

@ PREPARATION:

- Shuffle the cards thoroughly and deal them out as equally as possible between the players.
- Each player puts his pile in front of himself, where everyone can see it.
- The player wearing the most colours begins.

@ THE GAME:

Taking turns in a clockwise direction, the players turn over a card from their pile (turning it towards the other players and not towards himself) and put it on the table, wherever there is space.

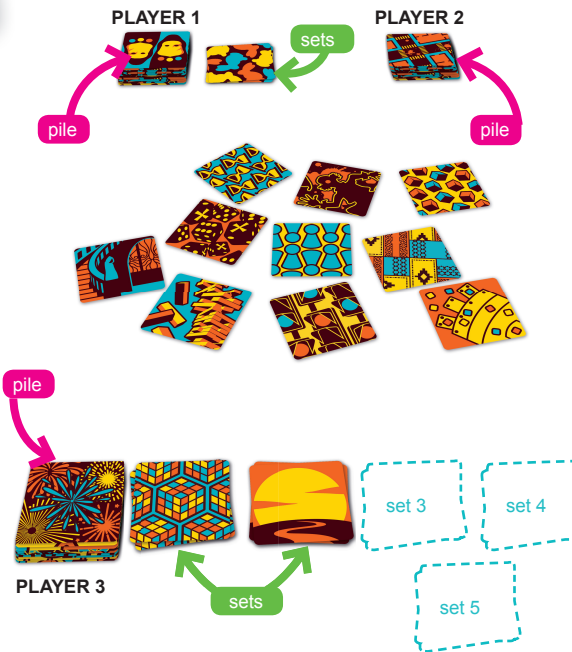
AT ANY TIME, as soon as a player spots 2 identical designs he must quickly put a hand (or finger) on **each of the 2 cards** to win the pair.

The sets of cards which have been won are placed **next to each other** in front of their owner, accessible and visible to everyone.

All visible designs are taken into account:

- those placed on the table
- those visible on the other players' piles
- those in the pairs which have already been won

Once a set has been won, the winning player turns over a card from his deck and the game continues.



👉 ROBBERY:

As certain designs appear 3 times, any player can, if the design appears for a 3rd time, put one hand on a previously won pair and one hand on the 3rd card and win all 3 cards. The owner of the set must react first to avoid getting robbed!

👉 CHAIN REACTIONS:

When a winning pair includes a card from someone's pile, it is possible that a new pair appears when the next card of that person's pile is revealed. This can lead to a chain reaction. When there are no more visible pairs, the last player to win a pair resumes the game by turning over the first card on his pile.

👉 IN CASE OF A TIE:

- If 2 players both put one hand on one of the 2 cards in a pair, count to 3 and turn the pair over at the same time.
 - If a card is on a player's pile, it is turned over on the table.
 - If the tie includes a previously won pair, only the card on the table or the pile is turned over.
 - Yes this can cause a chain reaction.
- If 2 players have their hand on the same card, the player whose hand is on the bottom wins the tie.

👉 MISTAKE:

If a player makes a mistake by putting his hands on 2 cards which do not make a pair, he loses (if possible) a pair he has already won (he puts it at the bottom of his pile) and resumes the game.

👉 VISIBLE 3-OF-A-KIND:

In the very rare event that 3 identical cards appear **at the same time**, the player who puts his hands on 2 cards wins the pair, then the 3rd is turned over. Otherwise the 3 cards are turned over.

@ END OF THE GAME:

As soon as a player has won 5 sets, he wins the game!
Reminder : a set is made up of 2 or 3 identical cards.

@ FORBIDDEN DESIGN VERSION:

When games are played consecutively, the player who has just won takes 3 cards with different designs and places them next to his pile. He cannot make a pair with them.

- If he does, this is considered a mistake.
- However, the other players can make pairs with them and therefore free him from his **forbidden** designs.

★ GAMES IN THE GAME! ★

Try to find the references to 119 famous games!
Need some help?

Go to

<https://boardgamegeek.com/boardgame/222887/twin-it>



DO YOU KNOW THE ORIGINAL
TWIN IT GAME?



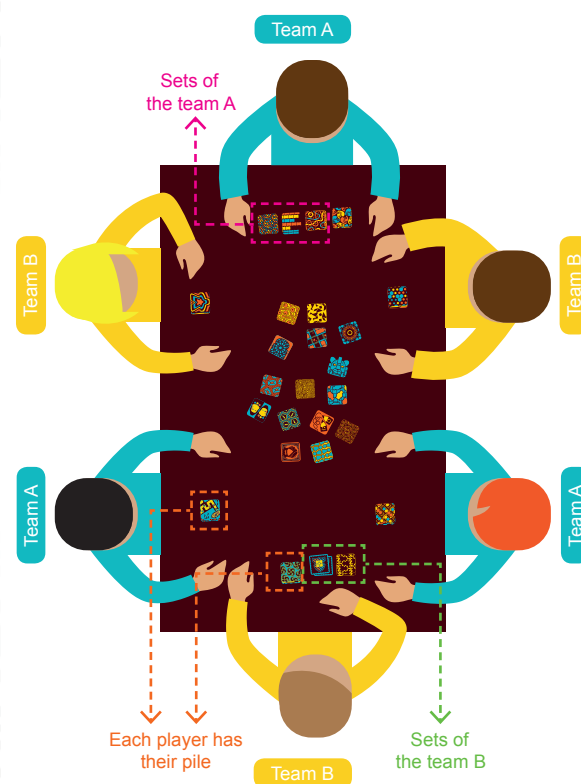
2 TEAM MODE: THE MATCH FOR 4 TO 6 PLAYERS

Form two team who will play head-to-head. The same rules as the previous game mode apply except that when a player puts his hand on a card, one of his teammates must put his hand on the second one to win the pair.
- If a player puts his hands on both of them, it is considered a **mistake**.
- If 2 opponents put a hand on the 2 cards, it is considered a "tie".

Anyone can resume the game after it has been paused.

If you have uneven teams, the team with the most players can apply the **Forbidden design** rule (see the end of the 1st mode).

The game ends as soon as one team has won **5 sets**.



3 COOPERATIVE MODE: ALL TOGETHER FOR 1 TO 6 PLAYERS

Be careful - time is of the essence here! Set a timer for 1 minute. Shuffle the cards well and make a pile on the table.

Ready, set, go, start the timer: spread the cards out on the table and all the players simultaneously try to make as many pairs or 3-of-a-kinds as possible in the given timeframe. You can talk, mix the cards around and turn them over as many times as you like.

When the time is up, count the number of valid pairs and 3-of-a-kinds: score 1 point per pair and 2 points per 3-of-a-kinds. See how you did depending on your score: see page 12 !

@ COMPETITIVE VERSION:

This mode can be played in the same way but the points are counted individually at the end of the minute. The winner is the player with the most points. However, you cannot steal your opponents' sets.



NUMBER OF PLAYERS	POINTS					
	1	2	3	4	5	6
	4 or less	9 or less	14 or less	19 or less	24 or less	29 or less
	5 and 6	10 to 12	15 to 18	20 to 24	25 to 30	30 to 36
	7 to 9	13 to 17	19 to 26	25 to 35	31 to 44	37 to 53
	10 or more	18 or more	27 or more	36 or more	45 or more	54 or more
	BEGINNERS: Better luck next time.... PROSPECTS: You are on the right track! EXPERTS: Well done, you have sharp eyes! GENIUSES: Congratulations on this incredible performance!					



A game by Nathalie Saunier, Rémi Saunier and Tom Vuarchex

Graphic design by Tom Vuarchex

For 2 to 6 players, 6 years and older

@ MATERIAL:

- 135 cards with a double-sided design front and back (some designs are unique, others are used two or three times).
- 1 set of game rules.



1 COMPETITIVE MODE: EVERYONE FOR THEMSELVES FOR 2 TO 6 PLAYERS

@ AIM OF THE GAME:

To win 5 sets of cards (a set consists of 2 or 3 identical cards).