

Mirror Mirror

2-4 players

15-30 mins

Mirror Mirror is a game of twists, turns and sometimes straight lines :) The aim of the game is simple - build the mirror, get the apple. Simply print the three pages from the 'Game Pieces' file on the website in colour or black and white, cut out the tiles and you're ready to go. If you are feeling crafty, have a look at the extras for the Mirror Mirror game as well. There you will find simple and fun instructions on how to use a cereal box, a bit of glue and some origami magic to make realistic tiles and an adorable and super convenient box for your game :)

Play the game:

Set the board:

Have a look at the 'Tile Type' image and the 'Set Up Example' on the next page. They will help you set up quickly and easily:

1. Place the apple tile in the middle of the table.
2. Place one, Type 2 tile next to each side of the apple as shown in Step 2 of the example.
3. Place one, Type 7 tile next to each Type 2 tile as shown in Step 3 of the example.
4. Layout the rest of the tiles on the table, face down.
5. Each player picks a tile at random and places it next to the Type 7 tile in front of them. Make sure the tile you are placing is of Type 2, 3, 4, 5 or 6 as shown in step 4 of the example. If you draw a type 7 or 8 tile, put it back down on the table.
6. If there are fewer than 4 players, place tiles of Types 2, 3, 4, 5 or 6 in the empty spaces as shown in Step 4 of the example.

Play the game:

1. Every player starts from the tile closest to them and has to reach the apple from the opposite side as illustrated in the example.
2. Pick a player to start. Player 1 starts first by drawing a tile at random and placing it anywhere they like. Tiles must connect properly. No exit can be placed next to an empty tile side. The player to their left goes next by drawing a tile at random and placing it wherever they want and so on until one player reaches their goal and wins.

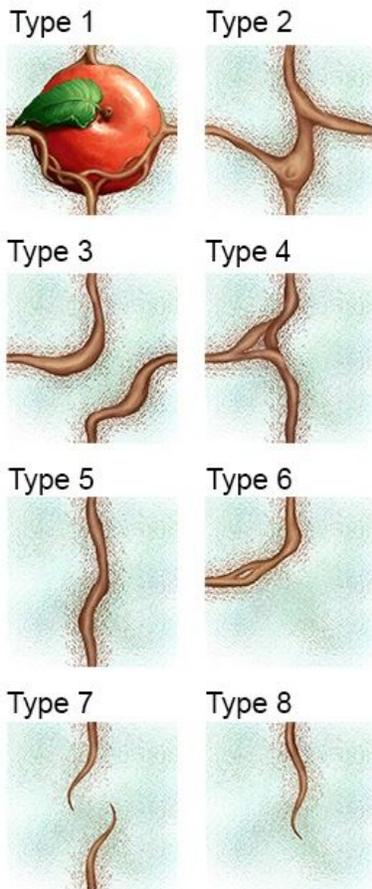


Rules of Engagement::

1. There are several tiles in the deck that can interrupt a path. You can use these to redirect your opponents, but you cannot use them to eliminate all options for achieving their goal.
2. You will inevitably interact with other players' paths. Make sure you use their paths carefully because if you place a tile that simultaneously completes your objective and somebody else's, you both lose.

Enjoy :)

Tile Types



Set Up Example

