



KNOW HOW TO PLAY 8 GAMES

**READ THE INFORMATION CARDS
BEFORE PLAYING**

**HUE CARD (H)
IS THE MOST
IMPORTANT
CARD IN ALL
GAMES**

**HUE CARDS
FALL ON
DIFFERENT
NUMBER
VALUES DUE
TO LUMINANCE**

**THE COLOUR
WHEEL IS AN
ESSENTIAL
PART OF THE
GAME**

**EXPERIMENT
CREATE YOUR
OWN GAMES
AND ENJOY
THE MAGIC OF
COLOURS**

**THINK IN
NUMBER ORDER
AND
UNDERSTAND
HOW THE
COLOUR WHEEL
WORKS**

**PLAYING WITH
COLOURS IS
RELAXING AND
STIMULATES
EMOTIONS AND
SENSITIVITY**

Hue First

Meld & enjoy a colorful suits by placing tints and shades in the correct order.

- This is one of the most important GOHUES™ games. Play it first to understand the deck structure and the colour logic before exploring the other games.
- Watching the colours appear in sequence creates a pleasing sense of order, harmony, and visual satisfaction.

Game Play:

- Distribute cards equally; some players may get one extra.
- Players hold cards in a fan and arrange them in order.
- The player holding the Red Hue card (R5 card) places it on the board to start the game.
- Players take turns placing tints and shade cards in ascending and descending order from the Red Hue card.
- If a player does not have a card to play in order, they must play an 'H' card to start a new colour suit.
- If you cannot play any card, you must pass your turn.
- Keep adding cards in order by taking turns and playing Hues.

Winner:

- The player who finishes all cards first wins with 0 points.
- Cards left in hand count as points. A Hue card adds 10 points.
- Play 6 rounds. The player with the lowest total score wins the game.

Strategy Tips:

- You can block any card even an H card, but you cannot pass your turn if you are holding any playable card.
- Shades have higher numbers, so play them early.

This Suite is Mine

Meld and enjoy creating colourful sets through smart moves and quick thinking. Claim completed sets as you build them. The first player to finish wins.



Game Play:

- Players sit in a circle. Shuffle and deal cards equally. Each player places all cards in sequence, face up in front of them.
- On your turn, roll the die to decide how many cards you can claim.
- You may take that total from one or multiple players.
- Only take cards that help complete your suit.
- Completed suits are protected and cannot be taken.
- Play continues clockwise until all suits are completed.

Winner:

- The player who wins maximum suits is a winner.

Strategy Tips:

- Split picks to gain cards and disrupt players.
- Lock a suite early to stay safe and ahead.
- Target players close to finishing quickly.
- Adapt your moves based on the dice roll.

Pursuit of suite

Create, swap, and race to complete your suits in a fast, rhythming paced, competitive play. Pass and replace cards smartly as you outplay others.

Game Play

- Deal cards in multiples of 9 (9 or 18 each), as each suit has 9 cards.
- All will start passing an unwanted card in a single direction to the next player and at the same time in rythm.
- Each player, receives one card from the previous player at the same time. Players will keep the card if they want to complete the suit and discard unwanted card.
- Continue this flow and rithm, at a time and in same direction.
- One by on players complete their suits
- Keep your cards down once player builds a suit perfectly.

Winner:

- Complete a suite and immediately declare your win.
- The last player to complete a suite loses and shuffles the cards for the next round.

Strategy Tips:

- Pay attention to which cards players discard. Gather cards of the colour you hold most.
- If you don't get these, adapt and focus on the suit you want to meld.

Each player is assigned 3, 6, or 9 hands.
 Players who fall short must pay back the difference in the next round by giving hands.

Setup:

- Assign players to bid 3, 6, and 9 hands.
- The player bidding 3 hands deals.
- Deal 9 cards to each player first.
- The player bidding 9 hands declares the Trump Hue based on the colour suit they hold in the highest quantity. That suit becomes the Trump Colour.
- Deal the remaining cards so each player has 18 cards each.

Game Play:

- A hand is a set of three played cards, one from each player.
- The player assigned 9 hands leads the first hand by playing a strong card, followed by the 6-hand player and then the 3-hand player.
- The winner of each hand leads the next hand.
- Players must follow the led colour.
- Card hierarchy is 1 (lowest) to 9 (highest), with the Hue (H) card highest in its suit.
- A Trump Colour card beats every non-trump card while keeping its own hierarchy. You can play it only if you do not have the led colour.
- If you do not have the led colour or a Trump Colour card, play any other card strategically.
- Continue until all 18 hands are played.



Winner:

- Count the hands won and compare them with the assigned bids.
- Players who win fewer hands than their bid must pay back the difference in the next game.
- Pay back by giving the required hands at the end, then record the score.
- Rotate bids each round: 9 → 3, 6 → 9, 3 → 6.
- The player winning the most hands across all rounds wins.

Strategy Tips:

- Declare a Trump Colour that gives you the greatest advantage.
- Use Trump cards wisely to secure important hands.
- Track played Trump cards and observe which colours each player follows to plan your next move.
- Once all Trump cards are gone, every hand becomes crucial. Play strategically until the final hand.

ChRoummy

Meld and enjoy creating colourful sets using valid sequences and colour relationships. The first player to complete is the winner.

Game Play:

- Deal cards based on the number of players. Minimum 7 cards each or 10 or 13 if two players are playing.
- Place the remaining cards as the stockpile.
- Players take turns drawing one card and discarding one to form melds.
- Form one pure sequence of 4 cards and remaining sequences of 3 cards.
- Suit K acts as a Joker and can be used only in 3-card sequences at once.
- A pure sequence must include a Hue card and no Joker.

Winner:

- The player who completes all valid sequences and makes the final discard wins immediately.
- Remaining cards count as points by face value.
- Each Hue card adds 10 extra points.

Strategy Tips:

- Enhance the gameplay by forming colour schemes and contrasts with your cards.
- Experiment with your own rules and enjoy the magic of colours.

YIN YANG

Work as a team to claim the maximum number of suits. The Yin Team arranges Shade Cards, while the Yang Team arranges Tint Cards.

Players

2, 4 or 6

(Two equal teams)

No. of cards

108 cards

Medium Level

Setup

- Create two teams by randomly choosing Black or White card.
- Yin Team (Black- Shades)
- Yang Team (White-Tints)
- Players from opposite teams sit alternately.
- Arrange all 12 Hue Cards on the table.

Deal cards

- 1 vs 1 → 3 cards each
- 2 vs 2 → 2 cards each
- 3 vs 3 → 1 card each
- Keep the remaining cards as a draw pile in the centre.

Game Play:

- Arrange cards in sequence from the Hue, just like game, Hue First.
- The Yin Team may play only Shade Cards.
- The Yang Team may play only Tint Cards.
- Each player gets 3 moves on every turn.
- A move may be: Play a card / Draw a card/ Discard a card/ Claim a suit hand throughout the game.
- If you cannot play a card, draw from the pile and either play or discard.
- Maintain the required number of cards in your
- You may hold opponents' cards but cannot play them until your team claims that suit.

YIN YANG



Claim a Suit

- Yin Team claims a suit by reaching Card 9.
- Yang Team claims a suit by reaching Card 1.
- Once a suit is claimed, your team may also play the opponent's cards within that suit.

Hand Balance

- Maintain your hand according to the draw pile:
- More than 48 cards remaining → Hold 3 cards
- Fewer than 24 cards remaining → Hold 2 cards
- Fewer than 12 cards remaining → Hold 1 card

Discard extra cards whenever necessary.

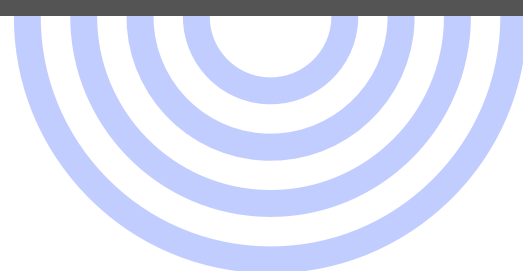
Winner

- Count all claimed suits and won cards.
- The team with the highest total wins the game.

Strategy Tips

- Hold useful cards for upcoming moves.
- Holding opponents' cards can temporarily block a suit.
- Focus on completing your own suits as well as blocking opponents.
- Choose, hold, draw, and discard wisely.
- Maintaining the balance between Yin and Yang is the key to victory.

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Game of 3 Owns

Three dynasties strive to expand their territories and conquer the remaining two dynasties to crown their ruler as the Emperor of the Empire of Colours.

Role of Colour Cards:

- 108-Card Deck (12-Colour Wheel): Empire of Colours
- Y, R, B Hue Cards (Primary Colours): Dynasties
- O, G, P (Secondary Colours) and YO, RO, RP, BP, BG, YG Hue Cards (Tertiary Colours): Provinces
- 102 Tint and Shade Cards: Citizens
- K Suit (Grey Scale Cards): 9 Moles
- K1 & K9 Cards: Chief Moles
- Emperor: The player who conquers all dynasties and unites the Empire of Colours.

Arrangement and distributing cards:

- Remove all Hue (H) cards and the K Suit from the deck.
- Place your Dynasty Hue card in front of each player.
- Shuffle 9 Mole cards and deal 3 Moles to each Dynasty.
- Shuffle the deck, Deal 5 cards to each player. Place the remaining deck at the centre as the Stock Pile.
- Arrange the remaining 9 Hue Cards (Provinces) in Colour Wheel sequence, forming a circle. Leave adequate space to meld each suit in ascending and descending order.
- Every player gets 8 cards in hand (5 cards + 3 Moles).
- The territories are set. Let the battle begin!

Game of 3 Owns

Rise of the Dynasties

- Your first mission is to expand your territory by complete melding the suit of the adjacent colours (Provinces) in both directions.
- For example, the Blue Dynasty focusing first on melding the Blue-Purple and Blue-Green suits, then advances towards Purple and Green, gradually entering the territories of Yellow and Red Dynasties.
- Every Dynasty follows the same strategy.
- Gradually meld the adjacent Hue suit conquer three consecutive provinces (suits) to reach one of the Dynasty and conquer it.

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Game Play and Rules of Battle

- Players must make exactly 3 moves on every turn.
- Block rivals by holding their cards, but release them if needed to complete your moves.
- If you choose not to play from your hand, draw from the Stock Pile.
- Keeping maximum 10 cards in hand is allowed, including Mole cards. no rule of discarding cards.
- If you have 10 cards and no cards to play then only you can pass the turn, but its rare. Other players may object you.

Game of 3 Owns

The 3 moves consist of:

- Meld a card from your hand.
- Drawing a card from stockpile either meld or keeping in hand.
- Replace a Mole with the original card.
- Conquer a Province or Dynasty.
- Eliminate a Mole.
- Block a player while surrendering a Mole suit.

Moles

- K Suit cards are moles. The same number of mole may block any matching numbered card.
- Example: K5 blocks any 5-number card.
- A blocked suit cannot be conquered.
- If a Dynasty suit is blocked, that Dynasty cannot conquer another suit.
- Replace a Mole with the original card and keep the Mole for future use.
- When the Stock Pile is exhausted, Moles are not recovered. Instead, they form a separate suit as they are replaced.
- Any player may begin melding the Mole suit from K1 or K9. Keeping the Chief Moles until the final stage can be a powerful advantage to conquer mole suit.

Game of 3 Owns

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End Game:

- When the Stock Pile is exhausted Players are now limited to 2 moves per turn.
- Play only the cards remaining in your hand.
- Some provinces may already have been conquered, you can claim them as well! now move ahead towards remaining dynasty.
- Player holding mole suit can interrupt another player's move and immediately take own turn. The Mole Army is then eliminated.
- Lead your Dynasty through the remaining territories, conquer the rival Dynasties, and unite the Empire of Colours!

Strategy Tips

- This is a highly strategic game. Stay alert, think ahead, and outsmart your rivals.
- Delaying melding, Holding key cards like 1s and 9s will impact others' moves.
- Watch your rivals' move, they may be advancing towards your territory.
- Plan your 3 moves wisely, one poor turn can change the battle.
- Some times what goes around comes around strategy works!

Scheme-Scheme Colour Scheme

Create harmonious colour-schemed hands. Play strategically using key and H cards to dominate the scheme, maximise tints, hues, and shades, and win.

Game Play:

- Distribute cards equally. Keep extra cards aside. Player next to the dealer starts by playing any card.
- Players continue placing cards one by one, forming colour schemes without declaring.
- One Hand: Melds consist of two rounds of playing 1/1 card for each round. Last round may be 1 turn if only one card remains.
- Any player can shift the scheme based on cards played (e.g., turn monochromatic into contrast). Players must observe the evolving colour scheme.
- If a suitable card is unavailable, burn a card by placing it folded down. or choose and replace from remaining cards.
- Priorities creating varied colour schemes. The key card or dominant H card determines the winner, decided mutually by all players.

Winner:

The player who will make more hands is a winner.

Strategy to win:

- Play strategically to include key cards or H cards that dominate the scheme.
- Goal is to create interesting colourscheme and balance in hand.