

Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★★★★ modulable de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m² pour jouer, ripailler et dormir.

**ESCALE À
JEUX**

escaleajeux.fr

09 72 30 41 42

06 24 69 12 99

escaleajeux@gmail.com



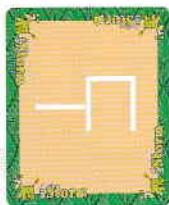
Storm Thinks

Instructions

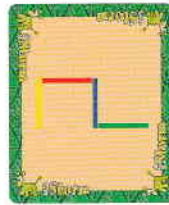
Contents:

12 spills in four colours:
three blue, three red, three green and three yellow
28 white thought cards
28 coloured thought cards
4 colour cards
1 die
1 instruction leaflet

White thought cards:



Coloured thought cards:



Colour cards:



Duration:

Approximately 10-20 minutes. You can reduce playing time by reducing the the number of thought cards you must have to win the game.

Aim of the game:

Thinking with Storm is a fun game which stimulates players' sense of logic and encourages tactical thought. Players learn about shapes and colour and making figures.

There are two versions of the game:

The Easy Game is played with the white figures. A figure is complete when the spills are in the correct places (as shown on the thought card).

The Difficult Game is played with the coloured figures. A figure is not complete unless the spills are in the same colours and in the correct places as shown on the thought card.

Get ready to play

Before starting to play each player has to have a number of start spills.

If there are two players: four spills each

If there are three players: three spills each

If there are 4-6 players: two spills each

The total number of spills needed are placed on the table. Any any excess spills must be set aside. It is important that there are at least two spills of each colour: red, yellow, green and blue. The players take turns at throwing the die, which determines which colour spill the player has to pick up.

If he throws the the die and it lands with one of the two white sides up, the player takes the spill of his choice. If a player rolls the die and it lands, for example, on red and there are no more red spills on the table, the player may take the spill of his choice.

Choose which version of the game you will play

Players have to agree which version they will play, using either the coloured or the white figures. Shuffle the thought cards and lay them face down in a pile on the table. Players take turns to take one card each which they do not show to the other players. On the thought cards, there are different figures, all made of four spills. (The coloured cards are used only when playing Cooperative Game no. 1.)

The Combination Game

It is often a good idea to allow the youngest players (6 – 9 years) to play with the white thought cards while older players play with the coloured thought cards.

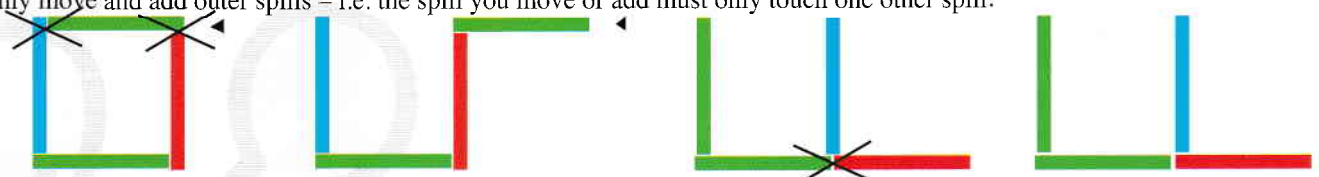
Start the game

The youngest player starts. He throws the die. If he throws, for example, a red and he has one red spill, then he must lay the spill out onto the table.

If a player throws a colour and he does not have a spill in that colour and there is no spill in that colour in play, he has lost his turn. If a player throws a white, he may move one spill or add a spill of his choice.

The player must always add or move a spill if he can, but never more than one spill at each turn.
 All spills (except the very first one) must be placed so that they are touching another spill, either at the end or somewhere along the length.
 Players may only move and add outer spills – i.e. the spill you move or add must only touch one other spill.

(Illustration)



When a player has completed his move, the next player (clockwise around the table) takes his turn.
 If this player throws, for example, a red, and there is a red spill on the table, he can choose to move the spill so that it matches with the picture on his card. Alternatively, if he has a red spill in his hand, he can choose instead to put that spill into play.
 Once start spills are in play, any player may use them.

The aim is to get all spills placed on the table in the same way as shown on the thought card. If you are playing the Easy Game with only the white figures, all you have to do is get the spills placed correctly. If you are playing the Difficult Game with the coloured figures, the spills must be in the correct colours and in the correct places as shown on the thought card. In both games, the figure may be upside-down.

You can only win a thought card during your own turn and after you have thrown the die, and if possible, added or moved a spill. When a player's figure is correct on the table, he has won his thought card. He puts this card face down in front of him and takes a new thought card from the deck and the next player starts his turn. The other players keep their thought card and the spills on the table remain where they are. The player who first wins three thought cards is the winner.

A figure may be part of a larger figure.

(Illustration)



Cooperative Game
 For 4 players (2 x 2 players)

Using the white thought cards.
 Each player picks up a colour card and lays it on the table so that everyone can see which colour the individual players have. The same player picks up three spills in his colour, for example, blue. These three spills are his start spills. Once start spills are in play, any player may use them.

Playing the game
 Each team picks up a white thought card. The team with the red player starts. The players on the same team now have to work together to make the figure on the thought card. The figure is not completed until it is made up of the team's own spills. For the red/blue team, for example, the figure must have either three red + one blue, three blue + one red, or two red + two blue spills. Note that the figure may be part of a larger figure.

The game is then played in the same way as the game with the white figures only. The team that first wins three thought cards wins the game.

Very best regards – Enjoy yourselves!