TWIXT INSTRUCTIONS

RULES OF THE GAME

* You are trying to make an uninterrupted string of linked “pegs” from one side of the board to the other, from one area behind your color line to the other (specified by green or red line)
* You will take turns playing against another player that is trying to do the same thing as you with the other color pegs going the opposite direction across the board
* The game is strictly turn based. Whose turn it is shown in the bottom right corner.
* After the first move of the game, the player who goes second has the option to switch sides. This is to neutralize any advantage of going first. Your color and turn order will change if you take advantage of this rule.
* On your turn, you can place one new peg in the small white “holes”. These pegs are green or red and can be placed in any valid spot (not behind colored lines in the opponents end row)
* A peg is placed by pressing the PLACE PEG button and tapping the desired location of the peg. If you misplace a peg, you may remove it and place a new peg in a different location (as long as you placed the peg during your current turn)
* Pegs link up automatically with other pegs of the same color in “L shapes, I.E. 2 holes in one direction and 1 in the perpendicular direction (like the move a knight makes in chess)
* On your turn, you can also remove as many pegs and links of your own color if needed (NO MATTER HOW MUCH STUFF YOU REMOVE, YOU CAN ONLY PLACE 1 NEW PEG PER TURN)
* To remove a peg, press the REMOVE PEG button and then tap the peg of your color you desire to remove.
* To remove a link, press the REMOVE LINK button and tap the two pegs you desire to un link
* To place links between two pegs you want to re link, press the PLACE LINK button and tap the two pegs.
* When you complete what you want to do on your turn, press the END TURN button
* If you get an uninterrupted link between a peg in both of your end rows before the other player, YOU WIN!

