

Winning

Play continues until one player cannot place a piece, then the game is scored. The player that has the most roundels on level 5 (at the top of the columns) wins. Blockers are not counted. Pieces on lower levels are not counted either, except in the case of a tie.

Ties are resolved by removing all the pieces on the top level (level 5) and then scoring the roundels on level 4. This process can be repeated level by level as required until a winner is determined.

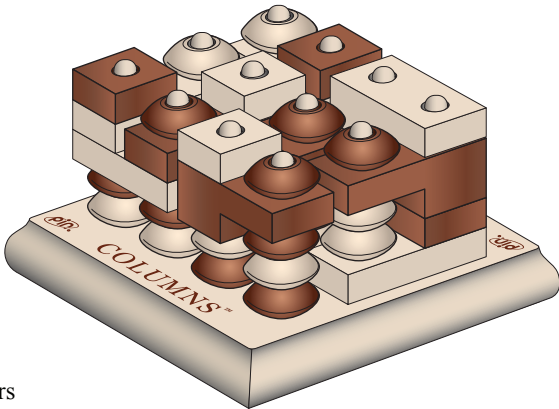
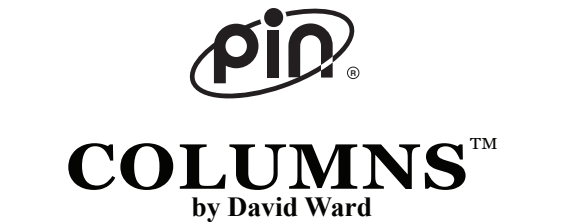
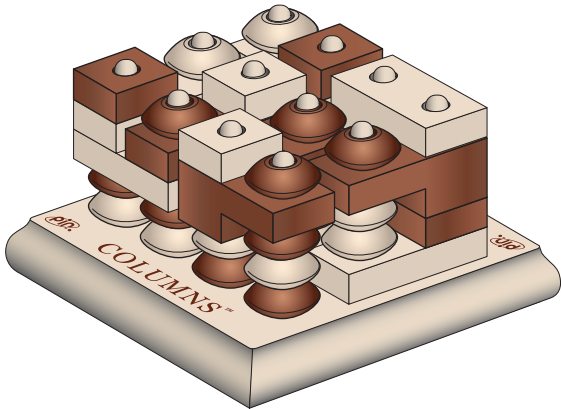
Summary

- Roundels must not be placed on opponent's blockers.
- Each end of a double or a triple blocker must rest on a separate piece, unless it rests on the board.
- No gaps are allowed.
- Play ends when one player cannot place a piece.
- Roundels on level 5 are scored.

Tactical hints

- Try to play your doubles and triples flat-side-up at level 4.
- Save single blockers to play on your opponent's level 4 blockers.
- Save enough roundels to score on level 5.
- Keep track of which type pieces your opponent has used up, and modify your strategy accordingly.

Enjoy your Game!



- 2 Players
- Ages 8 to Adult
- 10 - 35 Minutes per Game

What's in the Box

- Wooden Game Board with 12 columns.
- 42 wooden game pieces, divided into two sets. One set is light wood, the other dark. Each set contains:
 - 12 roundels (disk-shaped beads)
 - 3 square, single-unit blockers
 - 3 rectangular, double-unit blockers
 - 3 "L"-shaped, triple-unit blockers

OUT OF THE BOX
You can play!

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WARNING!
Contains small parts.
-- Not suitable for children under 3 yrs.

COLUMNS™

The Object of the Game

Place game pieces on the columns so that your roundels are on top of the most columns.

Columns Overview

During the game, wooden pieces are threaded onto the columns. There are five levels to a column. The player who places his or her roundel on the fifth (top) level "caps" the column and therefore scores for that column. Roundels are the only pieces that can score. Other pieces are used to block opponent's roundels.

Game Preparation

1. Place the empty Columns Game Board on the table so that players are on opposite sides.
2. Each player selects one set of games pieces, either the light or dark wood set.
3. Decide who will play first.

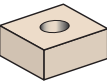
Game Play

Players take turns stacking their pieces on the columns. One piece is played at a time and each player only plays the pieces from the set he or she selected. Each piece sits directly on the piece or pieces below it. No gaps are allowed under the pieces. Each type of piece has specific rules for how it may be played:

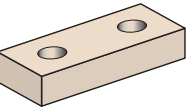
Rules for Each Type of Piece:



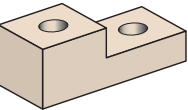
A **roundel** may start a column, or be placed directly on top of any other piece, *EXCEPT that it must not be placed directly on an opponent's blocker.*



A **single-unit blocker** has no restrictions. It may start a column, or be placed on top of any piece.



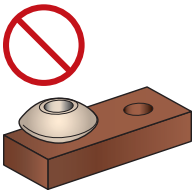
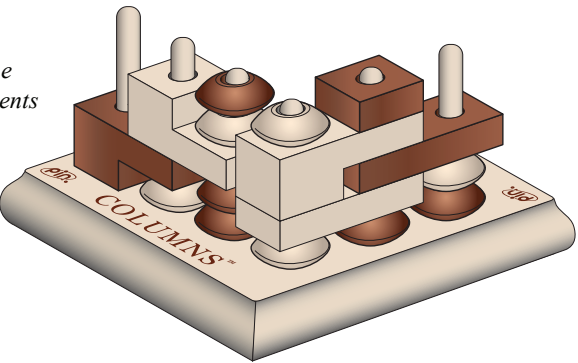
A **double-unit blocker** is placed over 2 columns. It may be placed at the base of the two columns, or it may rest on *any two pieces that are side by side on the same level*. A double blocker must not rest on the same piece at both ends and must not leave a gap under either end. The supporting pieces may belong to either player, and may be of any type.



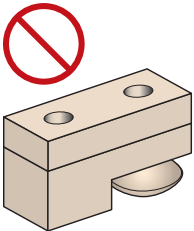
A **triple-unit blocker** may be placed with the thick end of the L-shape extending either up or down. It may rest flat on the game board, or it may rest with the thick end down on the game board and the thin end on a game piece. It may also rest on two different game pieces, which could be on the same or on different levels.

Like the double-unit blockers, *the triple-unit blocker must not be placed so that both ends are resting on the same game piece, and there must not be a gap underneath either end of the piece*. The supporting pieces may belong to either player, and may be of any type.

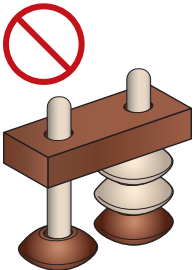
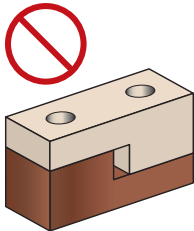
Example of some allowed placements



A roundel must NOT be placed on opponent's blocker.



Placing double- or triple-unit blockers exactly back-to-back is NOT allowed.



Both ends of a blocker must be supported without gaps.