

Twine

2 Players;
15-30 mins

Twine is a stringy, ropy and knotty game of bright colours and wacky buttons. Connect the twine, thread the buttons and avoid frayed edges at all cost ... the fate of all woolly jumpers depends on it!

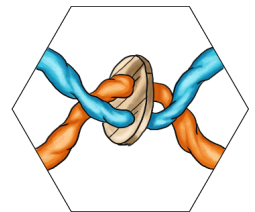
Twine requires only one sheet of colour printing and a pair of scissors. To make the game, simply print the page from the Game Pieces section on the website. If you have access to thicker printing paper that would work well with your printer, use that. For this game we have created a colourful universe in only one colour print page. No special print settings are required. We have made our prototype, using the normal document settings on a home printer (no special paper or photo print settings). The game is super easy to make. Simply cut out the 80 hexagon tiles and you are ready to go. If you are feeling a little crafty, have a look at the 'Crafting' section for Twine on our website where you can see how to make the tiles even better and how to make the custom box we have designed for Twine. We hope you like it :)

Enjoy!

Set Up

Twine is an awesomely simple game to set up and play.

1. Start by removing the start tile and placing it in the middle of the table. The start tile has one wooden button with both colours of twine going through it. This tile won't give any points to either player, but it will give you a place to start building your twiny, knotty pattern from.
2. Next, place all remaining tiles on the table, face down and mix well. You are ready to play.



Play the Game

1. Pick your colours. Before starting the game, you must agree which player will play blue and which player will play orange.
2. Pick a player to start. That player now takes a tile at random from the pile. If the tile contains their colour, player 1 must place it, connected to the start tile. If the tile does not contain their colour, Player 1 places it on the table, face up. This tile can now be played by the other player instead of picking one at random.



3. Player 2 now takes a tile at random from the pile or if there is a tile, placed face up, they can take it instead. Again, if the tile Player 2 chooses contains their colour, they must add it to the pattern. If not, they must leave the tile on the table, face up.

Note: Have a look at the infographic at the end of these rules to see all possible tile types and all available moves.

All tiles must connect properly. All colours must match and no colour should end in an empty tile side as is shown in the example.

As you build your pattern, bear in mind the scoring process of the game. As you will see in the infographic, every wooden button will add 2 points to your score, every red button will add 3 points to your score, every frayed or unconnected edge will take a point away etc, so be careful how you build your pattern.

4. Take turns placing tiles onto the pattern until one of two conditions is met and the game ends.
 - a. All but the last 11 tiles have been placed.
 - b. Or one of the players has managed to create a continuous, uninterrupted twine of their colour with 10 buttons threaded through it. This will end the game prematurely and give the player who achieved this goal an additional 13 points.

End the Game

The game ends when all but the last 11 tiles have been placed or one player has managed to create a continuous twine with 10 buttons threaded through it as shown in the example. When the game ends, it's time to tally up the points and find out who wins.

Score:

When the game has ended, tally up the scores:

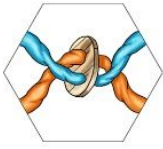
1. If one player has achieved an uninterrupted twine of their colour with 10 buttons threaded through it, they get 13 points before even starting to count.
2. Each player then counts 2 points for every wooden button, threaded through the twine of their colour and 3 points for every red button, threaded through the twine of their colour.
3. For every continuous twine that has between 5 and 9 buttons threaded through it, add 5 points to the total score.
4. In the end, each player must count all the unconnected, unfinished and frayed edges they have left in their twine. For every such edge, you lose one point.

The winner is naturally the person who scored highest.

Have a look at the infographics below for more information. Hope you enjoy it :)

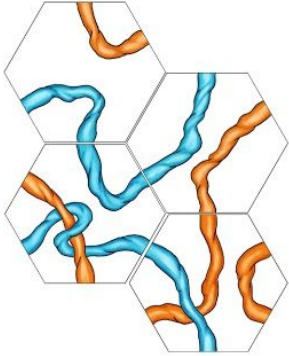


Tiles



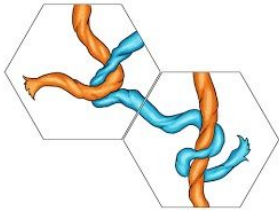
Start Tile

Place this tile at the start of the game. This tile doesn't bring any points, it simply marks the start of your pattern.



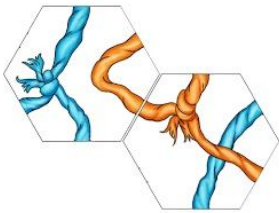
Twine Tiles

These tiles contain twines of both colours. They can be placed by either player, connected to any other tile. These tiles do not bring points by themselves, but help you build your pattern.



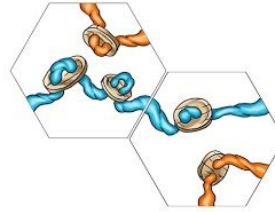
Frayed Ends

A frayed end marks the end of a twine and it costs the player one point.



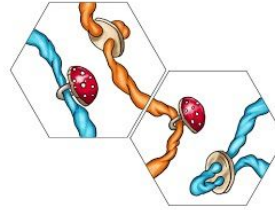
Knots

Some tiles have knots where one piece of twine ties into another. This marks the end of this twine. A tied twine ends, but a point is not lost.



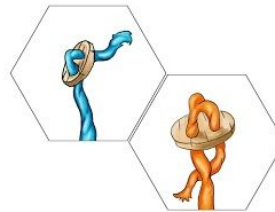
Wooden Buttons

Every wooden button brings two points to the player whose colour twine is threaded through it.



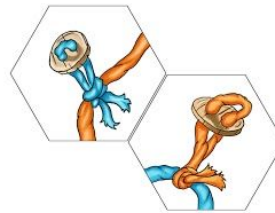
Special Buttons

Every special red button brings three points to the player whose colour twine is threaded through it.



Button + Frayed End

This combination of a button and a frayed edge brings 1 point to the player whose twine goes through the button (button gives 2 points, the frayed edge takes one)

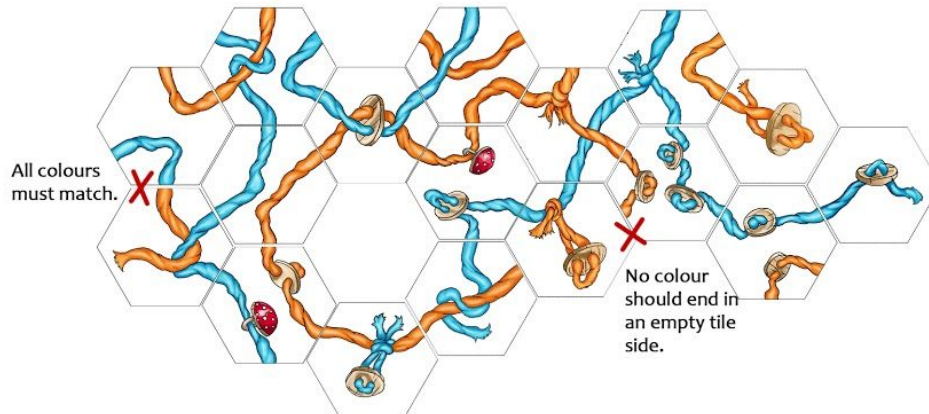


Tied Button

The tied button brings 2 points to the player whose twine goes through the button. It cannot be used as part of an uninterrupted twine as the twine is tied.

Arrange Tiles

All tiles must connect properly. All colours must match and no colour should end in an empty tile side.



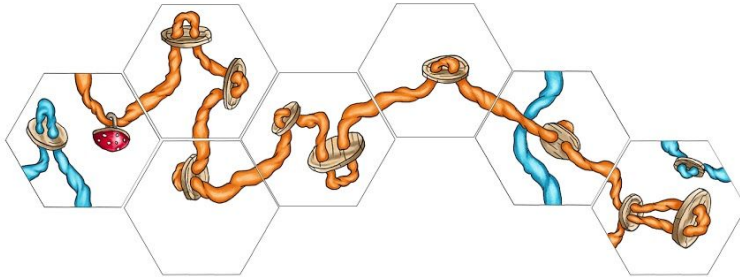
All colours must match. **X**

No colour should end in an empty tile side. **X**



Score

When the game is over, tally up the points, based on these examples and the tile type info:

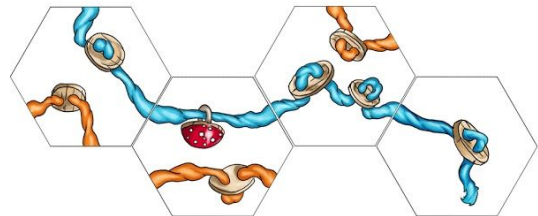


In this example the orange player will score **32 points**:

- 13 point bonus for completing an uninterrupted twine with 10 buttons and ending the game.
- 21 points from buttons (9 wooden buttons 2 points each and 1 special button - 3 points)
- 2 unfinished orange ends - minus 2 points

In this example the blue player will score **14 points**:

- 5 point bonus for completing an uninterrupted twine with 5 buttons.
- 11 points from buttons (4 wooden buttons 2 points each and 1 special button - 3 points)
- 1 unfinished blue end and one frayed blue end - minus 2 points



In this example the **blue** player will score **12 points** and the **orange** player will score **2 points**:

- Blue - 6 wood and 1 special button = 15 points; 5 buttons in an uninterrupted twine = 5 bonus points; 8 unfinished and frayed ends = -8 points
- orange - 5 wood and 1 special buttons = 13 points; no bonus points; 11 unfinished and frayed ends = -11 points

