

# HAVE KNEW?

Race to match the color to the word!

## GAME RULES



# HUE KNEW?

2-6 players    Ages 6 to adult

## Contents

- 40 *Hue Knew?* disks
- Cover disk
- 10 colored pawns

## Object of the Game

To score the most points by correctly grabbing the appropriately colored pawn based on the colors on the turned up disk.

### ***About the disks and pawns:***

There are nine different WORDS and nine different COLORS on each disk: Blue, Purple, Red, Pink, Orange, Yellow, Green, Brown, and White. On each disk, the words and colors are mixed up **except** for two WORDS and COLORS that match. For example, on a disk there may be only the word PURPLE printed in purple and the word RED printed in red—all other words

will not be matched in color.

In addition, four of the 40 disks matches completely; that is, all words are printed in their corresponding color.

There is one pawn for each of the nine color/word combinations, plus a black pawn, which does not have a corresponding color/word combination.

## Play

Shuffle the *Hue Knew?* disks and place the cover disk on the deck so the top-facing disk is covered. Place this stack in the middle of the table where all players can see.

Stand the colored pawns in the center of the playing area around the deck of *Hue Knew?* disks. Do not stand them too close to each other or the deck—allow space to grab one pawn without having to disturb the other pawns.

The oldest player starts, and play proceeds clockwise.

*Hue Knew?* is a quick game, so all players should be ready to grab pawns at the turn of the disk.

The starting player quickly removes the cover disk to reveal the

top-facing *Hue Knew?* disk. Players race to recognize which of the words are printed in their matching color, for example BROWN printed in brown. When a player identifies a word, he or she snatches the pawn that matches the color/word, and shouts "ONE!" The players continue to race to identify the remaining color/word match, grab the matching pawn first and shout, "TWO!" The first player, if they are quick enough, can grab the second matching pawn as well.

If the disk turned up has every color/word as a match, the first player to recognize this grabs the black pawn and shouts, "BLACK!" No other pawns should be grabbed.

## Notes

Your hands are not allowed to hover over the playing area. Hands must be kept near your body until you make the grab.

When you make the grab, hold the pawn so the color of the pawn is visible and not concealed in your hand.

## Scoring

The two players who grabbed the colored pawns each score one point. If one player grabbed both, that player scores two points.

If the disk is a complete color/word

match, the player that grabbed the BLACK pawn scores two points.

Grabbing an incorrect pawn—either a non-matching pawn, or any pawn other than black on an complete color/word match—and lifting it off the table is a one-point penalty. If you have no points, you lose nothing. You cannot have a negative score.

## New Round

Put all pawns back in the playing area. They do not have to be put back in the same place; in fact, it makes it more interesting if they get moved during the course of the game.

Play proceeds as above with the next player to the left quickly taking off the top disk (the disk just played), and all players looking for matches on the newly revealed disk. The removed disks can be set aside; they do not come into play again.

## Winning

The player with the most points when the deck has been exhausted wins.