

PAIR IN MINDTM

A strategy game for 4 players (two couples), ages 8 and up.

Playing time: approx. 30 minutes.

Contents:

- 1 wooden board (this game makes no use of the red dots painted on the board)
- 12 light colored balls
- 12 dark colored balls
- 2 Jokers

Object:

To be the first couple to create an uninterrupted line of their pieces from one side of the board to the other.

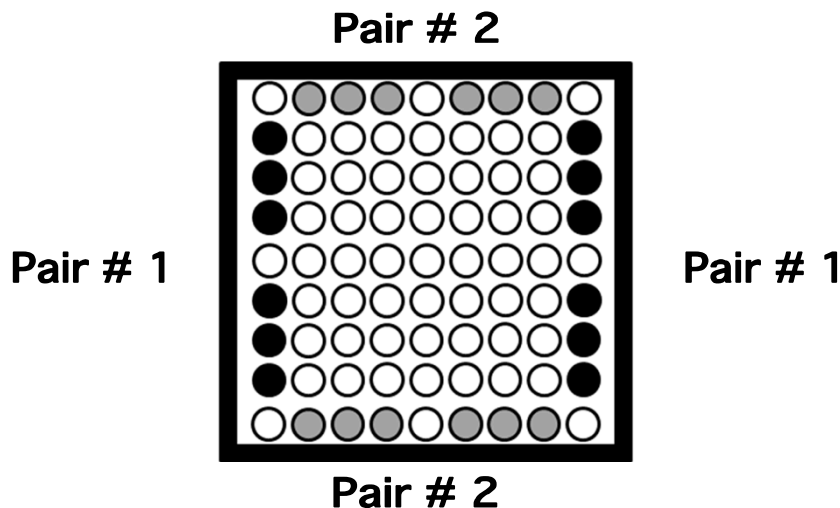
Setup:

Players divide into couples and sit at the four sides of the board, with couples sitting directly opposite each other.

Each couple chooses a color (light or dark) and divides the pieces between them- six pieces per player.

Each player now arranges their pieces in a horizontal line on the row closest to them on the board- three to the right and three to the left, with a single empty space between them (see diagram).

The two Jokers are placed at the side.



Play:

After deciding who goes first, playing order is clockwise. Couples are trying to create an uninterrupted line of their pieces between them (in the diagram, couple 1 must make a "left to right line", and couple 2 a "top to bottom" one).

In every turn, each player can move any one of their colored pieces- including their couple's pieces- in a straight line.

- Pieces may be moved left, right, forward or backward, as many spaces as desired, as long as there are no other pieces in the way.
- Pieces cannot skip over other pieces.
- Pieces cannot move diagonally.
- When a player moves a piece, their couple may not undo the move when it is their turn next. Players must wait for the whole round of turns to finish before a move may be reversed.

Jokers

The two extra balls are the Jokers of the game (2 red colored balls). At the beginning of the game they are placed aside. A couple may replace any one of their opponents' pieces with the Joker at any point in the game. The opponents' piece is then discarded and does not resume play, and the Joker is played instead, and is moved like any other piece. However, the Joker may be moved by any of the four players, and does not belong to any one couple.

Each couple only gets one chance to bring one Joker into play.

Jokers are optional - they do not have to be used in the game.

Winning:

The winning couple is the one that has managed to form an uninterrupted line of their own pieces (including any one of the Jokers) between them. Please note that the line does not have to be straight- as long as it is made up entirely of the couple's pieces, and they are connected to each other, it is considered a win.

Good Luck!

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