

The Dr. Wood Challenge Centre
is proud to present:

enKounter™

the strategy game for 2-3 players

For 2 - 3 players!
Promotes strategic thinking
For all ages above 6 years!

Includes:
4 CHALLENGE GAME CARDS
4 X Official Score Sheets
1 X Championship Leader Table

Requires:
The Kaleidoscope Classic puzzle game



OBJECT OF THE GAME:

1. To place your carefully chosen pieces strategically on the challenge game card to score more points in total than your opponent/s and
2. To have as few pieces as possible left at the end. Penalty points apply for each piece you are left with at the end (i.e. are unable to place on the game card).

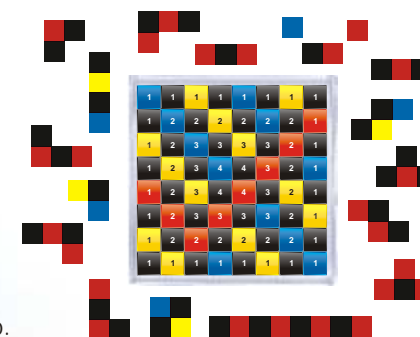
The winner is the player with the highest points after deducting penalties.

GAME RULES:

1. Select a card from the Challenge Game Card INDEX.

You may do this randomly or by design. Each challenge game card brings special dimensions to the game. All players may study the chosen challenge game card & the scoring grid. Take note of the highest scoring squares on the game card. This will help you in deciding which pieces to select from the pool.

2. Place the challenge game card in The Kaleidoscope Classic base.
3. Spread the 18 Kaleidoscope Classic pieces so that all players can clearly see them.
4. By mutual consent determine who begins the process of choosing the pieces (alternating who begins with each new game). Selection then progresses in a clockwise direction. Players choose their pieces in turn and only one piece at a time (9 each for a two player game, or 6 each for a three player game).
5. The player who chooses the largest piece (called "The Magic Wand") is given the right to start the game. This player can now place one of his/her pieces on the challenge game card making certain that the piece is placed in an exact colour overlap.



It is not compulsory for the starting player to place the Magic Wand first but it is frequently advisable to do so. (NOTE: The Magic Wand, is difficult to place and can at times be blocked by other pieces. This is why the player with the Magic Wand has the right to make the opening move).

6. Players now place one piece in turn on the pattern shown on the challenge game card, again in an exact colour overlap.
7. For each piece placed, a score is calculated by adding up the numbers on the pattern that are covered by that piece.
8. A progressive score is kept for each player on the Official Score Sheet provided.
9. At any point, players must show all the pieces and both sides of the pieces they have left, if requested, to their opponents. This will help all players to plan future moves.
10. Towards the end, those players who can still place pieces on the board, continue to do so until they have exhausted their opportunities.

The Official Score Sheet for Kaleidoscope Classic is a table with columns for Player Name, Pieces, and Score. It includes a section for 'Official Score Sheet' and a section for 'The Championship Leader Table'.

The Championship Leader Table for Kaleidoscope Classic is a table with columns for Player Name, Pieces, and Score. It includes a section for 'The Championship Leader Table' and a section for 'Official Score Sheet'.

11. The game ends when no player can place any more pieces on the board.

Now, penalty points are allotted to each player that has any pieces left. Two penalty points per square, for each piece left, is deducted from each player's overall tally to yield their final score.

Tromino



Tetromino



For the first piece, a tromino (three squares), 6 penalty points are deducted, for the second piece, a tetromino (four squares), 8 points.

12. The player with the highest final score wins the game!

Some strategies:

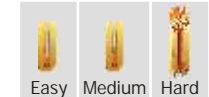
Your object when playing enKounter is not to solve the challenge rather to place the pieces (in an exact colour overlap) to maximize your own score while restricting and/or blocking your opponent(s) scoring and placement opportunities.

- Study the challenge game card carefully. Look for the peculiarities of the challenge and the scoring matrix. This will help you in choosing pieces from the pool.
- When selecting pieces try and strike a healthy balance of small and larger pieces.
- Larger pieces earn more points but beware. For each square on the pieces you have left at the end, two penalty points are deducted.
- The Magic Wand could score eight points, but could also lose 16 points if not placed. Any tetromino (piece of four squares) placed not touching an edge square will score at least eight points!
- Try to use larger pieces early in the game. Your opponent(s) will be trying to block your ability to place your largest pieces to maximize your penalty points so beware!
- Try where possible to block your opponent(s) while scoring your own points. Winning the game is a fine balance of scoring and blocking your opponent(s).
- Re-analysis of past games - will increase your ability to successfully enKounter opponents in the future.

Challenge Game Card INDEX:

<p>No. 6385</p> <p>ADULT ELEPHANT</p>	<p>No. 1324</p> <p>HAPPY GOLDFISH</p>	<p>No. 1099</p> <p>TICK MARK</p>	<p>No. 108</p> <p>RECTANGLE</p>
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DIFFICULTY RATING



Addicted to "enKounter"? Want more?!

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coming to your favourite store **SOON!**