**TWINKLE**

Twinkle is a fast family dice game. It can be played from 1 to 4 players and lasts about 15-20 minutes.

Each player as a stellar creator, chooses and places dice as stars on the table connecting them with each other, using the white connectors, to build his own constellation. Goal of each player is to score more points than the others.

The parts of the game are:

1. The board, home to the players’ constellations.
2. The 6 scoring cards.
3. The Twinkle card.
4. The scoring markers.
5. The connectors and
6. The dice.

There are 6 different sets of coloured dice in 5 different types each, from 4 to 12 sides. Each coloured dice set has its own scoring method, outlined in the corresponding Scoring card. These cards alongside the Twinkle card help the players form a strategy.

Starting the game, each player chooses a colour of starting stars, the corresponding scoring marker and takes 7 connectors. We roll the d8 dice and we place them on the board. In every round, each player picks a die and place it until all players have placed a total of 7 dice. Then the game ends.

You have two options on how to pick a die. You choose either one of the d8 dice from the board using their already depicted result, or select any 3 dice and roll them choosing eventually one of them. You can choose to roll any die you wish regardless of its shape or colour. Now you can start building your constellations, trying to score as many points as you can.

We follow two basic rules when placing the dice:

1. To each star, including the starting stars, there cannot be more than two connectors.
2. We place the dice in descending order (from higher to lower result)

After all players have placed all of their dice, we calculate the score based on the Twinkle and scoring cards.

The Scoring cards are:

1. The yellow dice card: You score 1 point for one yellow die in your constellation, 3 points for 2 dice and 6 points for 3 or more dice regardless of their position in the constellation.
2. The blue dice card: You score 4 points for every pair of blue dice connected under the same die or starting star. In any other case you score 1 point for each blue die.
3. The green dice card: You score 1 point for every green die in your constellation. You score additional points for every other die of the same shape(type) but of a different colour that exists anywhere in your constellation.
4. The black dice card: You score 1 point if there is only one black die anywhere under a starting star of yours. If there are more, you score points depending on the sum of their value according to the table on the card. For a sum of 6 or less you score 2 points, for a sum of 7 you score 3 points etc. Please note that you should calculate the score separately for each starting star.
5. The purple dice card: You score 1 point for every connection your purple dice have to another die but not to a starting star.
6. The red dice card: Each red die you have scores as many points as the quantity of the rest odd or even dice that exists in the same line. A die counts as odd or even based on its result. A line is a group of continuously connected dice beginning from a starting star. Each red die scores points only from a single line.

The Twinkle card:

You score 2 points anytime you manage to place under a die a new one with more sides, keeping in mind that its result must be lower.