

All Wound Up!



ESCAPE FROM THE CEMETERY

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GAME COMPONENTS:

60 CARDS

4 WIND-UP PAWNS

4 DOUBLE-SIDED TILES

25 BRAIN TOKENS (5 EACH OF 5 COLORS)

4 "START HERE" TOKENS

1 "DEALER" TOKEN

GAME OVERVIEW:

IT'S BORING WHEN YOU'RE DEAD. SO YOU AND YOUR DECEASED FRIENDS HAVE DECIDED TO HAVE A LITTLE RACE AROUND THE GRAVEYARD, PICKING UP SOME "NUTRITION" ALONG THE WAY. THE FIRST ONE OUT OF THE FRONT GATE WINS, BUT WATCH OUT FOR THE MAUSOLEUMS AND THE OPEN GRAVES. THEY CAN REALLY SLOW YOU DOWN!

WELCOME AND THANK YOU FOR PURCHASING "ALL WOUND UP!" WE HOPE YOU WILL ENJOY PLAYING THIS GAME AS MUCH AS WE ENJOYED BRINGING IT TO YOU.

AS YOU MAY HAVE NOTICED, THIS GAME IS A LITTLE DIFFERENT THAN THE GAMES WE USUALLY PRODUCE. TRUTH BE TOLD, THIS GAME IS DIFFERENT THAN ANYTHING WE HAVE EVER SEEN. WE ARE BOTH PROUD AND SCARED BY THIS FACT!

DUE TO THE DIFFERENCES PRESENTED BY THIS GAME IT IS NECESSARY FOR THE PLAYERS TO BE A LITTLE MORE FORGIVING WITH EACH OTHER WHEN PLAYING. THE FACT OF THE MATTER IS, NOTHING IN THIS GAME IS EXACT, NOR CAN IT BE. THE VERY NATURE OF THE GAME DICTATES THAT A CERTAIN AMOUNT OF LEEWAY BE GIVEN WHEN REMOVING, WINDING AND REPLACING THE PAWNS. WE HAVE PROVIDED THE TOOLS TO MINIMIZE THE LIKELIHOOD OF ERROR, BUT WE ARE ALL HUMAN...

WITH THIS IN MIND, LET'S GET OUT THERE AND RACE!

SINCERELY,

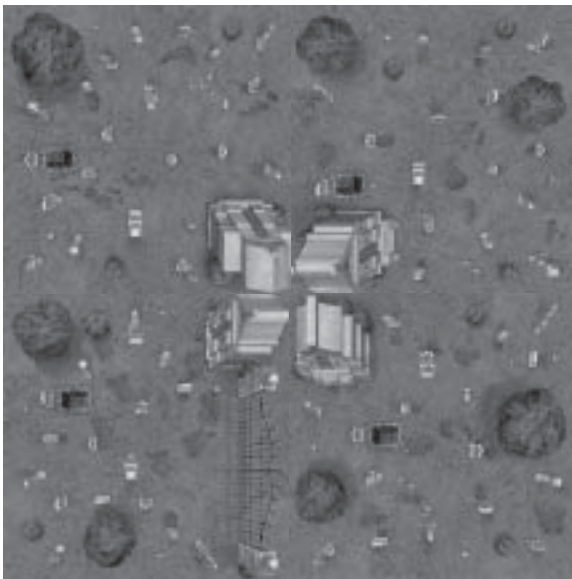
KERRY AND TODD A. BREITENSTEIN

SET-UP:

- EACH PLAYER RANDOMLY CHOOSES ONE OF THE PAWNS AND A "START HERE" TOKEN. PLACE THE BRAIN TOKENS OFF TO THE SIDE STACKED BY COLOR.
- PLACE THE FOUR TILES IN ANY CONFIGURATION. ALL PLAYERS JOINTLY CHOOSE A STARTING POINT FOR THE RACE. THE ENDING POINT IS ALWAYS THE GATE.

EXAMPLE: THE PLAYERS MAY PLACE THE TILES IN AN OVAL TRACK SHAPE (2 X 2 AS SEEN BELOW), DECIDING THAT THE GATE IS BOTH THE STARTING AND THE ENDING POINT FOR THE RACE.

- ALL PLAYERS MUST AGREE ON THE EXACT PATH OF THE RACE BEFORE THE GAME STARTS.
- NO PAWNS ARE PLACED ON THE BOARD UNTIL A CARD ACTION THAT INVOLVES THAT PAWN.
- THE OLDEST PLAYER BECOMES THE FIRST "DEALER".
- THE PLAYER TO THE DEALER'S LEFT BECOMES THE FIRST "BIDDER".



START HERE TOKEN

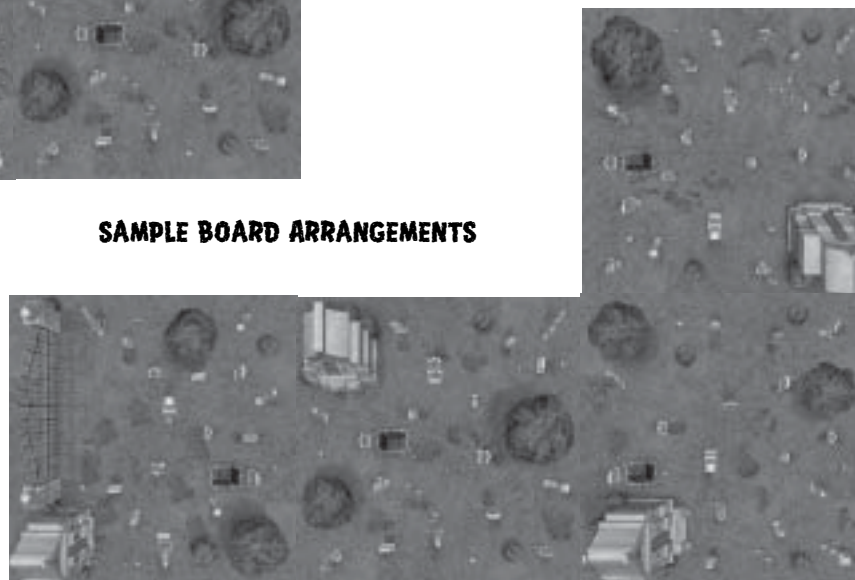


BRAIN TOKEN



DEALER TOKEN

SAMPLE BOARD ARRANGEMENTS



GAME PLAY:

DURING EACH TURN, THE FOLLOWING ACTIONS ARE TAKEN IN THIS ORDER:

- **THE DEALER GIVES EACH PLAYER 10 CARDS OFF THE TOP OF THE DECK.**
- **EACH PLAYER PASSES OR DISCARDS AND REDRAW A NUMBER OF CARDS IN AN ATTEMPT TO IMPROVE HIS HAND (SEE PASSING CARDS, BELOW).**
- **ALL PLAYERS BID TO PERFORM CARD ACTIONS (SEE BIDDING, BELOW).**
- **THE PLAYER TO THE DEALER'S LEFT BECOMES THE NEW DEALER.**

PASSING CARDS:

WHEN PASSING CARDS, THE FOLLOWING ACTIONS ARE TAKEN IN THIS ORDER:

IN A 2-PLAYER GAME:

- **EACH PLAYER PASSES 3 CARDS FROM HIS HAND TO THE OTHER PLAYER. THEN EACH PLAYER DISCARDS 2 OF HIS CARDS, DRAWING 2 CARDS FROM THE DECK TO REPLACE THEM. FINALLY, EACH PLAYER DISCARDS 1 OF HIS CARDS, DRAWING 1 CARD FROM THE DECK TO REPLACE IT.**
- **HANDS ARE NOW SET FOR PLAY THIS TURN.**

IN A 3 TO 4 PLAYER GAME:

- **BEGINNING WITH THE PLAYER TO THE DEALER'S LEFT, EACH PLAYER PASSES A NUMBER OF CARDS FROM HIS HAND - EQUAL TO THE NUMBER OF PLAYERS +1 - TO THE PLAYER ON HIS LEFT. THEN EACH PLAYER PASSES A NUMBER OF HIS CARDS EQUAL TO THE NUMBER OF PLAYERS, TO THE PLAYER ON HIS LEFT. NEXT, EACH PLAYER PASSES ONE FEWER CARDS TO THE PLAYER ON HIS LEFT, AND SO ON, UNTIL ONLY 1 CARD IS PASSED BETWEEN PLAYERS.**
EXAMPLE: IN A 4-PLAYER GAME, EACH PLAYER PASSES 5 CARDS TO THE PLAYER ON HIS LEFT, THEN PASSES 4 CARDS, THEN PASSES 3 CARDS, THEN PASSES 2 CARDS, AND FINALLY PASSES 1 CARD.
- **ALL HANDS ARE NOW SET FOR PLAY THIS TURN.**

BIDDING:

WHEN BIDDING, THE FOLLOWING ACTIONS ARE TAKEN IN THIS ORDER:

- **STEP 1: THE BIDDER MAY EITHER PASS OR CHOOSE ANY CARD TYPE EXCEPT "WILD" AND PLAY ALL CARDS OF THAT TYPE FROM HIS HAND, PLUS ONE OR MORE "WILD" CARDS (IF HE POSSESSES THEM AND WANTS TO USE THEM). THE TOTAL NUMBER OF CARDS PLAYED BY THE BIDDER IS CALLED HIS "CARD BID".**
- **STEP 2: BEGINNING WITH THE PLAYER TO THE BIDDER'S LEFT, EACH PLAYER MUST PLAY ALL CARDS OF THE SAME TYPE FROM HIS HAND, PLUS ONE OR MORE "WILD" CARDS (IF HE POSSESSES THEM AND WANTS TO USE THEM). THE TOTAL NUMBER OF CARDS PLAYED BY EACH PLAYER IS CALLED HIS "CARD BID".**
- **STEP 3: BEGINNING WITH THE PLAYER TO THE BIDDER'S LEFT, EACH PLAYER MAY PASS OR PLAY ONE OR MORE ADDITIONAL "WILD" CARDS TO INCREASE HIS CARD BID. THIS STEP CONTINUES UNTIL ALL PLAYERS PASS.**
- **STEP 4: THE PLAYER WHO BIDS THE MOST CARDS OF THE CHOSEN TYPE (INCLUDING "WILD" CARDS) PERFORMS THE ACTION SPECIFIED ON THE CARD TYPE. IN THE CASE OF A TIE, EACH PLAYER WHO TIED PERFORMS THE ACTION SPECIFIED BY THE CARD TYPE, IN CLOCKWISE ORDER BEGINNING WITH THE BIDDER.**
- **STEP 5: THE PLAYER TO THE BIDDER'S LEFT BECOMES THE NEW BIDDER.**
- **STEPS 1-5 ARE REPEATED UNTIL ALL PLAYERS ARE OUT OF CARDS.**

CARD ACTIONS:

THE CARDS HAVE THE FOLLOWING EFFECTS, EXPLAINED IN DETAIL:

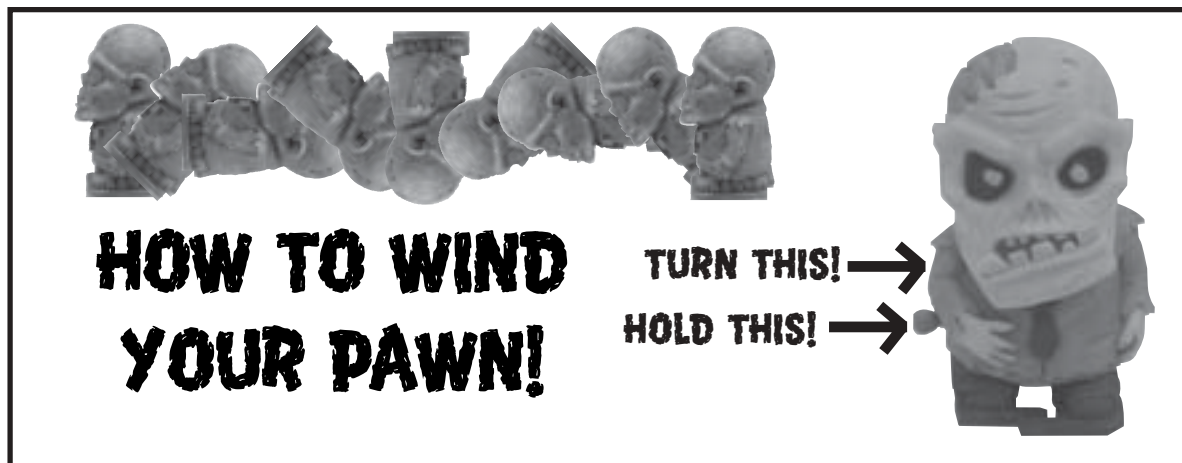
WIND 1-4: WHEN A PLAYER PERFORMS THIS CARD ACTION, HE PLACES A "START HERE" TOKEN DIRECTLY IN FRONT OR BEHIND HIS PAWN (WHEREVER THERE'S ROOM TO ACCURATELY MARK THE PAWN'S CURRENT POSITION). THEN HE PICKS UP HIS PAWN AND WINDS IT UP EXACTLY THE NUMBER OF TIMES LISTED ON THE CARD. THE PLAYER MAY NOT WIND HIS PAWN UP MORE OR LESS TIMES THAN INDICATED BY THE CARD ACTION. THE PLAYER MUST HOLD THE WIND-UP ARM STEADY WITH ONE HAND AND TURN THE PAWN HEAD OVER HEELS ONCE PER WIND (I.E. EACH WIND IS ONE 360-DEGREE ROTATION OF THE PAWN).

FINALLY, THE PLAYER MUST PLACE HIS PAWN BACK ON THE BOARD IN THE SAME POSITION AND FACING THE SAME DIRECTION WITHOUT RELEASING THE WIND-UP ARM OR FEET, THEN REMOVE THE "START HERE" TOKEN AND LET GO. IF THE PLAYER RELEASES HIS PAWN'S WIND-UP ARM OR FEET EARLY, THEN HE MUST REMOVE THE PAWN COMPLETELY FROM THE BOARD AND WAIT UNTIL IT COMPLETELY STOPS MOVING BEFORE REPEATING THE WIND-UP PROCESS.

ONCE A PAWN IS RELEASED CORRECTLY, ALL MOVEMENT OF THE PLAYER'S PAWN AND ALL OTHER PAWNS IS FINAL. IF ANY PAWNS FALL OVER, EACH FALLEN PAWN'S OWNER MUST STAND HIS PAWN UP, IN CLOCKWISE ORDER WITH THE DEALER FIRST. WHEN STANDING A PAWN UP, THE PLAYER MUST KEEP THE EDGE OF THE PAWN'S FEET THAT IS CURRENTLY POINTING DOWN FLUSH WITH THE TILE AND MAY NOT MOVE THIS EDGE IN ANY WAY.

EXAMPLE: A PAWN FALLS OVER ON ITS BACK. ITS OWNER MUST HOLD THE BACK EDGE OF ITS FEET DOWN ON THE TILE WHEN MOVING IT FORWARD TO A STANDING POSITION.

IF ANY PAWN RUNS OR IS RUN COMPLETELY OFF THE EDGE OF A TILE, ITS OWNER MUST PLACE IT ANYWHERE ON THE TILE BEFORE THE TILE OFF WHICH IT RAN. THE OWNER MAY FACE HIS PAWN IN ANY DIRECTION WHEN HE RETURNS IT TO THE BOARD.





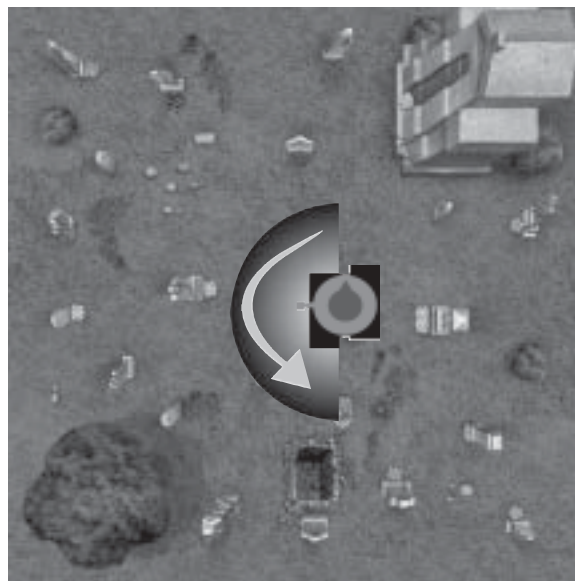
ROTATE RIGHT: WHEN A PLAYER PERFORMS THIS CARD ACTION, HE ROTATES HIS PAWN UP TO 180 DEGREES CLOCKWISE (I.E. UP TO FACING THE OPPOSITE DIRECTION). THE PLAYER MAY NOT LIFT HIS PAWN FROM THE BOARD.



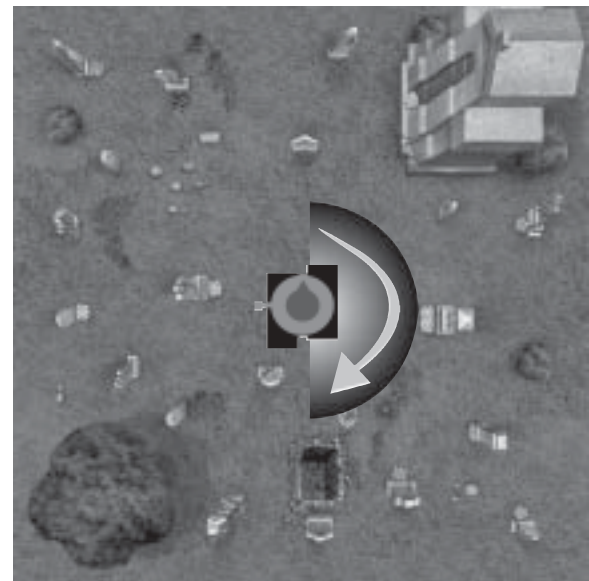
ROTATE LEFT: WHEN A PLAYER PERFORMS THIS CARD ACTION, HE ROTATES HIS PAWN UP TO 180 DEGREES COUNTER-CLOCKWISE (UP TO FACING THE OPPOSITE DIRECTION). THE PLAYER MAY NOT LIFT HIS PAWN FROM THE BOARD.



ROTATE OPPONENT: WHEN A PLAYER PERFORMS THIS CARD ACTION, HE ROTATES ANOTHER PLAYER'S PAWN UP TO 180 DEGREES CLOCKWISE OR COUNTER-CLOCKWISE, PER HIS CHOICE (UP TO FACING THE OPPOSITE DIRECTION). THE PLAYER MAY NOT LIFT THE PAWN FROM THE BOARD. IF THE TARGET PAWN IS NOT ON THE BOARD, ITS OWNER MUST PLACE IT ON THE BOARD *BEFORE* THIS ACTION IS TAKEN.



ROTATE LEFT!



ROTATE RIGHT!



WILD: A WILD CARD HAS NO ACTION. IT MAY ONLY BE USED TO INCREASE A PLAYER'S CARD BID (SEE *BIDDING, PAGE 4*). THEY MAY BE USED FOR AN INITIAL BID NOT ACCOMPANYING ANOTHER ACTION CARD IF THAT ACTION CARD HAS NOT BEEN BID ON AND THAT PLAYER DOES NOT POSSESS ANY OF THAT SPECIFIC KIND OF ACTION CARD.

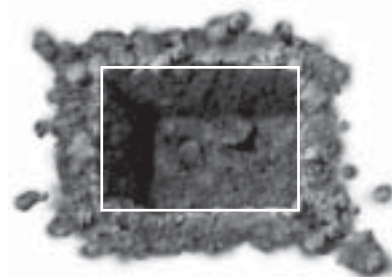
TILE TRIGGERS:

EACH TILE FEATURES ONE OR MORE "TRIGGERS," WHICH IMPOSE THE FOLLOWING EFFECTS. (ONLY THE FOLLOWING WILL AFFECT MOVEMENT, I.E. THE TOMBSTONES, TREES, ETC. HAVE NO GAME EFFECT)



• **MAUSOLEUM:** WHEN A PAWN TOUCHES OR MOVES OVER A MAUSOLEUM TRIGGER, IT IS REMOVED FROM THE BOARD. THE NEXT TIME THE PAWN IS TARGETED BY ANY CARD ACTION, ITS OWNER MUST PLACE IT ANYWHERE ON THE TILE BEFORE THE TILE FROM WHICH IT WAS REMOVED. THE OWNER MAY FACE HIS PAWN IN ANY DIRECTION WHEN HE RETURNS IT TO THE BOARD.

• **OPEN GRAVE:** WHEN A PAWN TOUCHES OR MOVES OVER AN EDGE OF AN OPEN GRAVE TRIGGER, (THE AREA INSIDE THE WHITE LINE, BUT NOT INCLUDING THE DIRT ON THE OUTSIDE OF THE LINE) IT IS REMOVED FROM THE BOARD. THE NEXT TIME THE PAWN IS TARGETED BY ANY CARD ACTION, ITS OWNER MUST PLACE IT SQUARELY UPON THE SAME OPEN GRAVE TRIGGER. THE OWNER MAY FACE HIS PAWN IN ANY DIRECTION WHEN HE RETURNS IT TO THE BOARD.



• **BRAIN:** WHEN A PAWN TOUCHES OR MOVES OVER A BRAIN FOR THE FIRST TIME, ITS OWNER GAINS 1 BLACK BRAIN TOKEN. EACH TIME THE SAME PAWN MOVES OVER ANOTHER BRAIN, ITS OWNER MAY GAIN 1 ADDITIONAL BLACK BRAIN TOKEN OR UPGRADE 1 OF HIS BRAIN TOKENS PER TABLE 1: BRAIN TOKENS (SEE *PAGE 8*).

WHEN A PLAYER GAINS OR UPGRADES A BRAIN TOKEN AND THE PROPER COLOR TOKEN IS NOT AVAILABLE, THE PLAYER GAINS OR UPGRADES TO THE NEXT-HIGHEST RANKING BRAIN TOKEN, AS SHOWN ON TABLE 1: BRAIN TOKENS (SEE *PAGE 8*). A PLAYER MAY NOT UPGRADE WHEN NO HIGHER-RANKING BRAIN TOKENS ARE AVAILABLE.

EXAMPLE: STEVE HAS A BLACK BRAIN TOKEN AND HIS PAWN BARELY NICKS A BRAIN ON THE BOARD. HE CHOOSES TO UPGRADE THE BRAIN, BUT THERE ARE NO PURPLE BRAIN TOKENS REMAINING. HE TAKES A GREEN ONE INSTEAD.

EXCEPT FOR THE BLACK AND GREEN BRAIN TOKENS, A PLAYER MAY USE ONE OR MORE OF HIS BRAIN TOKENS AT ANY TIME. ALL BRAIN TOKEN EFFECTS HAPPEN IMMEDIATELY WHEN THE TOKEN IS USED. IF TWO OR MORE PLAYERS USE BRAIN TOKENS AT THE SAME TIME, OR THERE IS CONFUSION ABOUT THE ORDER IN WHICH BRAIN TOKEN EFFECTS AND OTHER ACTIONS OCCUR, THE ACTING PLAYER AND EACH PLAYER USING BRAIN TOKENS ACT IN CLOCKWISE ORDER BEGINNING WITH THE CURRENT DEALER. IN THIS ORDER, EACH PLAYER DECIDES THE ORDER OF HIS OWN ACTIONS AND BRAIN TOKEN EFFECTS.

TABLE 1: BRAIN TOKENS

TOKEN	RANK	EFFECT
BLACK	1	(MAY ONLY BE PLAYED WHEN MOVING A PAWN) PLAYER MAY REDUCE NUMBER OF WINDS BY 1
PURPLE	2	PLAYER MAY CHANGE HIS PAWN'S FACING BY UP TO 180 DEGREES CLOCKWISE OR COUNTER-CLOCKWISE
GREEN	3	(MAY ONLY BE PLAYED WHEN MOVING A PAWN) PLAYER MAY INCREASE NUMBER OF WINDS BY 1
YELLOW	4	PLAYER MAY STEAL 1 RANDOM CARD FROM ANOTHER PLAYER'S HAND
RED	5	PLAYER MAY INCREASE 1 CARD BID BY 1

SPECIAL NOTE:

BRAIN TOKENS MAY ONLY BE USED TO AFFECT THE OWNER'S PAWN. A PLAYER MAY NOT TARGET OTHER PLAYERS' PAWNS WITH HIS BRAIN TOKENS.

WINNING THE GAME:

- THE FIRST PAWN TO FOLLOW THE DETERMINED RACE PATH AND MOVE COMPLETELY OFF THE GATE EDGE OF THE GATE TILE WINS THE GAME.**
- A PLAYER MAY *NOT* WIN THE GAME BY MOVING HIS PAWN IN THE OPPOSITE DIRECTION, EVEN IF HIS PAWN CROSSES THE GATE EDGE OF THE GATE TILE IN THE PROCESS.**

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