

GAME IDEA With Kannste Knicken ("You Can Fold..."), the players want to be first to connect their target symbols together with a network of crosses. The trick is: most of the targets are on the back of the sheet, and in order to get to them, the corners must be folded over. The more smiley-faces are crossed off in the corners, the larger the folded corner. A larger fold costs more time but unlocks a useful permanent bonus. The first player to fold over all four corners and connect the five target symbols together will win the game.

GAME PREPARATION Decide together which level to play. Each player receives a page of this level and a pen to mark with. The levels are marked by different colours. For the first game, we recommend level 1. You should not really play level 4 until you have gained some experience. You start on the front of the page on which the Target icon in the center is recognizable. Whoever last folded something becomes starting player and receives the two dice.

GAMEPLAY The starting player is the active player and takes the first turn by rolling both dice. He decides which of the dice he would like to use and places it in front of himself. All other non-active players can use the remaining die for this turn. Then everyone enters rows or columns of Xs on their sheet, of the number (or numbers) corresponding to the respective die. After that, the player clockwise to the active player become the new active player and starts the next turn by rolling both dice, etc.

When entering a row/column of crosses, you must note the following:

- You may only place your row/column of X's directly adjacent to any beginning "Start-End-Point" (circled X). At the start, you have four already printed on the page.
- You must put exactly as many X's as indicated by the number(s) on the die (each tick in a box). Crosses must not go past the edges and all X's must be in a straight line from the start-end point so no turns allowed.
- Draw a circle around the last square of the row/column you have marked with an X, thus forming a new "start-end point".
- If you have a die with two numbers on it, you can draw two rows/columns of X's independently and in any order.
- Fields that have already X'd may be entered again (e.g. to get new start-end points at certain places – see example 2).
- Into half fields (these only appear later in the game by folding) you are not allowed to put a cross.
- Fields with symbols on them trigger different actions/bonuses when X'd and several bonus fields can be X'd in one go. The order of taking the bonuses is up to you. With a die with two numbers, you are also free to decide the order.

The following is an explanation of the individual symbols:

- **ONE-TIME BONUS** - 1 2 3

Draw another row/column of X's as if you had an extra die with that number. You are also free to decide which start-end point you use for this.

- **TARGET SYMBOL** - 1: Star, 2: Fish, 3: Spaceship, 4: Flask

In order to win the game, all target symbols need to be X'd and connected to other by an orthogonally connected chain of X's.

- **SMILEY** - 1: Smiley-face, 2: Penguin, 3: Alien, 4: Professor

Check if you have all the prerequisites fulfilled for folding:

When folding, you must consider the following:

If you have X'd all the smileys in a small square, you can fold a small corner (see example 3).

But you can also wait until you have X'd all the smileys in the large square.

Then instead you can fold the big corner (see example 4).

However, each corner may only be folded once. Once you have fulfilled the prerequisites for folding, you are free to decide to fold at any time.

To fold, take the relevant corner of the sheet and fold it diagonally, so that the edges of the sheet reach the dotted line. For the small square, thus covering the dark area, for the large square the lighter part.

- **CORNER BONUS:**

If the large square of a corner is folded over, that player gets the respective corner bonus for the rest of the game:

+1/+1 - You may add 1 to a number you use on the black/white die (e.g. mark off a row/column of five X's with a rolled 4 or if you roll a 1+ 2, use that roll as a 2 and 2 or 1 and 3).

Black die/White Die: As a non-active player, you may select the black/white die even if the active player already selected it.

Note: After folding, the bonuses are available the next turn and for each turn after. You are not required to use the bonuses. The +1 bonus is only allowed when dice numbers are used, not for the numbers on the one-time bonus fields.

The black +1 and black die bonuses may be combined as can the white bonuses.

WINNING

A player wins immediately if he:

- has all 4 corners folded either large or small AND
- X'd all 5 target symbols AND
- connected the 5 target symbols in contiguous group of X's.

The current round is not played to the end. If two or more players reach the goal on the same turn, the winner is the one who marked fewer X's in the last turn. If there is a tie again, the one who folded more large corners wins.

FEATURES OF THE OTHER LEVELS

The basic rules for level 1 apply as described above.

These additional rules apply to each level:

- **LEVEL 2: SLIDING PARTY** You may neither enter nor jump over the holes. But you must still mark off the exact number of X's.

If you mark off an ice square, you have two options:

- 1) Walk over it carefully: You can ignore the ice.
- 2) Slide: As soon as you enter the first square of an ice surface (regardless of the number selected), you place X's in a straight line up to the first non-ice field after the patch of ice. There you finish the row/column by marking a start-end point. Any remaining steps expire and you are not allowed to stop on the ice once you start a slide. If the field behind the ice surface is an ice hole or at the edge of the field, you cannot choose to slide.

Ice surfaces that have been entered are marked with an X and can also be used several times.

- **LEVEL 3: BEAMING & BENDING** When you first enter a starfield, you may continue the row/column of X's in any other direction (see point 2 in the example).

If you place a cross on a beam field, you will immediately "teleport" to another beam field of your choice teleports and continue your movement there in any direction. This intermediate step is "free" and not counted with the total number of X's not counted (see 4a and 4b in the example). Both beam fields that are used are marked as start-end points. Beam fields can also be entered and used multiple times.

Note: If your row of X's ends on a beam field, you still mark an X and start-end point on any other beam field.

- **LEVEL 4: DOUBLE FOLDED IS JUST BETTER**

This level is Advanced Folding and you should play it only when you have already have gained a lot of experience in the previous levels. Four of your target symbols are already visible on the front this time. However, one target is on the back page in the middle. You start as usual on the front side.

- As usual, X'ing the professor smileys on the front allows you to do the large or small corner folds (with or without corner bonuses). On the folded corners lightbulbs now appear, which you must all X again (connecting the lightbulbs is not necessary). As soon as you have X'd all four lightbulbs, you can turn over the page completely. The already creased corners remain creased. Previously achieved bonuses from the front side of the page can be marked off as a reminder in the box in the middle of the back page.
New professors have now appeared on the back. As soon as you have X'd the two professor smileys in the upper, lower, right, or left area, you

may fold the edge again up to the dotted line. This will reveal the 4 target symbols from the front again. Now all 5 target symbols can be connected to win the game (diagonally bent marked fields do not count as a connection).

- Unlike the one-time bonus of the previous levels, this one will only activate if your row of X's ends exactly on the bonus number and you thus set a start-end point there (i.e. circle it). You must take the additional bonus row/column from that bonus field immediately starting adjacent to that field in any direction. If you cross the bonus field without an end point, nothing happens and you don't get the bonus.

SOLO GAME

The rules apply as previously described for any particular level, with the following modifications:

- For each game you play, choose any one column in the "Solo" table column, which one from above is marked down. You have 30 turns to win so with every turn/roll of the dice also tick off the next box in the table column. With a white field you must imperatively use the white die. Similarly the black field forces you to select the black die. With the black and white field it is up to you which die you choose.
The 30th field shows a sad smiley face. If you haven't connected all the target symbols by then, unfortunately you have lost. If you can do it in fewer than 30 turns this will tell you just how crooked you were.

For each turn under 15 (levels 1-3) or 24 (level 4) you may now call yourself Fold Master and you get an extra crown. (Example: A level 2 game in 12 moves would equal 8 crowns).