

## PLAYS:

Deviate, block or destroy an opponent's Path. See options below!

### Terminate:

Place this tile at the end of an opponent's 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!

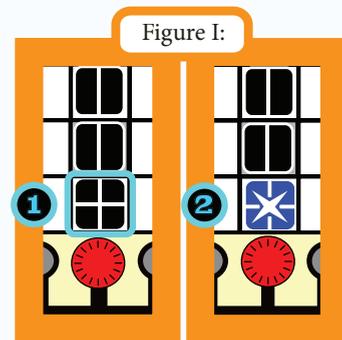
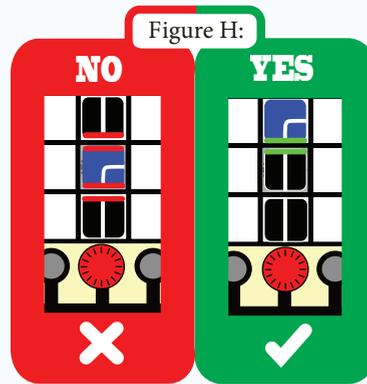
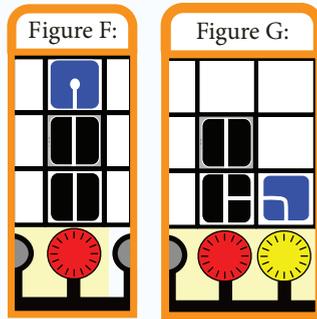
Follow steps below and see Figure I

- 1 Choose ANY tile on your opponent's 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!

### KEY:

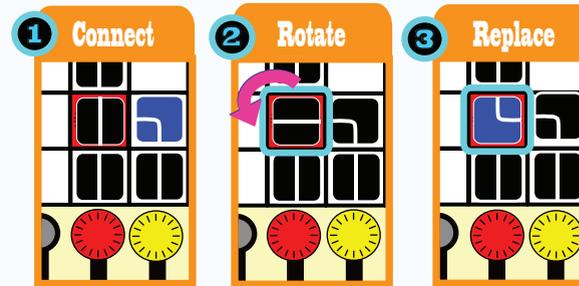
Blue Tile = Tile being played  
Yellow Chip = Your Chip  
Red Chip = Opponent's Chip



## 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:



- 1 Create a path to an opponents tile on the RR Square.
- 2 On your next turn, Rotate the opponent's tile (90 or 180 degrees), connecting it to **your path**, OR
- 3 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)!



### Want More!

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# Lets Play!

**Sinaps**™  
Connect your brain!



# Players:

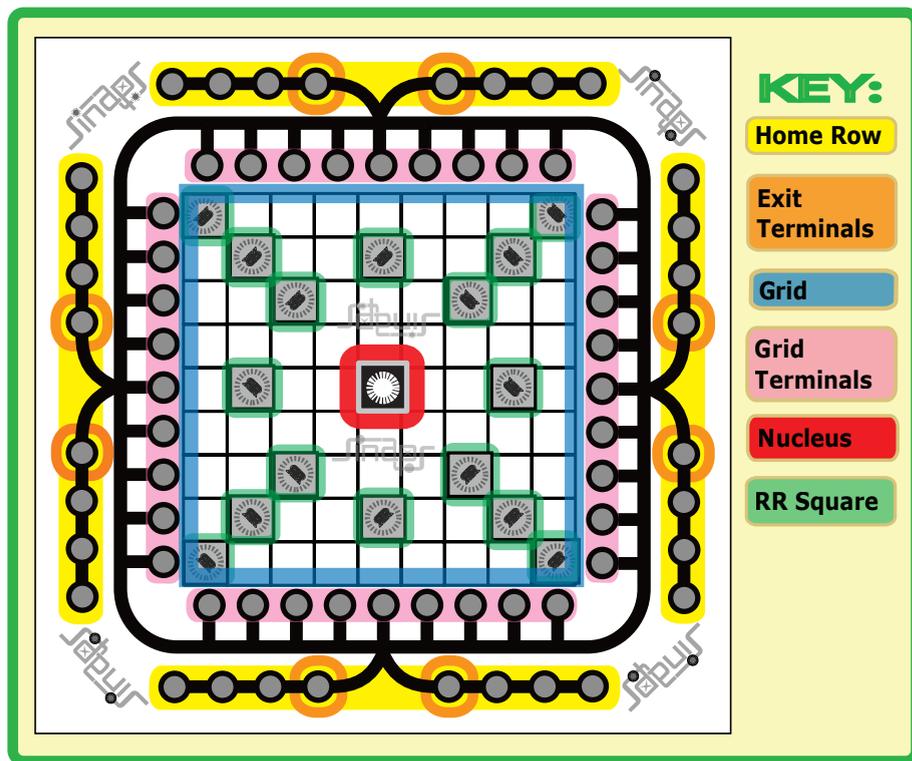
2 Players ----- 8 chips per player  
3 Players ----- 8 chips per player

Four players play as TWO teams  
4 Players ----- 6 chips per player

## Before you play:

- Each player randomly grabs 4 square tiles from the bag and then chooses a **HOME ROW** (see Board Diagram)
- If playing on teams, team members sit on opposite sides.
- Each player or team chooses a chip color *except White* and places their chips on their Home Row (see Players).
- Choose who will go first.

## BOARD DIAGRAM:



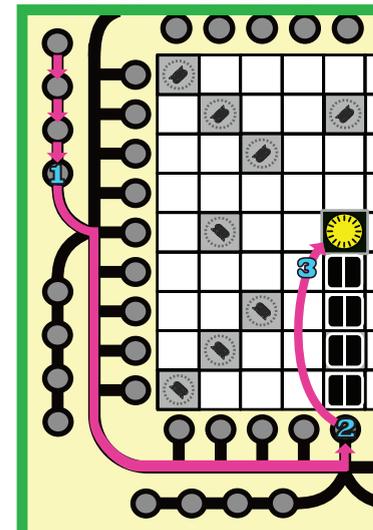
## Beginners Game:

**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:

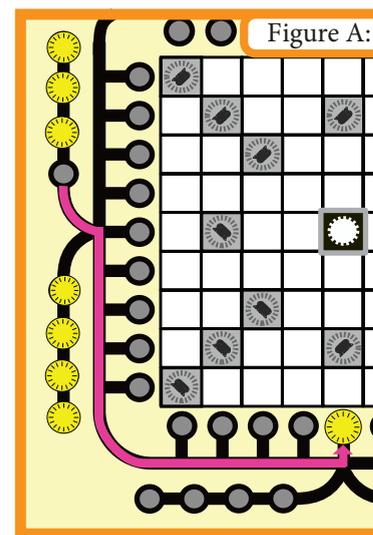
- 1** Start by moving a chip from an **Exit Terminal** to any open **Grid Terminal** (see Board Diagram and Figure A).  
**NOTE:** A chip on a Grid Terminal cannot move, it must wait for a path to the Nucleus to be built! (see Chip Movement)
- 2** Place a tile on the grid square in front of your chip (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!
- 3** 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) However you can create a path to it!
- 4** 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!

### CHIP MOVEMENT:



Chips move one space at a time to 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:** Chips on the Home Row can also move back a space!



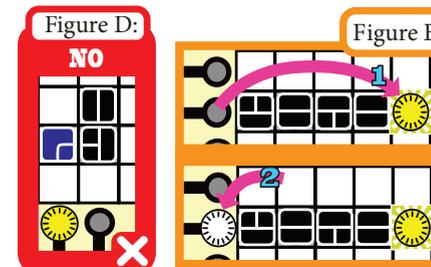
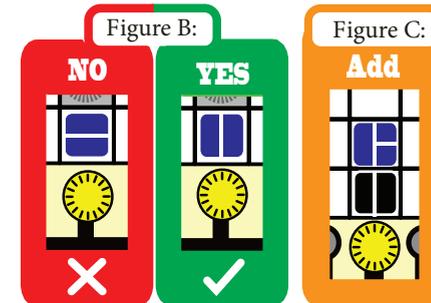
- 5** Once you have built a path to the Nucleus, you may now move the connected chip to it! Place a White Chip on the Grid Terminal where your chip was to deactivate it (see Figure E, and NOTE on Step 2)

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

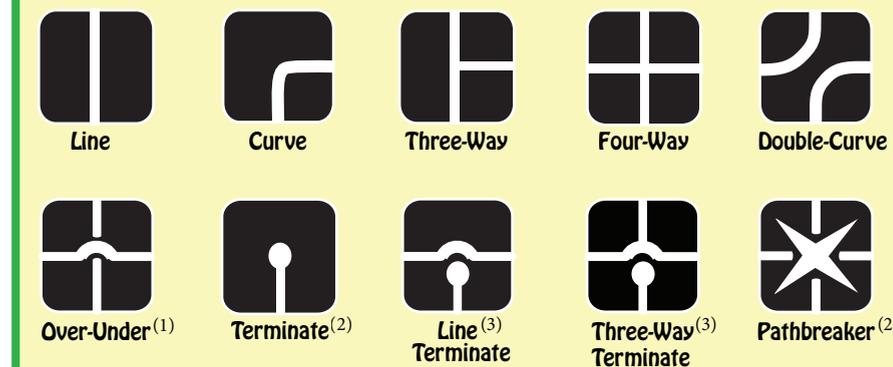
- 6** "Knock" (hand gesture) if you cannot play a tile or move a chip, you lose your turn!

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

**KEY:** Blue Tile = Tile played Yellow Chip = Your Chip



### PATH TILES:



- (1) The two lines on this tile do **NOT** connect, one line goes over the other
- (2) The **opponent can choose to remove this tile on their turn!** see Plays
- (3) You can use this tile to create or terminate a path, if you use it to Terminate a path, the Detour Rules do not apply!