Player Actions

- Place one of the units in your Reserve onto the map (but not in the Chip space).

A fast, easy to learn kid’s game!

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“Hugs” is VPG’s name for its children’s game of family members attempting to score points by giving hugs to others.

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INTRODUCTION

Everybody needs a hug now and then. In Hugs, you are a member of a big family and you love everyone. To show your love, you give lots of hugs and then you count up your points. Of course, some people enjoy receiving more hugs than others, and then there are some things you want to avoid hugging... but can you tell the difference?

2-4 players, age 6 and up, 15-20 minutes.

OBJECT: Collect the most HUG points.

COMPONENTS

- This Rules booklet.
- 1 game board (with red and Hug spaces).
- 28 character tokens (yellow, gray and black).
- 20 HUG counters (4 sets of 5 colors: Red, blue, yellow, and green).

SETUP

1) Choose a color (red, blue, yellow, or green).
2) Each player receives five HUG counters of their chosen color.
3) Shuffle and flip all of the character tokens face-down. This will be called the Token Pool.
The oldest player goes first.

Introductory Game:

Remove the two Best Friend tokens and the gray tokens from the counter mix before the game begins. Add these tokens in only after players understand the game.

SEQUENCE OF PLAY

Each turn, every player performs one of the following actions:

- Choose a character token from the Token Pool and place it face-down on the board.
- Peek at a character token on the board.
- If a token is not next to at least 2 HUG counters, you may remove and replace it with a random token from the Token Pool. The removed token is then placed back in the Token Pool.
- Place one HUG counter on a Hug space (players will not always be able to place all of their HUG counters).

Exception: When the last character space is filled, the only action a player may take is to place a HUG counter.

Play continues clockwise until all board spaces have been filled or all HUG counters have been played (i.e., all Hug spaces have been filled).

Turn over the character tokens and add up points. A player earns points from the two counters his or her HUG counters connect.

If a game ends in a tie, the youngest player wins.
**Placing Tokens and Counters**

Place character tokens on any empty red space.

Place HUG counters only on Hug spaces.

**Scoring Rules**

- Arrows indicate the spaces being “hugged.”
- Character tokens may be scored multiple times.
- People can hug people and animals. A person may not hug a machine (gray tokens).
  If a person hugs a machine, no points are earned for the person or the machine.
- If a HUG counter points to only one token because it faces off-board and that token is a person, it is a self-hug (yes, people can hug themselves) and the player earns points for that character token **only**.
- Scoring for Best Friend, gray and black tokens are explained in the next section.
- If a HUG counter is directed at two tokens that do not include a person, and Robbie isn’t present, no points are scored.

Example: **0** points for a vacuum hugging a fridge, or a puppy hugging a kitty… On some other planet, maybe!

**Special Tokens**

**GRAY TOKENS:** Robbie the robot can only hug gray tokens. If Robbie is hugging a machine, score him as usual (no self-hugs for Robbie).

**BLACK TOKENS:** There are some hugs that you should never attempt, such as: skunks, lobsters, snakes, and porcupines. When hugging a black token, subtract one (-1) from the point value of the matched tokens. Black tokens cannot hug each other. Ignore the negative points if they do. If black tokens hug gray tokens, nothing happens.

**BEST FRIEND TOKENS:** A Best Friend token doubles the point value of the token it is matched with. So if a Best Friend is matched with Dad, it scores 2x5 or 10 points. If matched with a black token, the black token is a negative 2 (-2) points. If it is a gray token, no points are scored.

**Game Credits**

Game Design: John Poniske
Docs & Development: Nathan Hansen
Map & Counter Art: Ella Marcelin
Playtesting: Vince DeNardo, Ella Marcelin, Michael Mondle, Eugene Rodick, Sean Young
Proofreading: Bill Barrett, Noelle Le Bienvenu, Rick Partin, Ian Wakeham

Development by Nathan Hansen
Everybody needs a hug now and again! In this multiplayer kid’s game, you are a member of a big family and you love everyone. So how do you show your love to the members of your family? By giving them a lot of hugs! Each time you hug a family member, you earn points, and the objective is to earn the most HUG points possible.

Of course, some members require more hugs than others, and there are some people and some things you want to avoid hugging altogether. But will you be able to tell the difference?

Hugs is a fast, easy and fun game that the whole family will love. Give some Hugs to you and yours today!

**Number of Players:**
2 - 4 players

**Ages:**
6 and up

**Playing Time:**
15-20 minutes

**Complexity:**
2.5

**Solitaire Suitability:**
3

**Game Components:**
- One 8.5” x 11” map
- 44 thick, two-sided, multi-shaped, laser-cut* game pieces
- One 2-page, full-color Rules booklet

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*Some slight ash residue and discoloration can occur during the laser cutting process.*