

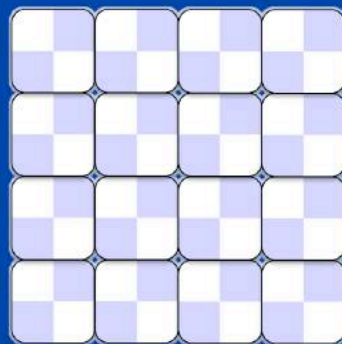
## Components

- ❑ 2 rule cards and 5 game cards
- ❑ 16 board cards, each with 2x2 squares
- ❑ 36 joystick cards, 9 of each player color
- ❑ 64 sticks, 16 of each player color
- ❑ 12 discs, 3 of each player color
- ❑ 20 pieces, 5 of each player color



## General setup

C64 Board can be used to play different games but the general setup and the general rules apply to all games. For the specific setup and rules, refer to the game cards.



- 1 Arrange the board cards in a 4x4 grid to get a game board with 8x8 squares.
- 2 Give each player joystick cards of a color.
- 3 Set up and give additional components as listed on the game card.
- 4 Seat each player at one side of the board.

## General game rules

Set up your joystick cards in a 3x3 grid and take any 2 cards in any row or column as your active joystick cards. You may flip one or both to the other face.



(Player 2 and, if playing, player 4 immediately return 1 card and start with only 1 active.)

A joystick card shows either a move (in the direction relative to the player's seat) or a button triggering specific game actions.

In your turn, return any 1 card to any empty space in the grid. Always keep the last played card tilted to remember your last game action. Then take the returned card's game action if possible. This may be a move, a fire etc. You must use the face flipped to in the setup.

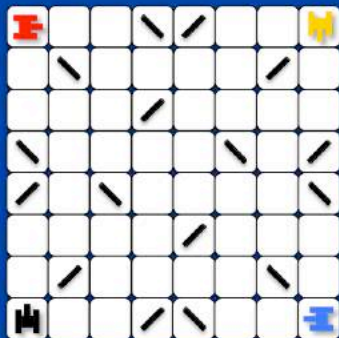
If you place your last action card in a column, immediately take the other 2 action cards in the same row or vice versa as your new active joystick cards. You may flip one or both as in the setup.



Up      Left      Down      Right      Left Button      Right Button

Take turns in clockwise order until the specific game's end condition is reached.

## C64 Tanks (2-4 players)



**Setup:** Sticks (walls) of any color according to the image, 1 tank in each player's left corner.

**Up/down/left/right:** Move 1 square in the direction (if the square is not blocked by a wall or another tank).

**Left button:** Fire a bullet in the latest direction. The bullet bounces on walls until it hits a tank or exits the board. Hit walls rotate 90°.



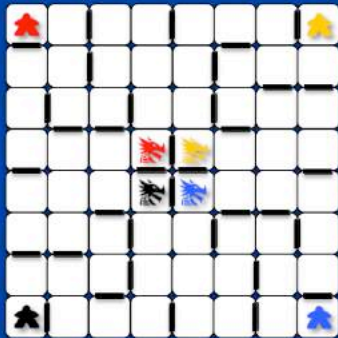
**Right button:** Fire a missile in the latest direction. The missile moves exactly 3 squares above any walls. If it lands on a square without any wall, it hits all tanks on and orthogonally adjacent to it. Hit walls are not affected.

**Hit:** A hit player is not eliminated but gets no action with her next joystick card.

**Goal:** The first to have hit each other player at least once wins. (Use discs of player colors to keep track.)



## C64 Monsters (2-4 players)



**Setup:** Sticks (walls) of any color according to the image, 1 adventurer in each player's left corner, 1 monster and 1 disc (treasure) per player in the closest center square.

**Up/down/left/right:** Move your adventurer 1 square in the direction AND the monster of the same color in the **opposite** direction (if not blocked by a wall or a piece of similar type). Check **Encounters** for what happens with pieces of different types.



**Left button:** Pick up any 1 treasure in your square. You may only carry 1 treasure.



**Right button:** Use 1 carried treasure to discard all orthogonally adjacent monsters (if not blocked by a wall). Unfortunately the treasure is lost and returned to its start square.

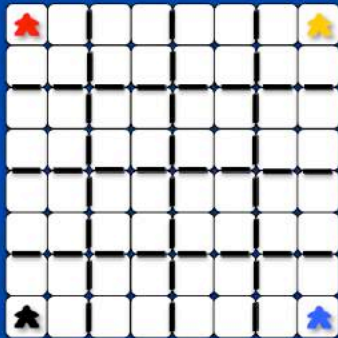


**Encounters:** If a monster moves to an adventurer or vice versa, the player restarts at her corner and the monster at its center square. If a monster moves to a treasure, the monster restarts at its center square with the treasure.



**Goal:** The first player to return to her corner with any treasure wins.

## C64 Maze (2-4 players)



**Setup:** Sticks (walls) of any color according to the image, 1 adventurer in each player's left corner.

**Up/down/left/right:** Move your adventurer 1 square in the direction (if not blocked by a wall or another adventurer).



**Left button:** Push and move a wall 1 square in your latest direction.

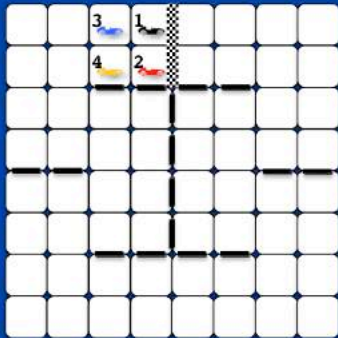
**Right button:** Pull and move a wall 1 square opposite to your latest direction.

You cannot push/pull if there is a blocking wall or adventurer in the square you are pushing/pulling to.

**Goal:** The first player to reach her opposite corner wins.



## C64 Cars (2-4 players)



**Setup:** Sticks (walls) of any color according to the image, 1 car on each player's start space, 3 discs (gears) per player.

**Left button:** Increase gear (take 1 disc).

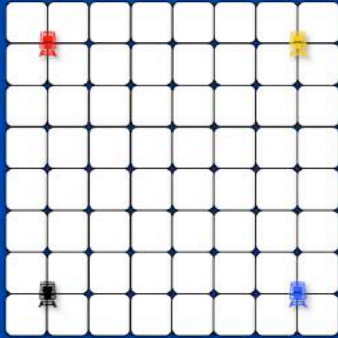
**Right button:** Decrease gear (return 1 disc)

**Up/down/left/right:** Do not move but turn your car if the direction changes. Then your move depends on the current gear, direction changes and blocks in the way. (Check the back of the card for details.)

**Goal:** The first player to cross the goal line wins.

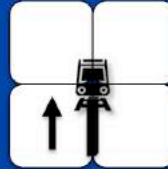
- 1 If you did not change direction and there are no blocks in the way, simply move as many squares as the current gear.
- 2 If you changed direction and the current gear is 1, move 1 square in the **new** direction.
- 3 If you changed direction and the current gear is 2/3, move 2/3 squares in the **old** direction and then flip the car.
- 4 If a wall blocks the way, use the moves to move in the **opposite** direction and then decrease gear to 0.
- 5 If a car blocks the way, first use 1 move to move that car in your direction.
- 6 If your car is flipped/outside the board, use your next action to unflip it/return it where it left (if empty). Decrease the gear to 0.

## C64 Trains (3-4 players)



**Setup:** Empty board, 1 train in each player's left corner grid point, 3 discs and 16 sticks (rails) per player.

**Up/down/left/right:** Move your train 1 grid point in the direction (if not occupied by another train) AND lay a rail behind (if not already a rail of **your** color there).

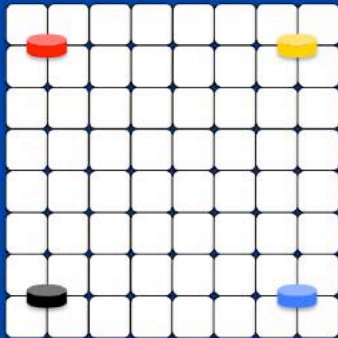


**Any button:** Place a disc (station) on the train's grid point (if not already a disc of **any** color there).



**Goal:** When a player places her last rail, the other players get 1 more action before the game ends. For each opponent rail connected to a station, both the station owner and the rail owner gets 1 VP. The player with the most VP wins.

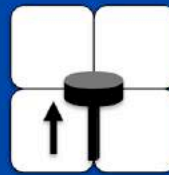
## C64 Snakes (2-4 players)



**Setup:** Empty board, 1 disc (snake head) in each player's left corner grid point, 16 sticks (snake segments) per player. For 4 players, use 12 sticks.



**Up/down/left/right:** Move your snake head 1 grid point in the direction (if not occupied by a snake segment) AND lay a segment behind.

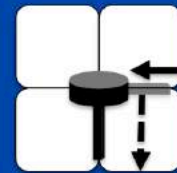


**Exception:** You may move to the first or to the last grid point of an opponent's snake and capture the head/segment, see Goal.

**Left button:** Take back the first segment of your snake and move your head backwards to the new first segment's grid point.



**Right button:** Take back the last segment of your snake.



**Goal:** The first player to capture an opponent head wins. The game also ends if a player has no sticks left to place, in which case the player with the longest snake (most segments) wins.



In case of a tie, the player with the most captured segments wins.

