



# Colour Colour

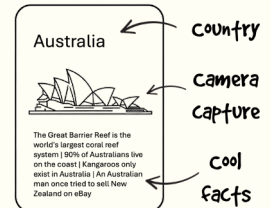
colour, colour on the table, which colour do you want?

## 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
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- 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.