

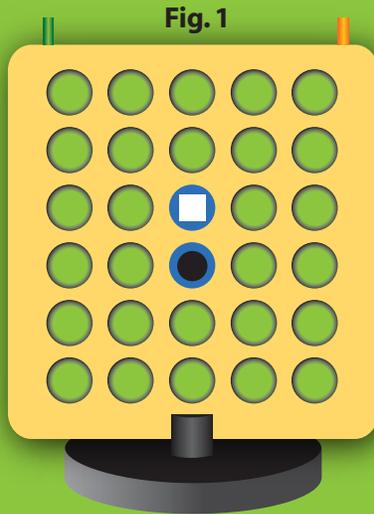
GOBSMACKED!™

OBJECT OF THE GAME

Avoid placing 3 of the same color or shape in a row either vertically, horizontally, or diagonally. If you do, it's your OPPONENT who scores a point!

GAME PREPARATION

Position the game board into the base as shown (fig. 1). Place all 24 playing pieces face-down at the side of the base so they can be easily reached by both players. Decide who plays which color scorer. Position the scorers at the start position on top of the game board. Without turning the pieces over and peeking at the patterns, each player takes one playing piece from the reserve and pushes it into one of the two center holes. Make certain that both playing pieces face the same direction (fig. 1).



▼ BOARD TOP VIEW ▼



GAME PLAY

Decide who plays first. Player 1 looks at the pattern on the front of the board before rotating it 180° to face Player 2. Player 1 chooses a playing piece at random from the reserve, looks at the pattern of the piece, then pushes it into the game board from the back according to the following rules:

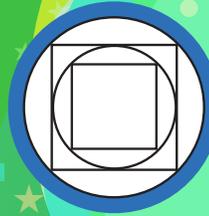
- No peeking at the pieces before you choose one.
- A playing piece must be positioned adjacent to 2 or more pieces already in the game board; either vertically, horizontally, or diagonally (fig. 2).
- After each play, the points are tallied. If you forget, you do not get the points.

Player 2 now plays following the same rules.

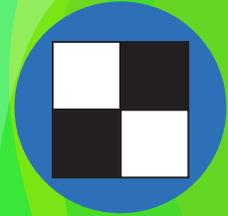
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The 'Shape' piece counts as both a circle AND a square but not as a color. It may simultaneously count as a circle in one row and as a square in another (fig. 3).

Shape



Color



The 'Color' piece counts as both a black AND a white but not as a shape. It may simultaneously count as black in one row and white in another.

SCORING

When a player creates 3 of the same color OR shape in a row, the *opponent* scores 1 point. When a player creates 3 of the same color AND shape in a row, the *opponent* scores 2 points. When a player creates 4 of the same color or shape in a row, 2 points are tallied as 2 sets of 3 are made (fig. 4)!

Fig. 2

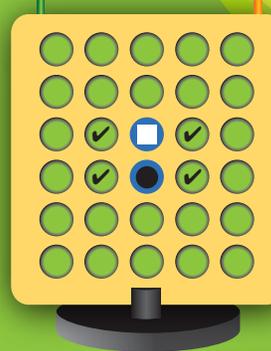


Fig. 3

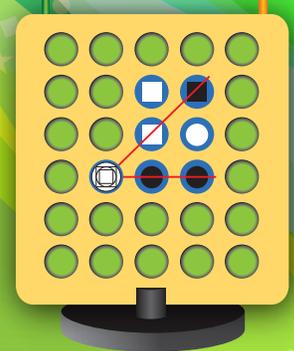


Fig. 4



WINNING

Play continues back and forth between the two players until all of the holes have been filled. The player with the highest score wins the game. In case of a tied game, simply play again!



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