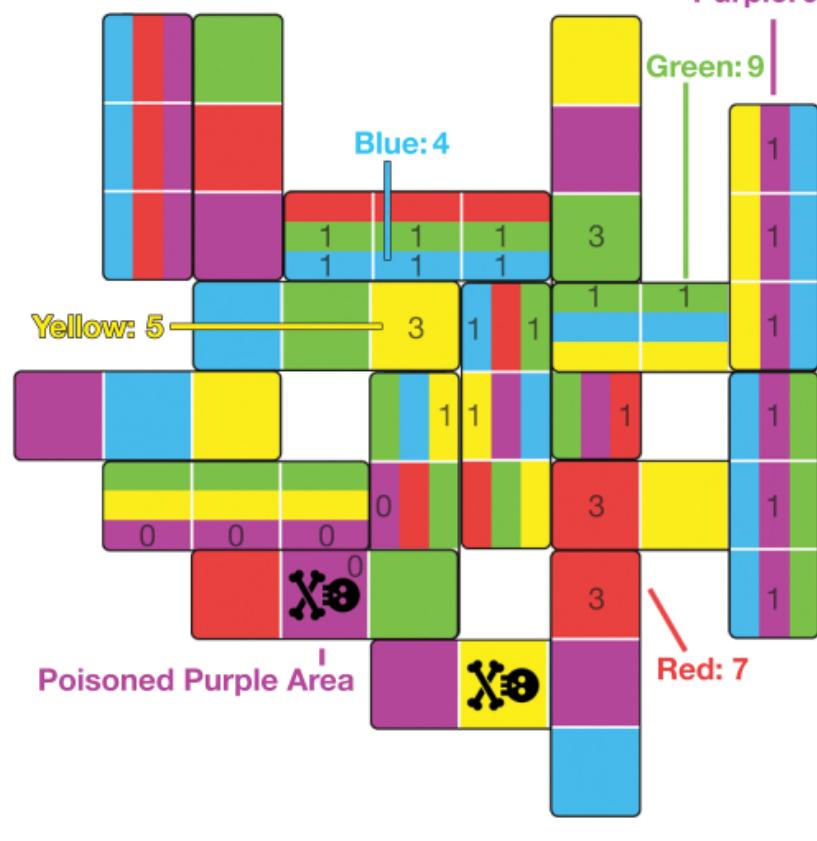
**Player 1    Player 2    Player 3**

Total: 28    Total: 25    Total: 23



**REMEMBER:** The middle section of a Score Card counts as DOUBLE its value!

#### Point Values:



**GAME DESIGN AND GRAPHIC DESIGN:** Chris Handy

**THANKS TO PLAYTESTERS:** Jenn Handy, Steve and Teri Sartain, The Widmans, Matt and Grace Paradis, John McCloud, Paul Butler, Jenn Spankowski, Christian and Colleen Montague, Ryan Handy, Jack Handy and John Madvig.