A simple, exciting game to play

Contents:

1 Game-board

4 red, round egg-timers

4 red, hexagonal egg-timers

4 green, round egg-timers 4 green, hexagonal egg-timers

Aim of the game

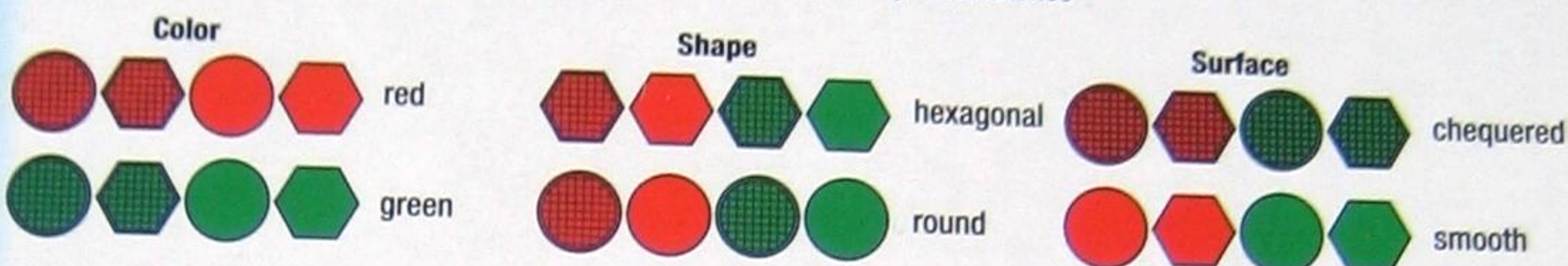• The player who places a egg-timer to round off the row of four egg-timers in a row, is the winner.

The game beginns

• A player opens the cope of the game-board and places the egg-timers at the gaps.
• Each player picks out a colour, wich they are going to play with.
• The players put after each other an egg-timer at a gap at the game-board.
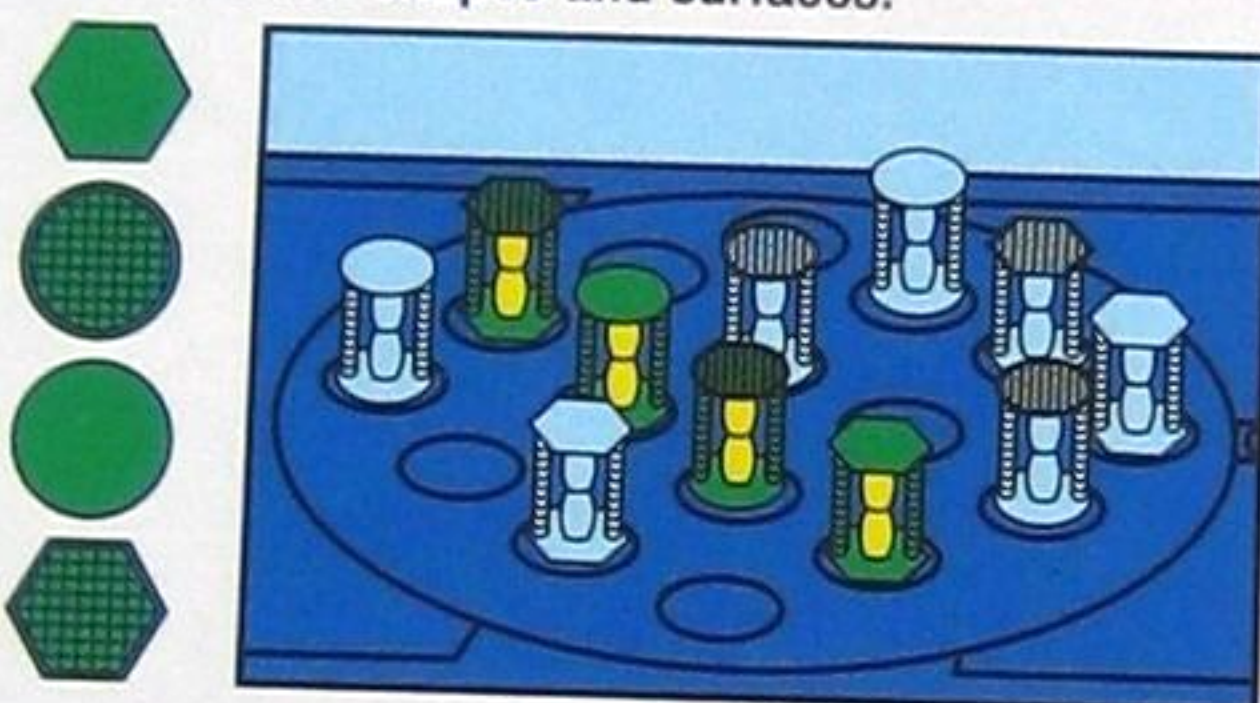
Rules

The player which finished the game, must have performanced one out of three requirements to be winner:
• Colour: All four egg-timers at a row must have the same colour, red or green
                   - shape, model and surface make hereby no difference.
• Shape: All four egg-timers at a row must have the same shape, red or green
                   - colour, model and surface make hereby no difference.
• Surface: All four egg-timers at a row must have the same surface,
                   chequeredt or smooth - colour and shape make hereby no difference

Color

red

green

Shape

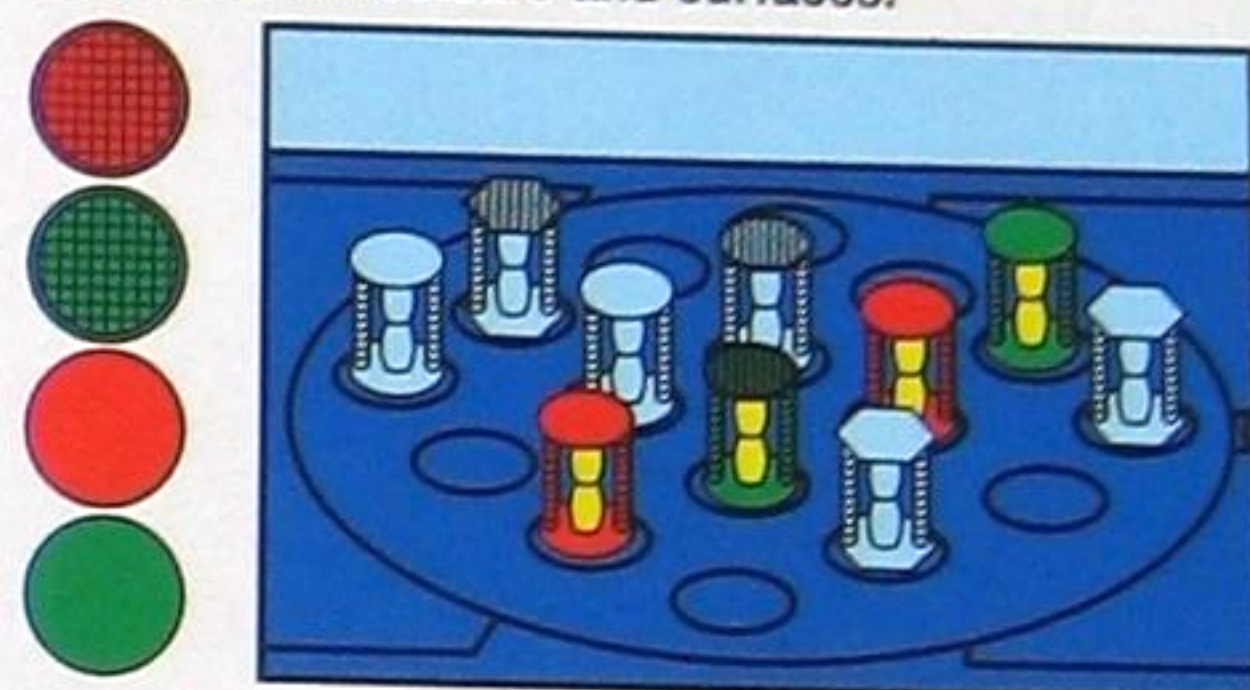hexagonal
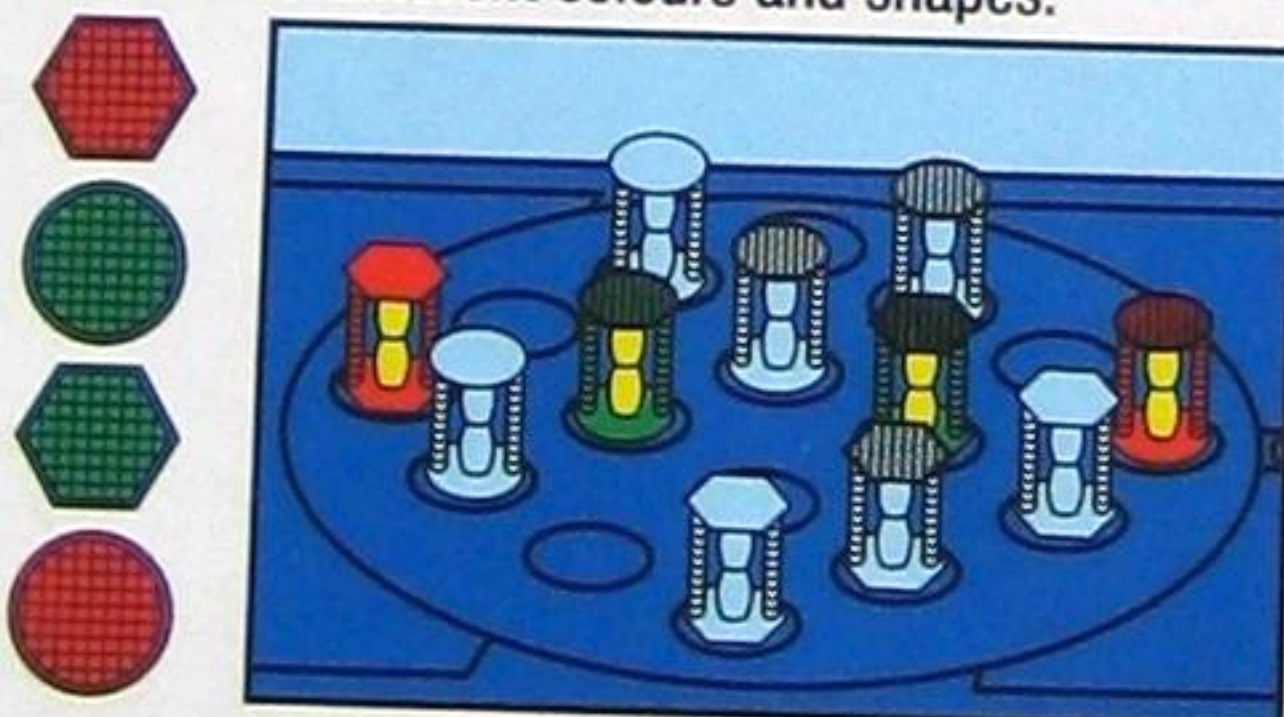
round

Surface

chequered

smooth

Example:

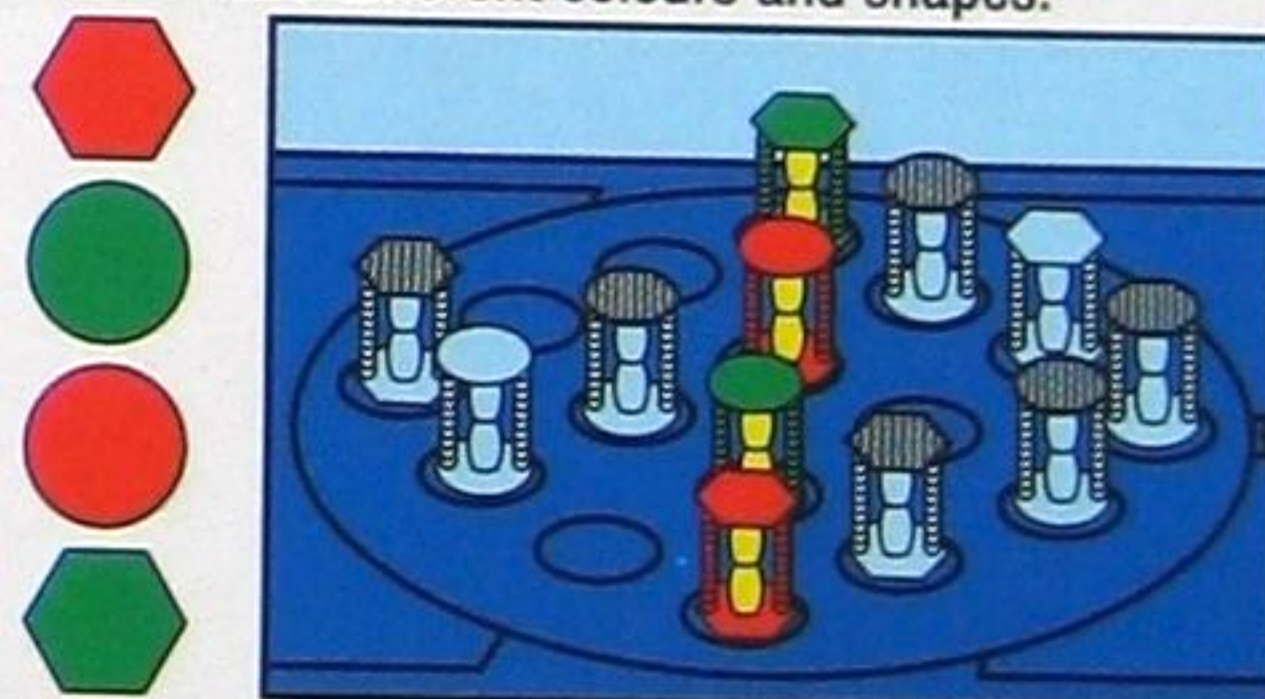• The same colours at a row: All egg-timers have different shapes and surfaces.

• The same shapes at a row: All egg-timers have different colours and surfaces.

• The same surfaces (chequered) at a row: All egg-timers have different colours and shapes.

• The same surfaces (smooth) at a row: All egg-timers have different colours and shapes.