

Colour Colour



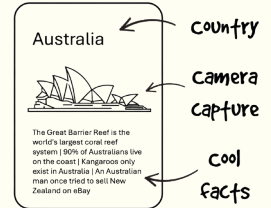
Uno with a Country Twist: colour, colour on the Table, which colour do you want?

Goal

Be the first player to lose all cards or be the player with the least number of cards when the pre-decided time ends—the house decides.

Setting the stage

- Shuffle all the cards front-side up (side with camera capture & cool facts).
- Deal 7 cards to each player.
- Place the remaining cards in the center to form the draw pile.
- Start a separate discard pile using the first card from the draw pile.
- The player to the left of the dealer goes first.



Game Flow

- Sort each card based on the colour it has:
Rose, pink, orange, yellow, green, teal, or blue
-
- On your turn, place one card that matches the top card on the discard pile, based on:
 1. **Colour** (e.g., Afghanistan & Armenia match because they are both rose in colour), or
 2. **Country** (e.g., Brazil & Belgium match because they both start with the same letter), or
 3. **Continent** (e.g., Australia & New Zealand match because they are both in Oceania).
This is an advanced rule and can be skipped while playing with younger kids.
 - If you can't play, draw 1 card from the draw pile. If that card is playable, you can play it immediately. If not, your turn ends.
 - When you have 1 card left, you must say "Colour Colour!". If you forget, and someone catches you, you have to draw 2 cards.

SMART actions, for more laughs & chaos

- SMART actions to do every time you have a country starting with S, M, A, R, or T:
 - **S = Switch**
Play a country starting with "S" and switch the direction of the game.
 - **M = Miss**
Play a country starting with "M" and the next player misses their turn.
 - **A = Assign**
Play a country starting with "A" and assign a new colour.
 - **R = Return**
Play a country starting with "R" and return half your cards to the discard pile.
 - **T = Take**
Play a country starting with "T" and the next player takes 3 cards.
- If you match both the colour and country, choose any one of the **SMART** options.
- If you match all three criteria (colour, country, and continent), choose any one of the **SMART** options or exchange your cards with the player of your choice. *[Advanced rule].*

To note

- During the **Return** action, if you have an odd no. of cards, return half, rounded down. E.g., if you have 5 cards remaining, return 2 cards.