

Quick Start Instructions

Hues & Cues (3-10 players)

Setup:

- Layout the board in the center of the play area.
- Build the rectangular **scoring frame**. Have the side with 1s facing outwards, and the side with 2s facing inwards in the square. Set the scoring frame to the side.
- Give each player **3 coloured cones of one colour** to each player.
- Shuffle the colour cards and place them face down. This is the **draw pile**.
- Each player places 1 of their coloured pieces to the side of the **scoring track** (the grey area on the board).
- Decide on who will be the first person to give the cues – “**the cue giver**”

How to Play:

- On a turn. carry out the following 5 things in this order:
 1. The cue giver **draws a card** and chooses **one** of the four colours on the card! Notice that there are coordinates to help find the specific colour on the board.
 - Do not reveal this card (or the colour you chose) to any player until Step 5.
 2. The cue giver **gives a 1-word clue** to describe the colour they chose. It is important that this clue **does not include the colour's name or position** on the board.
 3. Once the first clue is given, players take turns, in a **clockwise** order, placing **1 of their pieces** on a coloured square they think matches the clue given.
 - Only 1 player piece can occupy a single square!
 4. The cue giver now gives a **2-word clue**, after all players have made their first guesses.
 - The cue giver could also give another 1-word clue if they wanted.
 5. Players then take turns in **counterclockwise** order making their second guess.

End of Round Score and Game End:

- After all players have made their 2nd guess in a round, the cue giver **reveals the colour!**
- **Place the scoring frame onto the board** so that the chosen color is in the center of the frame! Use the coordinates to make it sure it aligns properly!
- Total up scores for the round and move each player's piece that is on the scoring track
- **The Cue Giver:** Gets one point for each piece that is **within** the scoring frame.
 - **If playing a 3-player game**, the cue giver receives 2 points per piece.
- **The Guessers:** They all each get points based on how close they are to the correct color.
 - **If a player guessed the exact right colour**, they receive 3 points!
 - If a piece is in a space **next to the frame** – if that space is **inside the frame** = **2 points** and if that space is immediately **outside the frame** = **1 point**
- **Keep playing until**
 - In a **3-6 player game**: all players have been the cue giver twice.
 - In a **7 or more-player game**: all players have been the cue giver once.
- The player with the highest score wins!