

TWIN WIN



WHO STARTS

The player who is actually a twin goes first. Failing that, the player whose zodiac sign is Gemini goes first. Failing that, the player born on the 2nd goes first. Failing that, each player rolls two dice, high score goes first (unless someone rolls doubles).

HOW TO PLAY

During each turn, you must take two actions. Usually you will use both of these actions for piece movement, but sometimes you might want to change Goals.

- **Move Piece(s):** Move one piece two spaces or two pieces one space each. You can move a piece of ANY color, but you can ONLY move the topmost piece in a stack. Pieces can be stacked onto any and all sizes. The arrows on the Twin Win board show the legal movement options.
- **Change Goal(s):** You can use an action to trade in one of your Goal cards and draw a new one to replace it. You can use both actions in one turn for this, either replacing both Goals, or changing one, then changing it again. Draw the new Goal first, then place the old Goal on the bottom of the stack. You are not required to reveal your old Goal.



2-3



FAST



SIMPLE

EQUIPMENT

- Five Trios, each a different color
- 10 Twin Win cards (two for each of the five colors in use)
- Twin Win board



OVERVIEW

Twin Win is a quick & easy strategy game featuring a pair of secret goals and a small amount of bluffing. Anyone can move any of the pieces, so the trick is to assemble one of your two assigned combinations without making your goal too obvious.

GOAL

The Twin Win cards show specific colors in either the Nest or Tree configuration. Build one to win!

TERMINOLOGY

Corners: The four spaces that don't connect to the center space are called the Corners.

SETUP

Stack the pyramids in five Trees, each of three different colors. Place one in the center and the others on the four Corners. Sort the Twin Win cards, setting aside those that show the five colors you aren't using. Shuffle the remaining Twin Win cards and deal two to each player.

HOW TO WIN

To win you must create one of your assigned patterns. If at any time the appropriately colored Tree or Nest shown on one of your cards appears somewhere on the board, then reveal your card and claim victory! Pieces under or on top of your Tree or Nest don't matter, but no other pieces can be in-between.

OTHER NOTES

USING AN ALTERNATE BOARD

If the Twin Win board is unavailable, you can play this on any 3x3 grid, such as one of the Looney Ludo boards. Just remember you can only move your pieces clockwise around the outside, and either into or out from the center space from a non-corner spot.



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