

# HOW TO PLAY TWIN WIN

## OVERVIEW

Twin Win is a quick and 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!

## NUMBER OF PLAYERS: 2

## EQUIPMENT

Twin Win only uses one trio of each of the five colors, along with the cards and the folding gameboard. Set the other pyramids aside along with the two Ice Dice.

## SETUP

Stack the pyramids in five Trees, each of three different colors. Place one Tree on each of the square spaces, these being the center space and the spaces in the four corners (which do not connect to the center space).

Shuffle the Twin Win cards and deal two to each player.

## WHO STARTS?

The player who is actually a twin goes first. Being closely related to twins is almost as good. Failing that, the player whose zodiac sign is Gemini goes first. Failing that, the player born on the 2nd goes first. If none of those apply, decide for yourself how to determine who goes first.

## TURN OPTIONS

During each turn, you must take two actions. Usually you will choose between moving one piece two spaces and moving two pieces one space each. Occasionally, you may decide to forgo one of those moves in order to draw a different Goal.

Here are more details on those options:

- **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.

## 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.

# ICE DUO

## ICE DICE + TWIN WIN

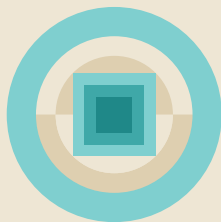


# INSTRUCTIONS

# HOW TO PLAY ICE DICE

## OVERVIEW

Ice Dice is a press-your-luck game. Roll the dice to see what pyramid you get, then decide if you want to risk it by rolling again!



## GOAL

Collect three single-color Trios.

## NUMBER OF PLAYERS: 2

## TERMINOLOGY

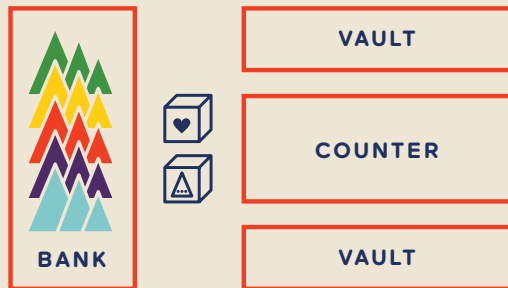
- Counter: In the center of the table is a spot called the Counter.
- Bank: To one side is an area called the Bank, where all the pieces begin.
- Vault: The space in front of each player is called their Vault.

## EQUIPMENT

Ice Dice only uses the pyramids and the Dice. Set aside the folding gameboard and Twin Win cards.

## SETUP

Stack up the pyramids, sorted by size and color, and place them to the side of the playing area. This is the Bank.



## TURN OPTIONS

On your turn, roll both dice. Choose a piece of the size and color indicated, take it from the Bank, and place it on the Counter. You may or may not get to put this piece in your Vault when your turn ends.

- If you roll the Atom, choose any color you don't already have on the Counter.
- If the pyramid die shows a pair of pyramids, choose between the two sizes shown.

## EXAMPLES

If you roll:



You get a Medium green pyramid.



You get your choice of either a Small or a Medium yellow pyramid.



You get a Large pyramid of any color not already on the Counter.

## ROLLING AGAIN

You may continue rolling and moving pieces to the Counter until you either Bust Out or decide to stop.

## BUSTING OUT

You Bust Out as soon as you roll the same color as a piece on the Counter. If you Bust Out, all pieces on the Counter are returned to the Bank. To move pieces into your Vault, you must decide to end your turn before you make a roll that causes you to Bust Out. When you roll the Atom,

you cannot choose a color you already have on the Counter, since to do so would cause you to Bust Out. Size is not a factor here, only color.

## RAINBOW BONUS

If you roll all five colors without Busting Out, vault those pyramids and take another turn!

## STEALING

If the piece you rolled is not in the Bank, you must steal it from an opponent's Vault. (Stolen pieces are NOT returned to their former owners if you Bust Out.) If your roll gives you options, it's OK to make a choice that will require stealing even if the Bank contains the other pyramids you could choose. If your Vault already contains all the pyramids of the size and color you rolled, you get nothing for that roll, but may roll again.

## HOW TO WIN

You need three monochrome (single-color) Trios to win. It's acceptable to have two Trios of the same color. The order you collect them in also doesn't matter; you can regroup your collection however you wish as you go. Extra pyramids in your Vault are irrelevant.