MOVEMENTS

A move consists of taking any 1 rotor that contains at least one of your lugs (fig. 3 or 4), and sliding it into a new position along the perimeter. You may not replace it back from where it came. You may not make a move which reverses the last move made. You may rotate the rotor in any direction before positioning it elsewhere (fig. 5).

LUGGING UP

Each time you create a GEAR (fig. 2), you must take a lug from your reserve and stack it ON TOP of any one of your lugs that is not part of a GEAR (fig. 6). If you are able to form more than one GEAR per turn, you may add as many lugs into play as GEAR's you have created.

As the game progresses, GEAR's will often contain four stacks of lugs of differing heights. When this happens, all players represented in the GEAR must add as many lugs from their reserve as necessary to bring the stacks in the GEAR up to the same height (fig. 7).
- If more than one GEAR is created per move, all stacks in each GEAR must be brought up to the same height.
- And again, if you are the one to create the GEAR(s) you take a lug(s) from your reserve and stack it ON TOP of any one of your lugs that is not part of a GEAR (fig. 6).

TIMES UP

The first player to use up all of their lugs wins the game.

THE INNER WORKINGS:
- Stacks may never be lowered.
- Try to form GEARs that have taller stacks of your opponents lugs inside. This way, YOU get to add lugs into play, not them!
- There are no height restrictions for the number of lugs per pile.
- It is forbidden to create stacks of lugs of differing colors.

Make your move!
Allez de l'avant !

KNIGHT MOVES™ #622
• Moving like Knights in the game of Chess, each rival sets off for the opposite side, producing both captivating and competitive play.
• Comme les cavaliers aux échecs, les adversaires doivent mener leurs pièces vers le côté opposé. La partie mêle alors passion et compétitivité.
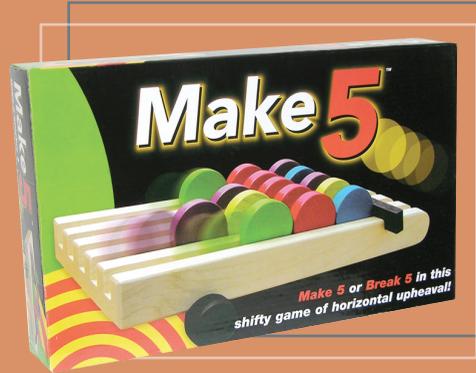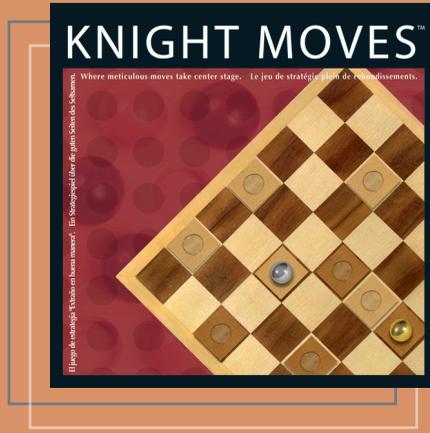
MAKE 5™ #621
• It's horizontal upheaval as players line up same color discs on the inclined ramp. One shifty move can set the whole game rolling!
• Un déséquilibre est crée à l'horizontale lorsque les joueurs réussissent à aligner des disques de même couleur sur une pente. Il suffit d'un déplacement sournois pour que tout s'emballe.

DUPE™ #619
• Two players try to maneuver their opponent's cord end into a dead-end position. When it can no longer be threaded, they are out of the game.
• Deux joueurs tentent de duper ou de tromper leur adversaire en plaçant leur corde de manière à ce qu'il ne reste aucun trou dans lequel passer.

SPROCKET™

OBJECTIVE
To be the first player to put all of your lugs (pawns) into play.

SETTING UP
Position the Rotors (wooden discs that rotate) on the board as shown (fig. 1).

Choose a lug color. For 2 players, 32 same color lugs are distributed to each player. For 4 players, 16 same color lugs are distributed. Decide who plays first.

Taking turns, insert half of your lugs into the small openings on the board until all of the holes are filled (fig. 2).

As your goal is to eventually get rid of ALL your lugs, this is achieved when a by forming GEARS (full circles containing 4 lugs) are formed (fig. 2) by sliding and rotating the rotors into new formations.
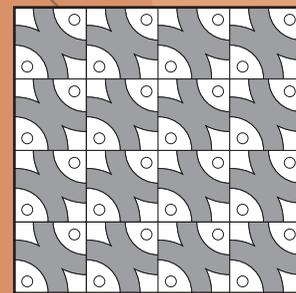
fig. 1   fig. 2