UK

GAME RULES

TWHIST

CONTENTS

52 playing cards (32 number cards + 20 Twhist cards),
50 hexagonal FLIP (scoring) cards, Game Rules

3-5 | 8+ | 10'

GAME OBJECTIVE

Try to score most points with the active stars on your FLIP cards by winning tricks and choosing your points wisely. But beware, as you may have to flip some of your FLIP scoring cards back!

SET UP

- Each player takes 1 set of 10 FLIP scoring cards and places these with the number side face up in 2 rows of 5 in ascending order in front of them. See figure 1.
- Each player also gets 1 set of 4 Twhist cards (see Twhist cards). Players agree to place these open in front of them (more tactical) or to hold these hidden in their hand (more difficult).

FIGURE 1

- Shuffle the number cards (with numbers from -1 to 5) and deal them, face down, equally to all players. For a game with 3 or 5 players, flip the 31st & 32nd card open as information for all players. These 2 number cards do not participate in the game.

PLAY & ADAPT

The player on the left of the dealer starts and places a playing card face up on the table. The game continues clockwise with all players adding 1 card face up on the table hereby creating a center pile of 4 cards per trick for a 4-player game (3 cards for a 3-player game and 5 cards for a 5-player game).

If they can, players must follow suit and place a number card of the same colour as the initial card played. If a player has multiple cards of that colour, he can choose which card of that colour to place. If a player cannot follow suit, he can play a number card in any other colour, but will not be able to win this round.

If no Twhist cards have been played, the player with the highest played number card in the first played colour wins the trick and will also play the first card to start the next round.

TWHIST CARDS

Twhist cards can be played anytime, even if a matching colour is available. If a Twhist card is played by the round opener, the next player chooses the leading colour for that round. And so on.

ROUND-WINNER CARD

This card wins the trick and this player is the first to choose 1 or 2 cards from the center pile to score points (see Scoring Points), unless a Thief card is also played. This player also starts the next round, unless a Pole Position card is played.

THIEF CARD

This card steals the trick, so this player will be the first to choose 1 or 2 cards from the center pile, even if a Round-winner card was played. But this player does not start the next trick. The player with the highest card value of the leading suit or the player with the first played Round-winner card starts the next round, unless a Pole Position card is played.

POLE POSITION CARD

The first player who played this card always starts the next round, regardless who won the current trick.

PASS CARD

This player skips this round completely, so will also not need to flip any FLIP card this round.

THIS ICON INDICATES A GAME ELEMENT THAT HELPS TO BOOST YOUR ADAPTABILITY!

Game by: Christian Kruchten, Dennis Kirps & Gérard Pierson - Graphic Design: FlexiQ bv

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BEWARE If multiple Twhist cards have been played in the same round, you must follow these rules:

- If multiple identical Twhist cards are played, the first one played will be able to use its power.
- If the Round-winner card, the Thief card and the Pole Position card are all played, the Round-winner card loses its power. The player with the Thief card chooses cards to flip the FLIP cards first and the player with the Pole Position card begins the next round.
- If all players played the Pass card, these cards go out of the game and the player who started this round will also start the next round.
- All other combinations of Twhist cards have no effect on each other and their powers.
- Twhist cards have no value, so they don't affect the scoring.

SCORING POINTS

Every trick, the round winner MUST choose 1 or 2 number cards (if available) from the center pile and add the values of the chosen cards (in case of 2 cards). This player must then flip the FLIP card corresponding to the sum of the chosen cards to its other side.

At the same time, all other players (except those who played a Pass card) MUST then flip the FLIP card corresponding to the sum of the remaining number cards. If no number cards remain, no FLIP card must be flipped. After every trick, all cards from the center pile are put on a discard pile.

NOTE
- If the sum is below -1, you must flip the FLIP card with -1.
- If the sum is above 8, you must flip the FLIP card with 8.

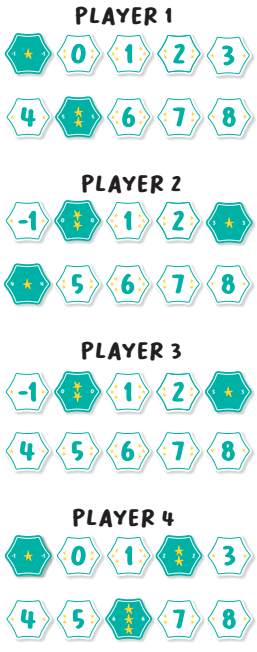
The total number of stars visible on the stars side of the FLIP cards indicates the points each player is currently winning.

ATTENTION!

It is possible that you will have to flip a FLIP card back again to its number side! In this way, you will lose the points you had previously won. Of course, you may be able to flip it back again to its stars side later on ... and so on.

EXAMPLE

SCORE AT START OF TRICK



PLAYER 3 WINS THE TRICK

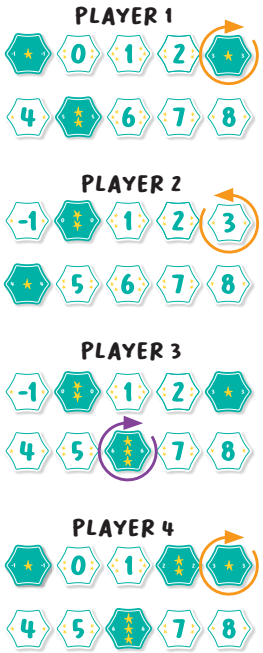
Round winner selects

→ FLIP 6

All opponents get

→ FLIP 3

SCORE AFTER TRICK



END OF THE GAME

The game ends when the last trick has been played and the last FLIP cards have been flipped. The players then count the active stars on the stars side of their FLIP cards.

THE WINNER!

The player with the most active stars on their FLIP cards wins the game. In case of a tie, the player with the most cards showing active stars wins.

THIS ICON INDICATES A GAME ELEMENT THAT HELPS TO BOOST YOUR ADAPTABILITY!

Game by: Aida Márquez Bonet Illustrations: Yaniv Shimony - Graphic Design: FlexiQ bv

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