



# Twisty

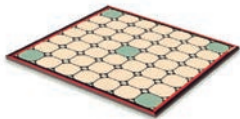


ans years  
anos Jahre  
8-99



# Twisty

Contenu • Contents • Inhalt • Contenido  
Contenuto • Inhoud • Innehåll • Indhold  
Conteúdo • Игровой комплект



x1



X28



x44



X4



X4

## GB Game rules

# Twisty



8-99 years

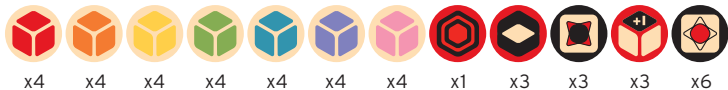


2-4



25 min

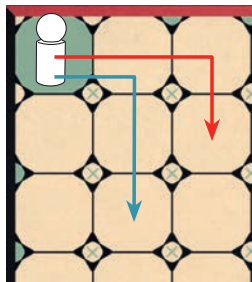
**Contents:** 4 playing pieces and 4 matching “playing piece” counters, 28 cardboard “coloured cube” counters: 4 series (star, square, triangle, circle), 1 board, 44 wooden “coloured cube” counters:



**Object:** To be the first to reach the centre square after collecting 7 coloured cubes in a given order.

**Preparing to play:** Mix up the 44 wooden “coloured cube” counters and then place them randomly on the board so as to cover all the squares except the centre square and the 4 corners. The players each choose a piece which they place randomly on one of the 4 corners of the board. They also take the matching “playing piece” counter which they place in front of them. They then each take a series of cardboard “coloured cube” counters (star, square, triangle or circle) which they shuffle and then line up in front of them with the “coloured cube” sides face up. That gives them each the order (from left to right) in which they must collect their 7 coloured cubes.

**How to play:** The youngest player starts and play then continues in a clockwise direction. On your turn, move your piece three squares by tracing an L shape: 2 squares horizontally and 1 vertically, or 1 square horizontally and 2 vertically.



At the end of your move, if your piece lands:

- **On an empty square:** it stays there until your next turn.
- **On a square with a “coloured cube” counter:**
  - If the counter corresponds to the next coloured cube in your series: collect the wooden counter and place it below the corresponding cardboard counter in your series.





Cardboard  
“coloured cube”  
counters


Wooden “coloured  
cube” counters


- If the counter does not correspond to the next coloured cube in your series: your piece simply stays on that square until your next turn.

• On a square with an “extra move” counter:

 : it can either stay on that square, or move horizontally or vertically to a neighbouring square,

 : it can either stay on that square, or move diagonally to a neighbouring square,

 : it can either stay on that square, or make another L-shaped move,

 : it can either stay on that square, or move to another identical counter, but cannot move to a counter already occupied by another piece.

**NB1:** Players may combine several moves in one turn.

**For example,** you make your L-shaped move and land on a  counter. You then decide to move diagonally one square to land on a  counter, which allows you to make another L-shaped move ending on the coloured cube that you were aiming to reach, all in a single turn.

• On a square already occupied by another player’s piece:


If that **player** has already retrieved the next coloured cube on your list, you can steal the cube and place it below the corresponding counter in your series in front of you.

The **other player** then moves that cardboard “coloured cube” counter to the end of her list and then moves her playing piece to one of the free corners on the board.

**NB2:** You can only choose to land on a square occupied by **another player** if:

- That **player** is in possession of the next cube you are looking to collect
- That cube is not protected (see the rule about the “safety” counter).

• On a square with a “safety” counter

 : This allows you to protect your coloured cubes by placing the wooden counters you have already collected on top of the corresponding cardboard counters. All those cubes are protected; no one will be able to steal them from you.

  Cardboard “coloured cube” counters

       Wooden “coloured cube” counters

**Winning:**

Once you have collected the 7 cubes from your series in the right order, you need to reach the centre square to win the game.