





DIG: DRAW A CARD, THEN DISCARD A CARD.



SWAP: CHOOSE A PLAYER & LOOK AT THEIR HAND. YOU MAY TAKE A CARD FROM IT, IF YOU DO GIVE THEM A CARD FROM YOUR HAND.



HATCH: FORCE ANOTHER PLAYER TO DRAW A CARD.



PEEK: DRAW A CARD, THEN PUT A CARD FROM YOUR HAND ON THE TOP OF THE DECK.



CUT: CUT A SEGMENT THAT MATCHES THE COLOR OF THE CUT CARD. THEN DISCARD ALL CARDS UNATTACHED. YOU MAY KEEP PLAYING CARDS MATCHING THE CUTS COLOR FROM THE SEGMENT THAT WAS CUT.



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BASIC INSTRUCTIONS

- ~PLACE THE START TILE DOWN IN THE MIDDLE OF THE TABLE BETWEEN ALL PLAYERS.
- ~SHUFFLE THE DECK AND DEAL OUT 5 CARDS TO EACH PLAYER. PLAYERS TAKE TURNS CLOCKWISE.
- ~DURING EACH TURN, THE ACTIVE PLAYER FIRST DRAWS A CARD FROM THE TAPEWORM DECK, THEN PLAYS A CARD FROM THEIR HAND THAT MATCHES THE COLOR OF ANY OPEN SEGMENT ON THE TABLE. IF THE CARD PLAYED DOESNT END OR CHANGE COLOR, THAT PLAYER MAY ATTACH ANOTHER CARD TO THE PREVIOUS CARD AND REPEAT THIS PROCESS UNTIL THEY PLACE A CARD THAT ENDS THE COLOR SEQUENCE OR THEY RUN OUT OF CARDS OF THAT COLOR TO PLAY.
- ~IF YOU MAKE A CONNECTED LOOP WHEN YOU PLAY YOUR SEGMENTS, DISCARD 2 CARDS!
- ~FIRST TO PLAY THEIR LAST CARD WINS!

FOR FULL INSTRUCTIONS READ THE INCLUDED INSTRUCTIONS BOOKLET.

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TANWORM



PLACE THE START TILE DOWN IN THE MIDDLE OF THE TABLE BETWEEN ALL PLAYERS.

SHUFFLE THE DECK AND DEAL OUT 5 CARDS TO EACH PLAYER. PLAYERS TAKE TURNS CLOCKWISE. THE PLAYER WHO MOST RESEMBLES A WORM GOES FIRST (OR JUST RANDOMIZE IT).

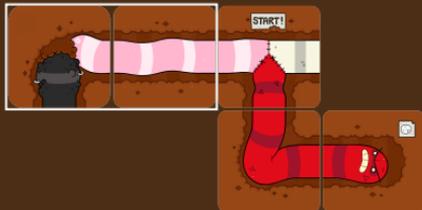
DURING EACH TURN, THE ACTIVE PLAYER FIRST DRAWS A CARD FROM THE TAPEWORM DECK, THEN PLAYS A CARD FROM THEIR HAND THAT MATCHES THE COLOR OF ANY OPEN SEGMENT ON THE TABLE. IF THE CARD PLAYED DOESN'T END OR CHANGE COLOR, THAT PLAYER MAY ATTACH ANOTHER CARD TO THE PREVIOUS CARD AND REPEAT THIS PROCESS UNTIL THEY PLACE A CARD THAT ENDS THE COLOR SEQUENCE OR THEY RUN OUT OF CARDS OF THAT COLOR TO PLAY.



EXAMPLE:

PLAYER ONE PLACES A RED CURVE CARD ALONGSIDE THE RED OPEN SLOT TO THE RIGHT OF THE START CARD, THEN PLACES A RED HEAD (HATCH CARD) ON TOP, THIS ENDS HIS SEQUENCE (SINCE HE CAN NO LONGER PLACE ANY RED CARDS ONTO HIS SEQUENCE) AND HE ENDS HIS TURN.

PLAYER 2 PLACES A PINK STRAIGHT CARD TO THE LEFT OF THE START CARD AND THEN A PINK/BLACK CURVED CARD. SINCE HIS SEQUENCE ENDS SO DOES HIS TURN.



PLAYER 3 HAS A HAND FULL OF PINK CARDS AND ONE WHITE HEAD. SINCE THERE IS ONLY A WHITE AND BLACK SLOT OPEN TO PLACE CARDS HE CAN ONLY PLACE HIS WHITE HEAD CARD TO THE RIGHT OF THE START CARD AND ENDS HIS TURN.



THE FIRST PLAYER TO HAVE NO CARDS IN HAND AT THE END OF THEIR TURN WINS!

CARD EFFECTS



CUT:

SEVER A WORM SEGMENT IN PLAY MATCHING THE COLOR OF THE CUT CARD. THEN DISCARD ALL CARDS ATTACHED TO THE SEVERED SEGMENT.



PEEK:

DRAW A CARD. THEN PUT A CARD FROM YOUR HAND ON THE TOP OF THE DECK.



HATCH:

FORCE ANOTHER PLAYER TO DRAW A CARD FROM THE TAPEWORM DECK.



SWAP:

CHOOSE A PLAYER AND LOOK AT THEIR HAND. YOU MAY TAKE A CARD FROM IT, IF YOU DO GIVE THEM A CARD FROM YOUR HAND.



DIG:

DRAW A CARD FROM THE TAPEWORM DECK. THEN DISCARD A CARD

NOTE: YOU CAN NOT CUT A SEGMENT THAT IS PART OF A RINGWORM (SEE RINGWORM) ONLY A SEGMENT THAT WHEN SEVERED CAN BE COMPLETELY DETACHED WITH A SINGLE CUT.

WILD: THESE SEGMENTS CAN BE PLAYED AS IF THEY ARE SEGMENTS OF ANY COLOR. ONCE PLAYED, THEY ASSUME THE COLOR OF THE SEGMENT THEY ARE ATTACHED TO.

ADVANCED MECHANICS

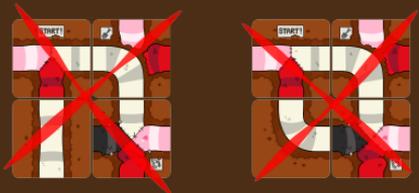
RINGWORM:

IF AT ANYTIME A PLAYER COMPLETES A FULLY CONNECTED RING, THEY MAY DISCARD 2 CARDS.



ADDITIONAL RULES:

YOU CAN NOT PLACE OPEN ENDS OF CARDS AGAINST OTHER CARDS UNLESS THEY CONNECT CORRECTLY. THE FOLLOWING PICS SHOW INCORRECT PLACEMENT OF CARDS.



YOU CAN NOT PLACE CARDS THAT WOULD FALL OFF THE EDGES OF THE TABLE.

ADVANCED RULES

ABILITY CARDS: ABILITY CARDS CAN BE ADDED TO THE GAME ONCE EVERYONE HAS HAD A GOOD AMOUNT OF EXPERIENCE WITH THE GAME AND ARE READY TO ADD NEW AND ADVANCED GAMEPLAY TO EACH SESSION.

WHEN PLAYING THE ABILITY CARDS, SHUFFLE THEM TOGETHER AND DEAL OUT ONE CARD TO EACH PLAYER WITHOUT LOOKING AT THE CARDS. EACH PLAYER PLAYS WITH THAT ABILITY FACE UP AND MAY USE THE BONUS ABILITIES GIVEN BY SAID CARDS.

FAQ

Q: WHEN I PLAY A SWAP CARD AND STEAL A CARD FROM ANOTHER PLAYERS HAND THEN GIVE THEM ONE OF MY OWN, CAN I GIVE THEM BACK THE CARD I STOLE?

A: YES, SINCE THE CARD IS IN YOUR HAND YOU CAN GIVE IT BACK TO THEM.

Q: WHEN I PLAY A PEEK CARD AND DRAW A CARD, CAN I PUT THE CARD I DREW BACK ON TOP OF THE DECK?

A: YES, SINCE THE CARD IS IN YOUR HAND YOU CAN CHOOSE TO PLACE IT BACK ON THE DECK AS PART OF PEEKS MECHANIC.

FAQ

Q: CAN I PLAY A CARD WITH MULTIPLE COLORS. CAN I CONTINUE PLAYING CARDS OFF OF ANY COLOR SEGMENT?

A: NO. ONCE YOU PLAY A CARD YOU CAN ONLY PLAY OFF OF THAT CARDS INITIAL COLOR. ONCE THAT COLOR ENDS AND BECOMES ANOTHER COLOR YOU CAN NO LONGER PLAY CARDS OFF OF IT.

Q: CAN I TELL OR SHOW OTHER PLAYERS CARDS IN MY HANDS. GIVE INFO ABOUT WHAT CARDS I KNOW OTHER PEOPLE HAVE IN THEIR HANDS. OR ARE ON THE TOP OF THE DECK?

A: IF YOU WANT. YOU CAN ALSO LIE FOR ALL I CARE :) INFORMATION AND HOW YOU SHARE IT IS ALL PART OF YOUR OWN STRATEGY AND TOTALLY LEGAL AS LONG AS YOU AREN'T LOOKING AT OTHER PLAYERS CARDS WITHOUT PERMISSION.

Q: WHAT HAPPENS WHEN ALL END OF THE TAPEWORM ARE CLOSED OFF AND THE ONLY WAY TO KEEP PLAYING IS TO HAVE A CUT?

A: IF THE GAME HAS NO LEGAL WAYS TO PLAY A CARD OUTSIDE OF A CUT. AND THE CURRENT PLAYER DOESN'T HAVE A CUT CARD TO PLAY, THE GAME ENDS AND THE PERSON TO PLAY THE LAST CARD IS THE WINNER.

Q: CAN I PLAY A CUT IN THE MIDDLE OF MY TURN?

A: YES. AS LONG AS THE CUT CARD MATCHES THE COLOR OF THE SEGMENT YOU ARE PLAYING OFF OF.

Q: CAN A CUT CARD BE PLAYED AT THE END OF A SEGMENT?

A: NO. YOU CAN ONLY PLAY A CUT ON AN AREA WHERE TWO SEGMENTS TOUCH.

Q: CAN I PLAY OFF OF A RAINBOW SEGMENT AS IF IT WAS A SEGMENT OF ANY COLOR?

A: NO. ONCE A RAINBOW SEGMENT IS PLAYED IT ASSUMES THE COLOR OF THE CARD ITS ATTACHED TO.

Q: IF I START BY PLAYING A RAINBOW SEGMENT OFF OF RED CAN I PLAY A DIFFERENT COLOR THAN RED AFTER THE RAINBOW SEGMENT?

A: NO. ONCE A RAINBOW SEGMENT IS PLAYED IT ASSUMES THE COLOR OF THE CARD ITS ATTACHED TO.

Q: WHEN ADDING IN ABILITY CARDS IT APPEARS THAT 4 OF THE CARDS (GREG, MINKUS, PETUNIA & BORIS) ARE MORE LOW POWER THAN OTHERS IS THIS INTENTIONAL?

A: YES AND NO. ORIGINALLY THERE WERE ONLY 4 ABILITY CARDS. THE ONES IN QUESTION. AND THE MORE CRAZY ABILITY CARDS CAME LATER. IF THE POWER IMBALANCE FEELS OFF, FEEL FREE TO REMOVE THOSE 4 CARDS FROM ADVANCED PLAY.

CREDITS

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