



Symbotrio

You are a master thief and have your eye on the most precious jewels. However, these are stored behind thick, steel-reinforced doors, so that you can only get them using the right combination for the safe. Can you crack the code? But be careful: Other thieves will challenge you for your prey! And do not let the police catch you ... A smart memory game with forms, colours and sizes.

Preparation: If you are playing for the first time, stick one label at a time onto the 12 wooden squares (the safe's keyboard). Place the squares face down on the game board (back of the box). Shuffle the cards, form a face down pile and place it next to the game board. In the simple variation, sort out the 10 code cards (see description below) beforehand. Each player draws a card from the pile and places it in front of him on the table, face up. The eldest player starts.

Aim of the game: Players try to steal as many jewels (cards) as possible out of the safe. The safe combination is the result of the jewels' form, size and colour. Only players who type in the right combination for the jewel can open the safe door and steal the gems.

How to play: Play in a clockwise direction. The player whose turn it is may turn over three squares at most. He wins the card that is lying in front of him when he turns over exactly the three squares that define the indicated jewel. Three features define a gem:

1. Colour: Indicated by a blob of colour.
2. Size: Indicated by the arrow's size.
3. The jewel's cut: Indicated by the number of straight and curved lines that can be found in the cut – triangle (3 slanting lines), rhombus (4 slanting lines), square (4 straight lines), rectangle (2 long and 2 short straight lines), circle (2 curved lines), semi-circle (1 straight and 1 curved line).

If the player manages to find – for example for the big blue circle – the big arrow, the blue blob of colour and the circle symbol (with a “2” next to the curved line), he wins the card and places it in front of him on the table, face down. During his next turn, he draws a new card from the pile. If he does not manage to find the three corresponding squares, the card remains on the table and he may continue his search during his next round. In any case, the three squares are turned over again, and it is the next player's turn.

- **Gem card:** This card shows a single jewel. It indicates the form, colour and size for the safe code.
- **Prison card:** The thief has been caught and has to pass one turn in prison (miss one turn).
- **Code card:** Someone has reprogrammed the code! The player has to turn the game board by 90 degrees in a clockwise direction before “typing in” the right combination for the jewel. The game board remains in this position for the next players.
- **Easy prey:** Someone has left the safe open! The player does not have to “type in” a code, but wins the card immediately.
- **Rascal card:** The player has the chance to wangle an already stolen gem off another player. He chooses any other player who already possesses cards with gems and draws one of these face down cards. If he finds the combination of the drawn jewel, he wins the corresponding card and the rascal card as well. Otherwise, his rival keeps his card and gets the rascal card on top. If the player draws an “Easy prey”-card, he immediately receives the two cards. If the player draws a rascal card, he has to draw



another card from the same player and now has the chance to win both cards. If the player draws a code card, the player has to turn the game board by 90 degrees before searching for the right combination. The prison card counts as a normal gem card. If there is no player who already possesses cards with gems, the player shuffles the rascal card with the card pile again and draws a new card.

End of the game:

The game is over when all cards are distributed. The player with the most cards is the master thief.