

1-3 PLAYERS - AGES 8+

Unspool your ribbon and keep it from getting tangled. If someone's ribbon gets tangled, they'll be out of the running!

COMPONENTS

18 cards with green, orange, and purple ribbons.

SETUP

Shuffle all 18 cards together and place 12, face-down, into a circle (As shown to the right.) Deal the remaining cards evenly between players. (3 cards each for 2 players, 2 cards each for three players)

Choose a player to go first. That player chooses Green, Orange, or Purple to be their ribbon. The player to their left chooses which of the other two ribbons will belong to them. If there is a third player, the last ribbon is theirs.

**Advanced players might choose their ribbon based on their hand. For your first game, just pick your favorite!*



**To easily make a circle, imagine a clock face and put a card at '12', '3', '6', and '9 o'clock'. Then put two cards between each of those cards.*

See the end of the instructions for setup variations for solo players.

GAMEPLAY

The first player will **begin by flipping any card in the circle face-up and end their turn.** Afterwards, players take turns clockwise which proceed as follows:

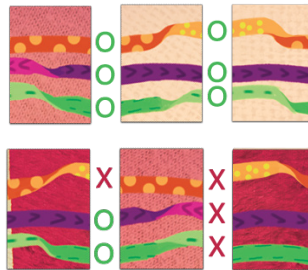
- 1• They **must** flip one card in the circle face-up
- 2• They **may** change the position of any face-up card in the circle by swapping it with the card on either side of it. (That card can be face-up or face-down.)
- 3• Then that player **may** exchange any face-up card in the circle with one of the cards in their hand (face-up.)

Once a player has flipped a card and taken optional moves, if any, the next player begins their turn.

(Cards must be flipped on the long side, so the three colors of ribbon still line up correctly.)

TANGLES

Each ribbon can be on its dark (low, untwisted) or light (high, twisted) side. If any card is neighbored by a face-down card or a ribbon with the same side, they are **untangled**. If they do not, they are **tangled**.



O = Untangled **X** = Tangled

If a player's turn ends and their ribbon has a tangle, they lose!

WINNING & LOSING

When a player loses by being unable to untangle their ribbon, the following happens:

If there are three players, they are out of the game. They no longer take turns and they give the cards in their hand to the remaining players at random. If there are two players and a player is eliminated, **the final player is the winner!**

TIES

Once all cards in the circle are face-up, players continue taking their turns by shifting and replacing cards as normal. Players may call a tie if their lines are both continuous around the entire circle or they are caught in a loop replaying the same actions repeatedly. All remaining players must agree to a tie.

To avoid ties and losses, be sure that you tangle your opponents' thread at the same time you untangle your own!

CO-OP & SOLO

Follow the **Setup** and **Gameplay** rules as **normal**. In a co-op game, every player takes responsibility for every ribbon remaining untangled. **If any ribbon is tangled at the end of any player's turn, the team loses!**

Players may show one another their cards and discuss any plans or strategy, but only the player who is taking their turn makes their moves.

Once all cards in the circle are face up, you don't lose if you have a tangle at the end of your turn, but only if you caused that tangle on your turn. *(You must fix existing tangles on your turn, but may create new ones.)*

When all cards in the circle are face up and there are no tangles, the **team wins!**

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SOLO

Follow all **Co-Op** rules, with the following change:

When setting up for Solo mode, deal two or three hands based on the difficulty. Choose one for your first turn, and each turn afterwards you may only use the cards in the next hand.

Easy: two hands of 3 cards.

Medium: three hands of 2 cards.

Hard: two hands of 2 cards.

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