

YUZU TWIST



PLAYERS: 1-6

TIME: 15-40 MIN

DESIGNER: STEFAN BRAKMAN

GAME TYPE: AREA CONTROL, PUZZLE

SETUP: Each player picks one or more colors, depending on the amount of players. Then, each player takes the matching stock card and places it in front of them.

2 player: 3 colors / **3 player:** 2 colors / **4-6 player:** 1 color each; any extras remain unused.

***4-6 player game** is played in teams in some combination of 2v2, 3v2, or 3v3. When played in teams, only one member of the team needs to win for the entire team to win.

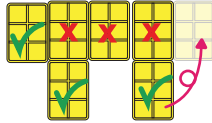
Sort the drinks by shape and place all six drinks of one type in one crate. Then, place the crates in a square grid of 3x3.

OBJECTIVE: To fill one crate with all six drinks of your color. Whoever does this first wins the game.

GAMEPLAY: The game is played in turns. The starting player is the one who ate yuzu most recently. Each turn a player must first move one of the crates, then make two drink swaps.

Moving Crates: You may move any crate and rotate it as you like with some restrictions: Crates may not break the contiguous group of crates, splitting the group of crates in two. You may not rotate a crate if it cannot be moved. Crates can only be moved to a space vertically or horizontally adjacent to another crate, and the sides must match: the long side has to connect to the long side, the short side to the short.

**X MAY NOT BE
MOVED OR
ROTATED**



**✓ MAY BE MOVED OR ROTATED AS
THIS WILL NOT BREAK THE BODY
OF CRATES INTO TWO SECTIONS**

Switching drinks: You may make two swaps on your turn. You may swap any two drinks vertically, horizontally, or diagonally. You may swap all colors and types of drinks. Drinks may change crates. It is also allowed to swap the same drink on consecutive turns.

GAME END: Whenever there is a crate with six drinks of the same color, the player with that color wins the game.

BLIND VERSION: In this version the player's color is hidden. Instead of picking the cards, you draw them blind, and keep them face down in front of you.

SOLO VERSION: In a solo version you try to get all the drinks sorted by color and track the amount of turns it takes to do so. Keep a tracklist so you know how well you did.

Rulebook Editing: Travis D. Hill



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