**Advanced Game:**

**Objective:** Objective is the same as the Basic Game only now you use the RR Squares (Rotate & Replace, See Board Diagram).

1. Follow steps 1 - 6 from Beginners Game.
2. Table talk is not allowed; anyone giving clues to a player, loses a tile for the rest of the game.
3. Use the RR Squares, see example below:

   - **Connect**
   - **Rotate**
   - **Replace**

   - Create a path to an opponents tile on the RR Square.
   - On your next turn, Rotate the opponents tile (90 or 180 degrees), connecting it to your path, OR
   - Replace the tile, with any of your onhand tiles so that it connects to your path (it must connect to your path).

**NOTE:** If you Replace the tile, keep it and do not draw another!

**TIP:** The opponent can easily Rotate or Replace the tile on the RR Square to restore their path (on their turn)!

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**TIP:**

- The opponent can remove (not replace) the Pathbreaker tile on their turn. On their next turn they can restore their path by adding a re-connecting tile!

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**Plays:**

- Deviate, block or destroy an opponent’s Path. See options below!
- **Terminate:** Place this tile at the end of an opponents Active Path (or Chip) to BLOCK it.
  **TIP:** The opponent can remove (not replace) the tile on their turn as their tile move!
- **Hijack:** Place a tile connecting you to your opponent’s path. Hijacked paths belong to both you and your opponent!
  **TIP:** You can remove (not replace) any one of the opponent’s connecting tiles on your turn and vice versa!
- **Detour:** Place a tile at the end of an opponent’s Active Path to change their route.
  **NOTE:** Your Detour Tile’s edges cannot touch two or more tiles! (see Figure H)
- **Pathbreaker:** Disconnects a path by breaking it! Follow steps below and see Figure I
  1. Choose ANY tile on your opponents path.
  2. Take it and replace it with your Pathbreaker.
  3. KEEP the replaced tile and do not draw another.
  **TIP:** The opponent can remove (not replace) the Pathbreaker tile on their turn. On their next turn they can restore their path by adding a re-connecting tile!

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Want More?

Visit http://brainbugg.com/sinaps for tips, strategies and FAQs. Also, feel free to write to us at sinaps@brainbugg.com for your strategies and comments. We’d love to hear from you!

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Si**nap**s

Connect your brain!
**Beginners Game:**

**Objective:** Be the first player or team to guide and stack two chips in a row on to the **Nucleus** (see Chip Movement and Board Diagram).

**Gameplay:**

1. **Start by moving a chip from an Exit Terminal (1)** then out to a Grid Terminal (2) and after a path is built it finally jumps to the Nucleus (3).

   **NOTE:** A chip on a Grid Terminal cannot move, it must wait for a path to the Nucleus to be built! (see Chip Movement)

   Place a tile on the grid square in front of your chip (see Figure B and Path Tiles) then draw a tile from the bag. Your turn ends!

   **NOTE:** Always play only one tile and one chip per turn. If you forget to grab a tile, you lose it for the rest of the game!

2. Next player can add a connecting tile to your path (see Plays on back) and move a chip to the next open terminal, OR start another path by following steps 1-2.

   **NOTE:** Nobody can add or remove a tile from a disconnected path! (see Figure D)

3. Build by adding a connecting tile (Figure C), OR remove any tile from your path. Move a chip and draw a tile; if you remove, do not draw a tile. Your turn ends!

   **NOTE:** if you remove a tile from your path, discard it and do not play another! You should never have more than 4 tiles!

4. Once you have built a path to the Nucleus, you may now move the connected chip to it! Place a White Chip on the Grid Terminal where your chip was to deactivate it (see Figure E, and NOTE on Step 2)

   **TIP:** Instead of moving a chip to the Nucleus, you can hold off and move a Home Row chip!

5. "Knock" (hand gesture) if you cannot play a tile or move a chip, you lose your turn!

   **NOTE:** If everyone "Knocks," the game ends and nobody wins! This is called a "Deadlock."

6. **Objective:** Be the first player or team to guide and stack two chips in a row on to the **Nucleus** (see Chip Movement and Board Diagram).

   **Gameplay:**

   1. **Start by moving a chip from an Exit Terminal (1)** then out to a Grid Terminal (2) and after a path is built it finally jumps to the Nucleus (3).

      **NOTE:** A chip on a Grid Terminal cannot move, it must wait for a path to the Nucleus to be built! (see Chip Movement)

      Place a tile on the grid square in front of your chip (see Figure B and Path Tiles) then draw a tile from the bag. Your turn ends!

      **NOTE:** Always play only one tile and one chip per turn. If you forget to grab a tile, you lose it for the rest of the game!

   2. Next player can add a connecting tile to your path (see Plays on back) and move a chip to the next open terminal, OR start another path by following steps 1-2.

      **NOTE:** Nobody can add or remove a tile from a disconnected path! (see Figure D)

   3. Build by adding a connecting tile (Figure C), OR remove any tile from your path. Move a chip and draw a tile; if you remove, do not draw a tile. Your turn ends!

      **NOTE:** if you remove a tile from your path, discard it and do not play another! You should never have more than 4 tiles!

   4. Once you have built a path to the Nucleus, you may now move the connected chip to it! Place a White Chip on the Grid Terminal where your chip was to deactivate it (see Figure E, and NOTE on Step 2)

      **TIP:** Instead of moving a chip to the Nucleus, you can hold off and move a Home Row chip!

   5. "Knock" (hand gesture) if you cannot play a tile or move a chip, you lose your turn!

      **NOTE:** If everyone "Knocks," the game ends and nobody wins! This is called a "Deadlock."

   6. **Objective:** Be the first player or team to guide and stack two chips in a row on to the **Nucleus** (see Chip Movement and Board Diagram).

      **Gameplay:**

      1. **Start by moving a chip from an Exit Terminal (1)** then out to a Grid Terminal (2) and after a path is built it finally jumps to the Nucleus (3).

         **NOTE:** A chip on a Grid Terminal cannot move, it must wait for a path to the Nucleus to be built! (see Chip Movement)

         Place a tile on the grid square in front of your chip (see Figure B and Path Tiles) then draw a tile from the bag. Your turn ends!

         **NOTE:** Always play only one tile and one chip per turn. If you forget to grab a tile, you lose it for the rest of the game!

      2. Next player can add a connecting tile to your path (see Plays on back) and move a chip to the next open terminal, OR start another path by following steps 1-2.

         **NOTE:** Nobody can add or remove a tile from a disconnected path! (see Figure D)

      3. Build by adding a connecting tile (Figure C), OR remove any tile from your path. Move a chip and draw a tile; if you remove, do not draw a tile. Your turn ends!

         **NOTE:** if you remove a tile from your path, discard it and do not play another! You should never have more than 4 tiles!

      4. Once you have built a path to the Nucleus, you may now move the connected chip to it! Place a White Chip on the Grid Terminal where your chip was to deactivate it (see Figure E, and NOTE on Step 2)

         **TIP:** Instead of moving a chip to the Nucleus, you can hold off and move a Home Row chip!

      5. "Knock" (hand gesture) if you cannot play a tile or move a chip, you lose your turn!

         **NOTE:** If everyone "Knocks," the game ends and nobody wins! This is called a "Deadlock."