

# Twisticon!

## game instructions

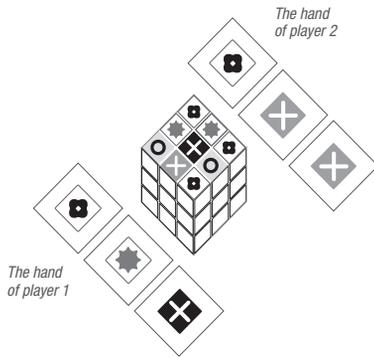
Twisticon! is all about creating sets of three matching icons.

Players take turns twisting the cube, with the goal of creating “three-in-a row” groups of similar icons on the top of the cube. A “3-in-a-row” set on the cube allows players to collect all visible matching cards. When players have collected three cards with the same icon, they may turn that set face down; that card set is “closed” and cannot be taken by another player. To win the game, collect the most card sets, or a set of all nine matching cards.

### 1 getting started

One player acts as the dealer during the game. The dealer shuffles the deck of cards and, starting with the person to the left and continuing clockwise, deals one card at a time until each player has three cards. These cards remain face up for everyone to see. This is called the player’s “hand”.

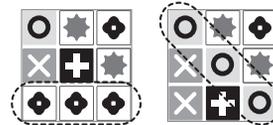
The dealer then shuffles the cube by twisting it thoroughly — without looking. The cube is placed in the center of the table so everyone can see it. The player to the left of the dealer takes the first turn.



Note: Though illustration shows a 2-person game, Twisticon can be played with up to 4 players.

### 2 it's your turn

On each turn, players try to create a 3-in-a-row set on the top of the cube—either vertically, horizontally, or diagonally. The icon in the achieved set must match an icon on one of the three cards in the player’s hand. (See reverse about how to create sets.) If a set is created, the player takes any face-up cards on the table with *that matching icon*. This includes cards



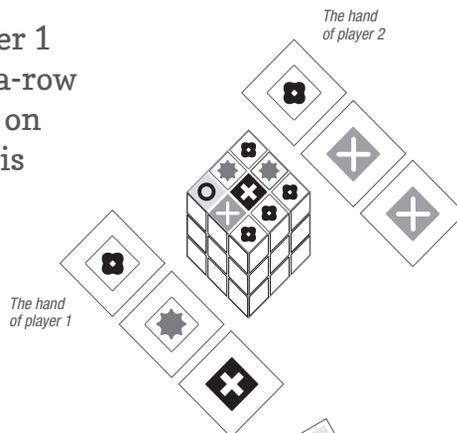
As in Tic-Tac-Toe, sets may be in a straight line or diagonal.

from the player’s own hand, opponents’ hands, or any cards that have been won during play, but are not in closed sets of 3 or more (see *snapshot of a game*). If the three cards in a player’s hand have matching icons, they can be closed as a set, and the player receives three new cards from the dealer.

**BONUS!** When a player creates a three-of-a-kind set, there may be additional matching icons on the top face of the cube. Player wins one additional card from the deck for each extra icon.

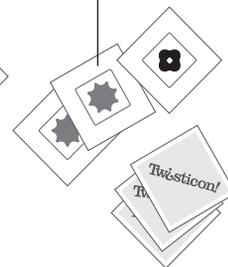
### snapshot of a game

In the turn shown here, player 1 has just achieved a three-in-a-row set on the cube that matches on of the cards in his hand, and is permitted to collect ANY cards of that symbol—from his own hand, the hand of Player 2, or from Player 2’s open cards.



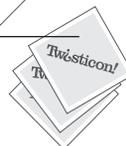
#### Open Cards

Any cards won by a player, but cannot be “closed” into sets of three are placed face up on the table. They may still be won by other players.



#### Closed Set

As the game proceeds, and players win cards by creating three-in-a-row sets on the cube, they may “close” any groups of three similar cards



Continued! >>

# 3 how to create sets on the cube

During a turn, players are allowed to examine the top and sides of cube, but may not lift the cube from the table before making their move. There are 3 allowable ways to achieve a three-in-a-row set on the cube:

## twist or flip the cube

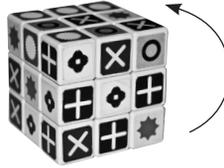
On a turn, a player twists the cube ONE TURN only. There is a variety of the ways cube may be twisted:



Twist one row, one 90° turn.



Twist two adjacent rows, one 90° turn. (Center row cannot be twisted by itself.)



Player may flip the cube 180° to reveal the hidden bottom face. There may be a match there already!

## find an existing set

At the beginning of a turn, a player may find an existing three-in-a-row set on the top of the cube. This may be the result of the cube having been shuffled, or due to the oversight of another player. If the three-in-a-row set matches any card in the player's hand, player collects any available matching cards, as in a normal turn.

**NOTE: A winning three-in-a-row set may not be used again by the next player who receives the cube.**

## strategy tips

### offense

While taking your turn, be aware of the cards in your opponents' hands, as well as those that are still vulnerable (i.e., not in "closed" sets.) You may have a choice about which sets to play for.

### defense

If you don't think you can create a set during your turn, make sure that you are not setting up your opponents to create one on their turns, especially the player to your left. You may make a move that doesn't help you, but does make it harder for the other players.

## scoring points & winning

Game continues until at least one player no longer has cards in their hand (ie, they are "out") and there remain no new cards to deal. At this point, players count their sets to determine their final score.

**Each set of three matching cards = 1 point**

**Each set of six matching cards = 4 points**

The player with the most points wins. In the case of a tie, count the cards you have won that have not been placed in a set and assign them 1 point each.

## instant win!

Remember, if any player is able to **collect all 9 cards of any matching icon**, they win the game instantly. This can happen at any time during the game. Player **MUST** declare the set of nine cards for the win.

## ready for the next level of play?

For new twists on these rules—including horizontal twists, partner play, and more—visit [www.twistongames.com](http://www.twistongames.com).

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It's your turn

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