

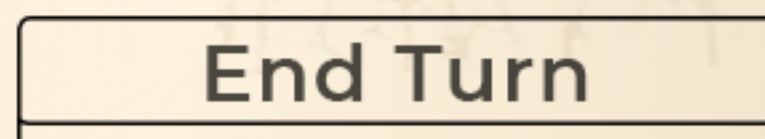
OBJECTIVE

Be the first to reach the target score shown in the center LCD display. Your score is also shown on the left, your opponents score appears on the right.



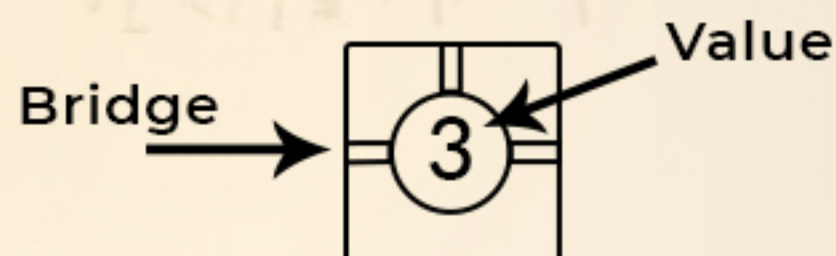
YOUR TURN

Activate any abilities you would like this turn, then place one tile on the board. Your tile can be rotated, moved or returned from the board any number of times until you press the "End Turn" button.



TILES

Tiles contain Values (the numbers) and Bridges (the lines). Tiles are joined by their Bridges to create unique paths by combining the Values and Bridges.

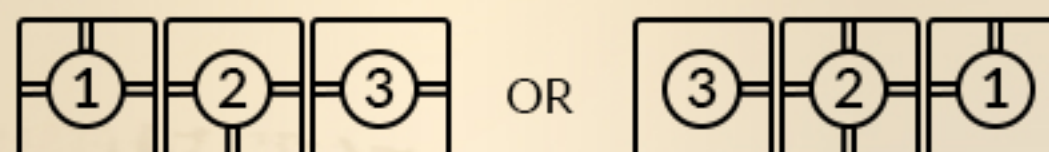


PATH TYPES

Points are gained by creating the following path types, starting from the tile you played this turn.

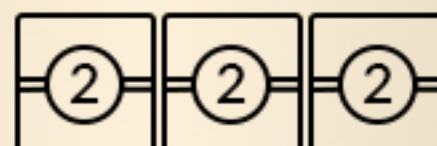
Sequence

Join the tile Bridges and create a path where the Values create a numeric sequence.



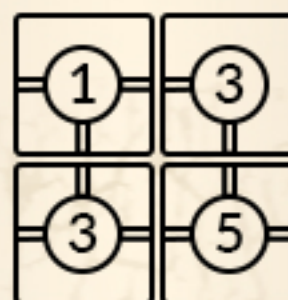
Same

Join the tile Bridges and create a path where all the Values are the same.



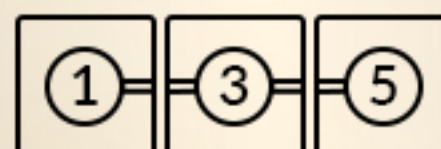
Loop

Create a path where the Bridges join back on themselves, creating a closed loop. The Values on the tiles do not matter.



Complete

Create a path where all Bridges are used. The Values on the tiles do not matter.



ABILITIES AND ITEMS

Abilities can be used by spending Energy. Your current energy is shown in the top left, your opponents the top right. Items cost no energy, but can only be used once.

Energy and items are generated on the board after both players have completed their turn.



Current Energy



Energy

Points Chart

Sequence.....10 points per tile.
Same.....10 points per tile.
Loop.....10 points per tile.
Complete.....20 points per tile.

Lucky Paths

Match Value..... +10 Points.
Match Bridge..... +10 Points.