

@ PREPARATION:

- Shuffle the deck and deal the cards out equally amongst the players.
- Each player places their pile in front of them so that everyone can see (and reach) it.
- The player wearing the most colourful outfit, begins.

@ THE GAME:

Moving clockwise, players take it in turns to flip over the top card from their pile and place it anywhere in the middle of the table. **Note:** players must flip outwards towards the other players, not inwards at themselves.

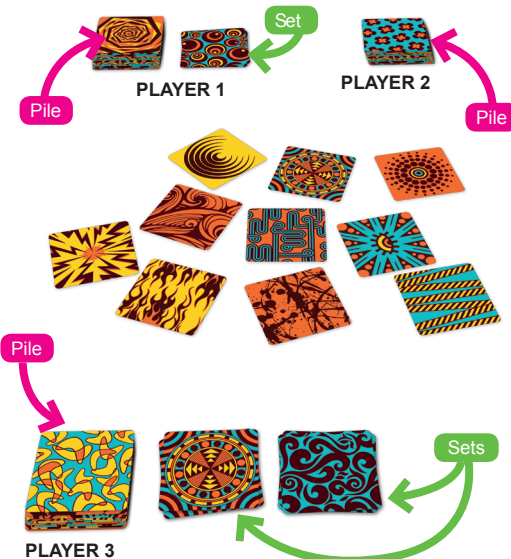
As soon as any player spots 2 identical - or twin - designs they must quickly place a finger (or slap a hand) on each of the 2 identical cards to make a pair and take the set.

Once a player makes a set, it should be placed face-up next to their pile. The twinned set should always be visible to (and within reach of) all the other players.

Which cards should be visible?

- All face-up cards in the middle of the table
- The card on the top of each player's pile
- All cards that have already been collected as a set

Once a player takes a set, they turn over the top card from their own pile and the game continues in a clockwise direction.



👉 ROBBERY:

Beware: certain designs will appear 3 times in the game. Even if a set has already been won, the appearance of the third identical design creates an opportunity for the

whole set to be stolen. To do this, a player must put one hand on the new card and another on the player's matching set. Daylight robbery? Absolutely!

👉 CHAIN REACTIONS:

After a set has been won, other matching pairs might be revealed immediately. If this happens, try to grab the matching set as quickly as you can. Stay on your toes, because this may even happen again... and again! Once the chain reaction is finished, the last player to claim a set resumes the game by turning over the top card from their pile.

👉 IN CASE OF A TIE:

- If two players tie for a set (i.e. Player 1 touches one card and Player 2 touches the other) simply stop, count to three and turn both cards over at the same time. Note:
 - If a card was on a player's pile, it should be turned over and placed in the middle of the table
 - If a tie includes a card from a previously-won set, only the third card should be turned over. The set stays where it is.

👉 MISTAKE:

If a player touches 2 cards that DO NOT match, this is a Mistake. The player loses a set (where possible)

and the cards are placed at the bottom of their pile. They then restart the game by flipping over their top card into the middle of the table.

👉 VISIBLE TRIPLE:

In the (very unlikely) event that 3 identical cards appear at the same time, the player who puts their hands on 2 cards wins the pair – the third is then turned over. If there's a tie, all 3 cards are turned over in the middle of the table.

@ END OF THE GAME:

The first player to take five sets wins the game! Remember: a set is made up of 2 (or 3) identical cards.

@ THE FORBIDDEN DESIGN (OPTIONAL):

You can handicap the winning player by making them start the next game with 3 random cards next to their pile (they must all be different designs). **They must not use them to make pairs** – if they do, it is considered a Mistake. The other players can still use the Forbidden Cards to make sets.

2 TEAM MODE: TEAM vs TEAM 4-6

Split up into two teams. It's the same rules as before, except that when a player puts their finger on a card, one of their teammates must also place a finger (or slap a hand) on the second card to win the set. If an individual player touches both of the matching cards, it counts as a mistake (see 'Mistake' section).

Each player on a team is dealt their own pile. If the game is paused for any reason, any member of the team is allowed to restart the game by flipping over the top card from their own individual pile.

If teams are uneven, those with the most players can be handicapped by the 'Forbidden Design' rule. (See 'Forbidden Design' rule.) The first team to make 5 sets wins!

3 CO-OPERATIVE MODE: EVERYONE vs THE GAME 1-6 PLAYERS

Get ready because in this version of Twin it, time is of the essence. Shuffle the cards and make one big pile on the table – then set the timer for one minute.

On your marks...get set...GO! Start the timer, spread the cards out around the table and get to work. Players must work together to try and make as many twins (or triples) as they can before time runs out. You can talk, mix the cards around and flip them over as much as you want.

Once the timer goes off, count the number of collected sets. Your team scores 1 point per pair and 2 points per treble. Find out how well you did on page 8!

@ COMPETITIVE VERSION:

Want to go back to beating your friends? This version can also be played competitively! You follow the same basic rules, except you count your points individually when the timer goes off. The player that collects the most sets, wins!

Remember: in this version, it's every player for themselves –that means you can't steal sets off your opponents.



CO-OPERATIVE MODE POINTS

NUMBER OF PLAYERS	1	2	3	4	5	6
	0 - 4	0 - 9	0 - 14	0 - 19	0 - 24	0 - 29
	5 - 6	10 - 12	15 - 18	20 - 24	25 - 30	30 - 36
	7 - 9	13 - 17	19 - 26	25 - 35	31 - 44	37 - 53
	10+	18+	27+	36+	45+	54+
						GENIUS : You are officially 'Twin it' royalty. Take a bow.
						EXPERTS : Congratulations, you've got ninja eyes!
						AMATEURS : You're on the right track!
						BEGINNERS: Better luck next time.



A game by Nathalie Saunier, Rémi Saunier and Tom Vuarchex. Graphic design by Tom Vuarchex.
For 2-6 players, 6 years old and over.

@ INCLUDES:

- 135 cards with double-sided designs (Some designs are unique, others are used two or three times).
- 1 set of game rules.



1 COMPETITIVE MODE: EVERYONE vs EVERYONE 2-6 PLAYERS

@ AIM:

To win 5 sets of cards - a 'set' is made up of 2 (or 3) identical cards.