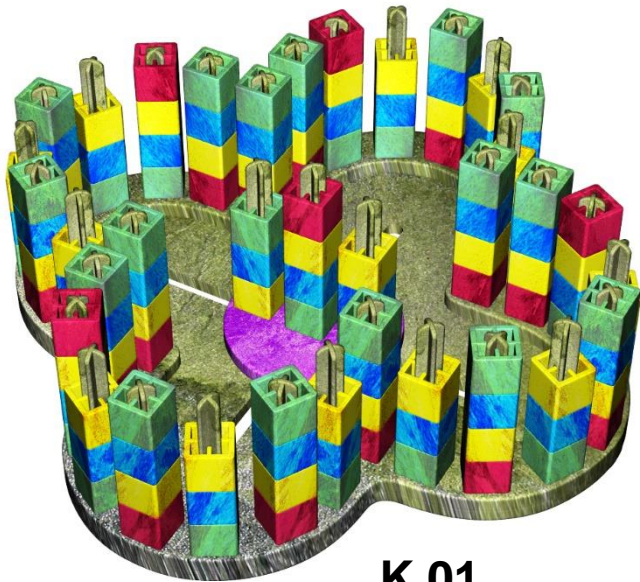




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Licence for sale



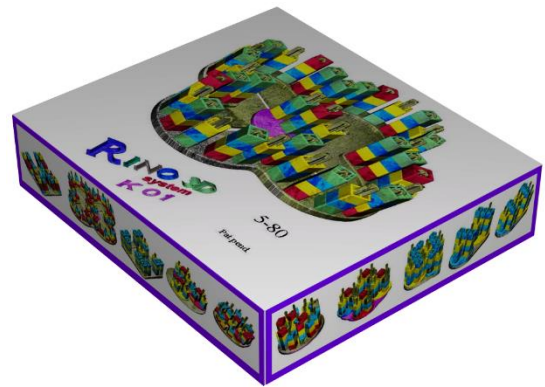
K 01

1. Meant for four players/teams.
2. Win by placing four pawns in vertical, horizontal or diagonal row, including the adjustable central piece.
3. The game begins by filling the central piece, so that each pole has at least one of each color.
4. No team/player is allowed to place three pawns in a row on the lowest layer of the central piece.
5. There are two ways to spend ones turn: either place a new pawn on any stick or moving and turning the central piece.
6. Each player must have an equal amount of turns.
7. When a winner is declared, the players may continue a new match continuing the current state of the board.

300x320x48

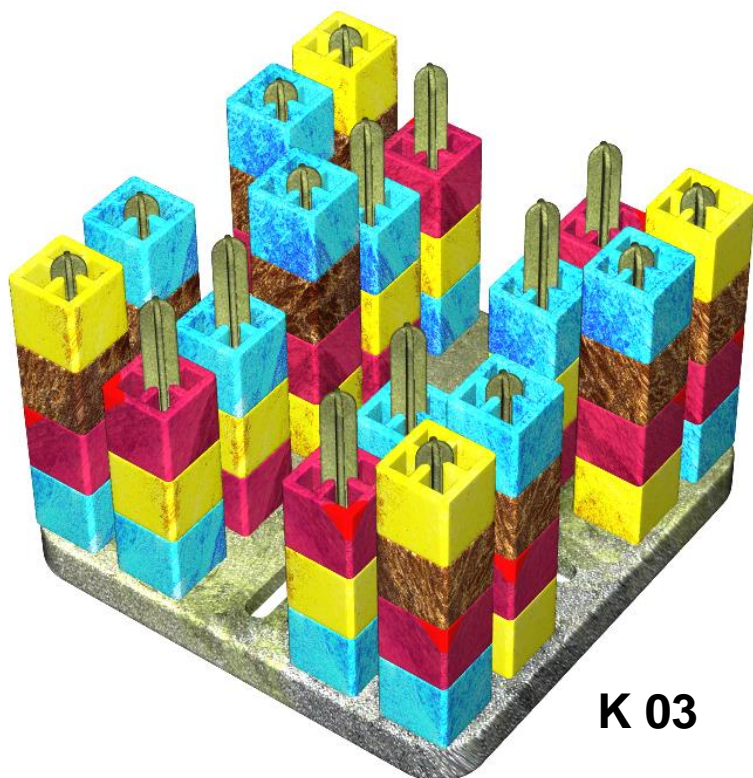


K 02

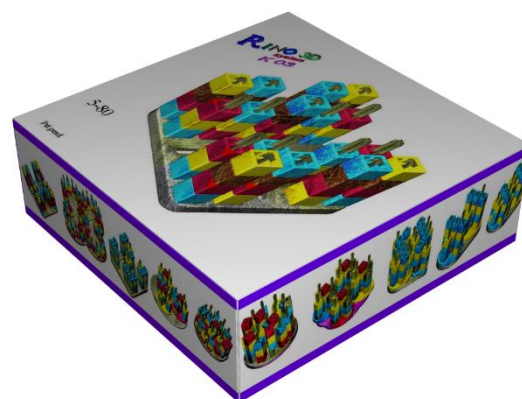


135x135x70

1. Meant for two players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or rotating the central group.
4. Each player must have an equal number of turns.

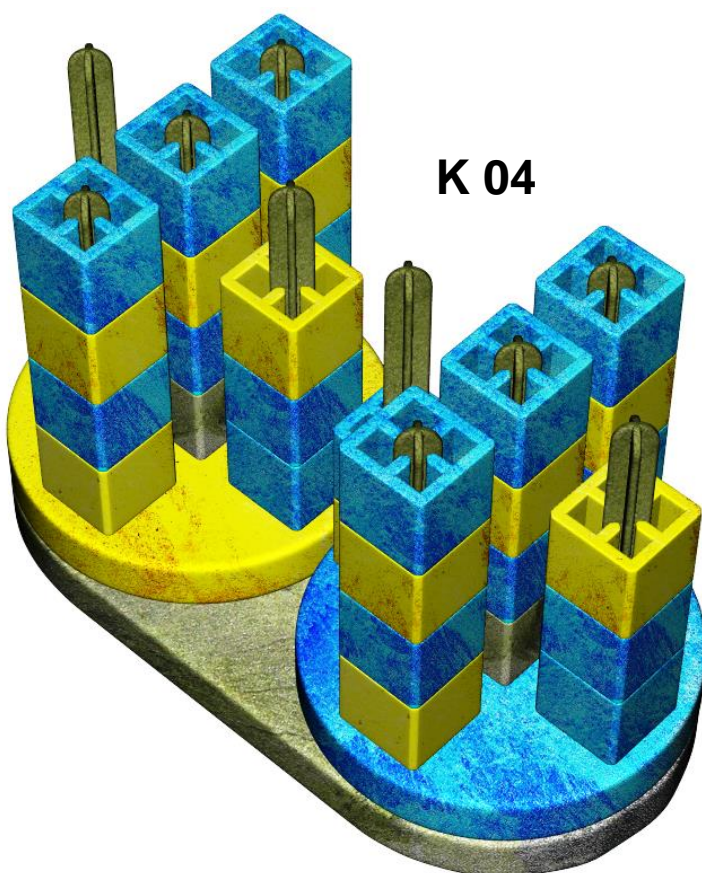


K 03

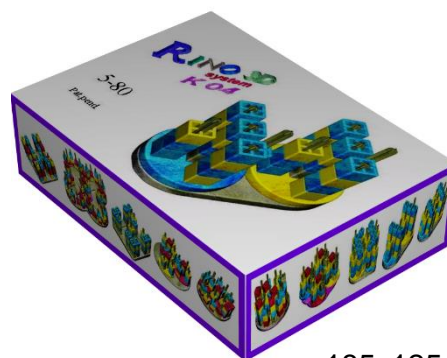


170x170x55

1. 2-4 players
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by moving the central tower.
4. When a winner is declared, the players may begin a new match continuing the current state of the board.
5. Each player must have an equal number of turns.

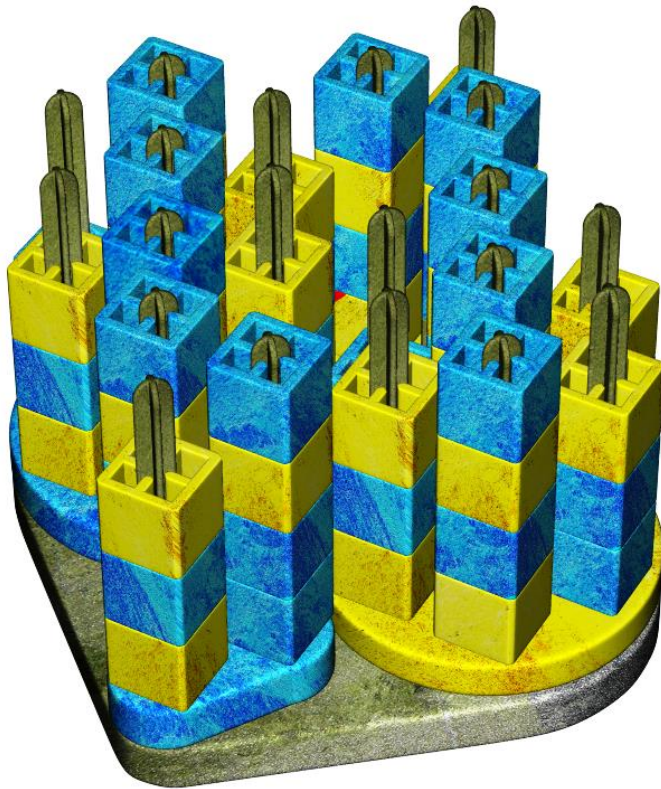


K 04



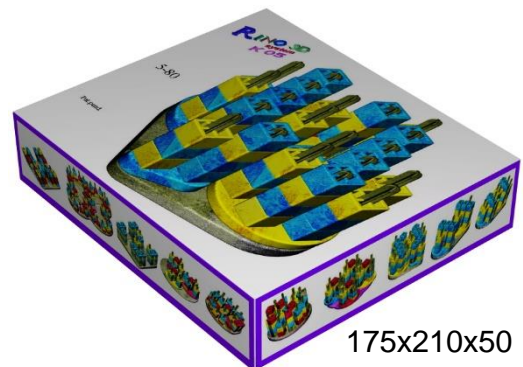
185x125x50

1. Meant for two players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating the group on one's own side.
4. Each player must have an equal number of turns.



K 05

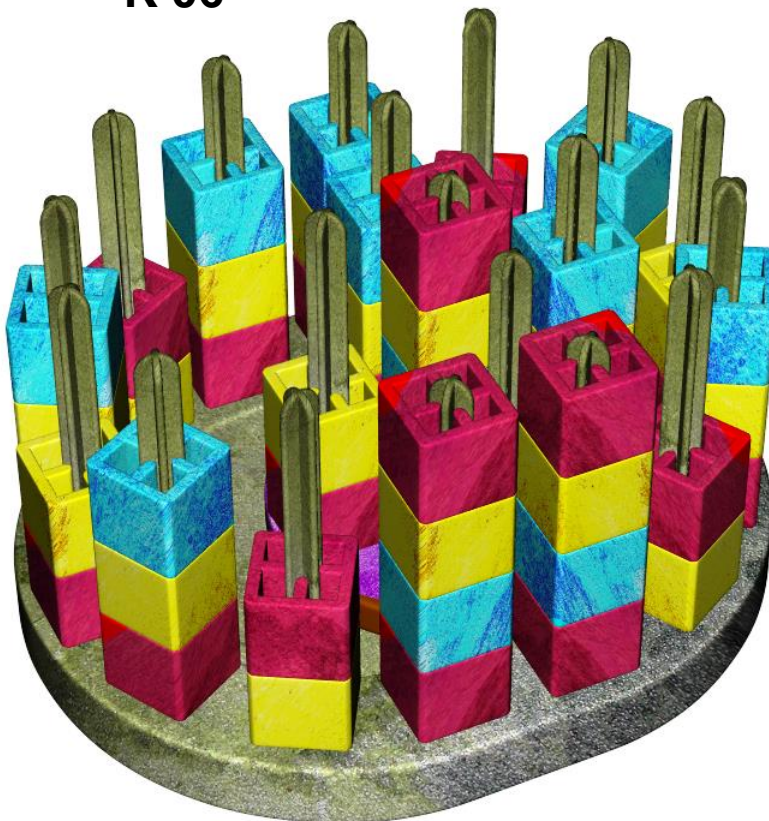
1. Meant for two players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating groups with one's own color.
4. When a winner is declared, the players may begin a new match continuing the current state of the board.
5. Each player must have an equal number of turns.



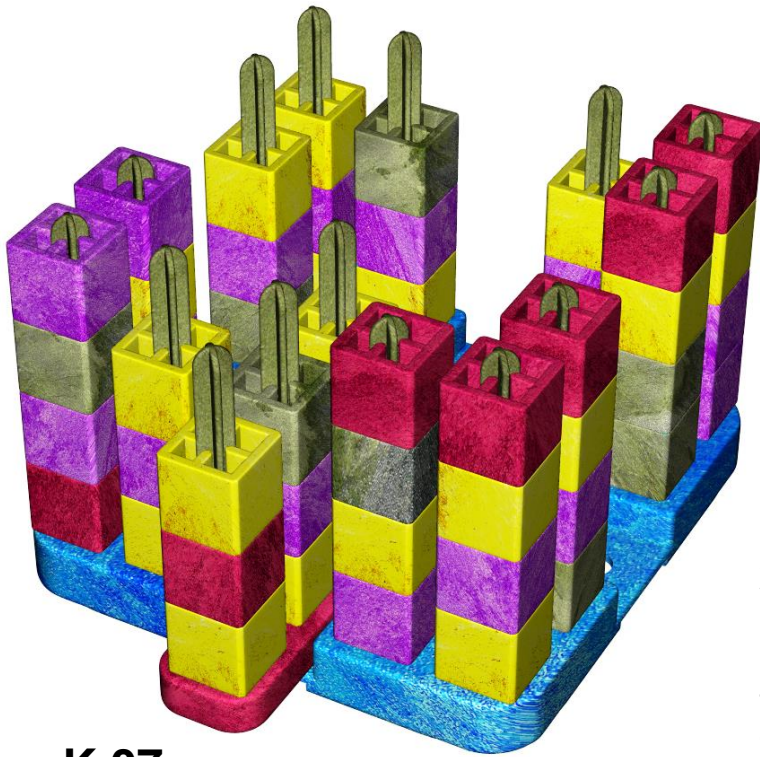
175x210x50

K 06

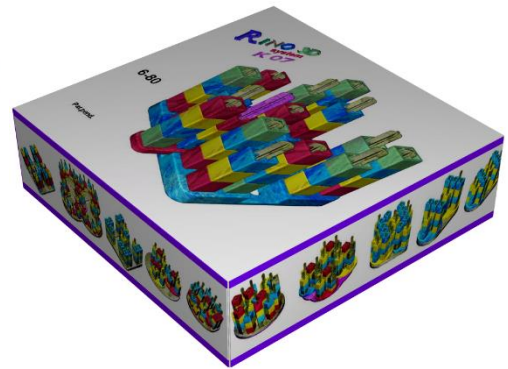
225x155x65



1. Meant for two players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating + moving the central group.
4. Each player must have an equal number of turns.

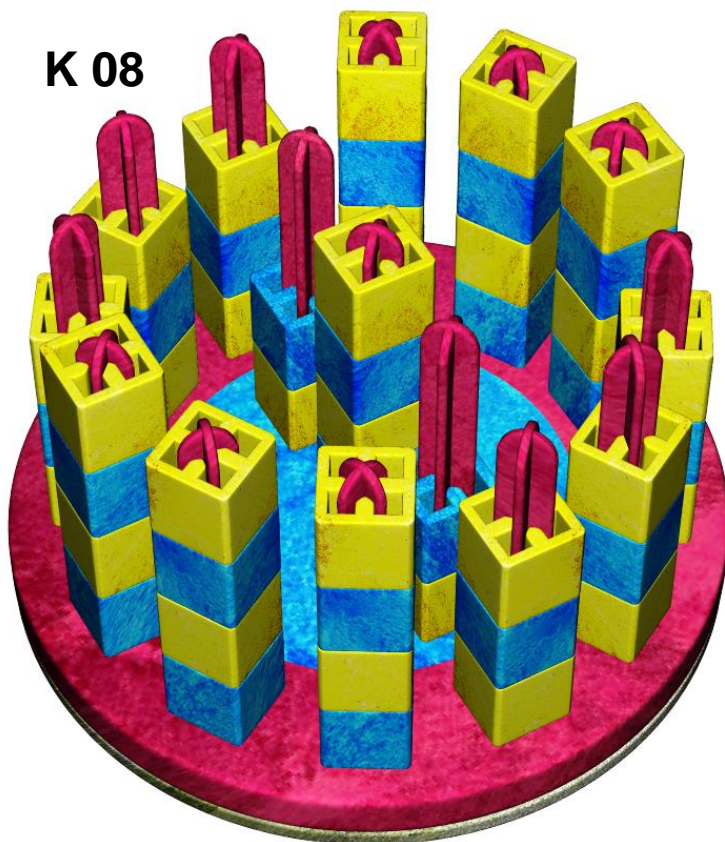


K 07



170x170x55

1. Meant for 2-4 players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating + moving the central group.
4. Each player must have an equal number of turns.



K 08



175x175x50

1. Meant for 2-4 players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating + moving the central group.
4. There may not be 3 pawns of the same color on the lowest layer of the central group.
5. When a winner is declared, the players may begin a new match continuing the current state of the board.
6. Each player must have an equal number of turns



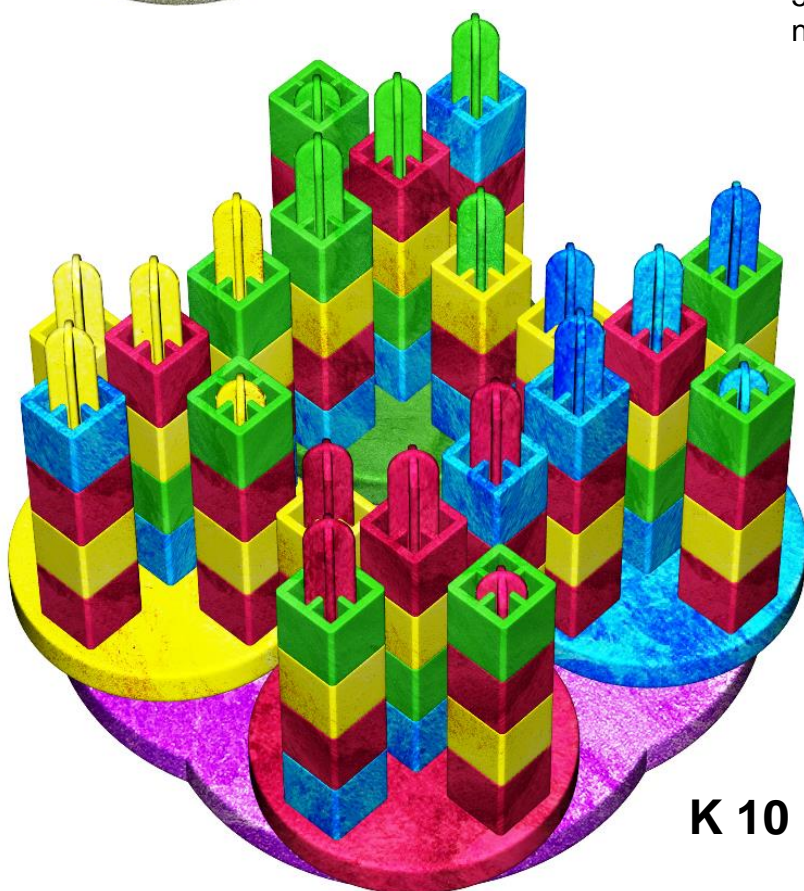
K 09



200x230x46

1. Meant for 3 players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating one's own group.
4. When a winner is declared, the players may continue a new match continuing the current state of the board.
5. Each player must have an equal number of turns.

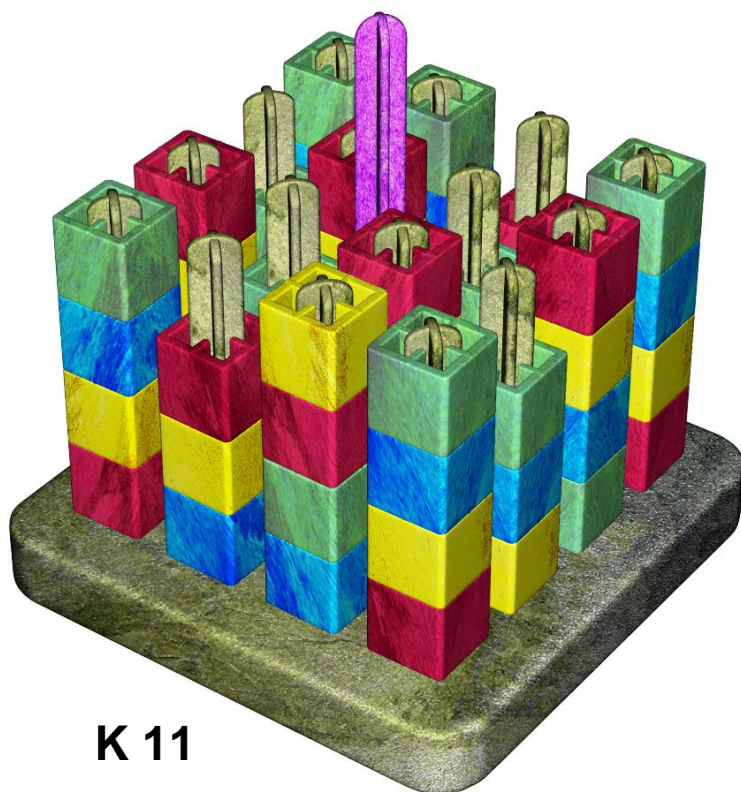
200x230x46



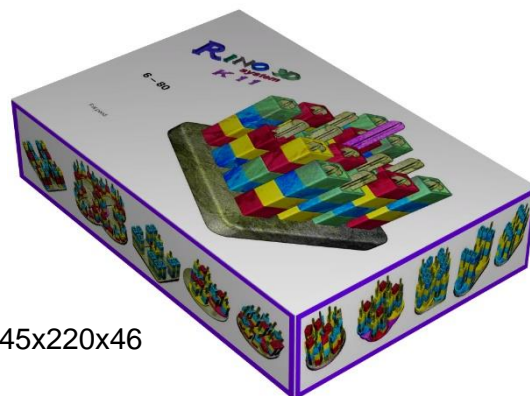
K 10



1. Meant for 4 players; each will compete against the players on their right and left.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating one's own group.
4. Each player must have an equal number of turns.

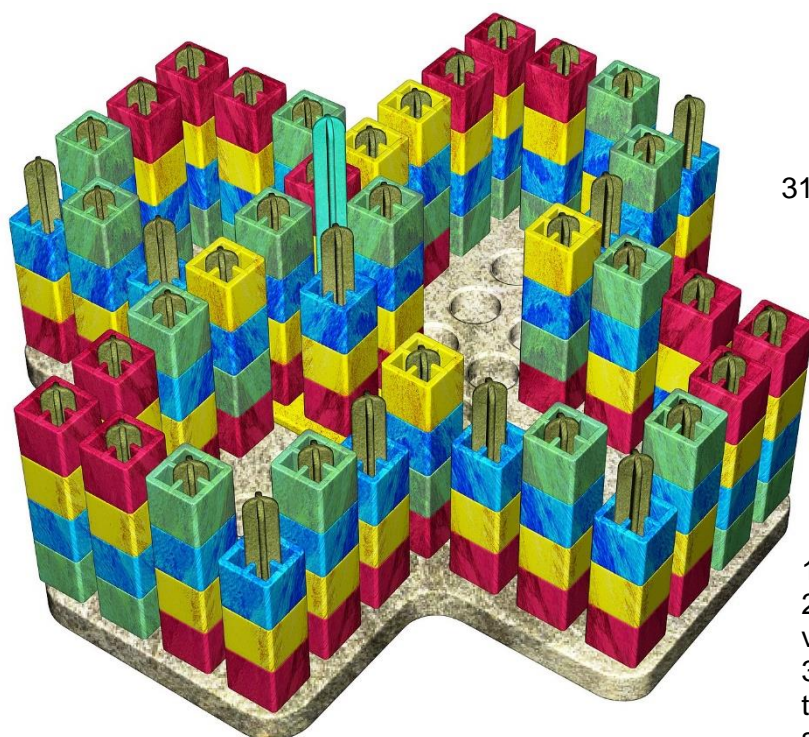


K 11



145x220x46

1. Meant for 4 players
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two ways to spend a turn: either by placing a pawn or by rotating the central group.
4. Each player must have an equal number of turns.



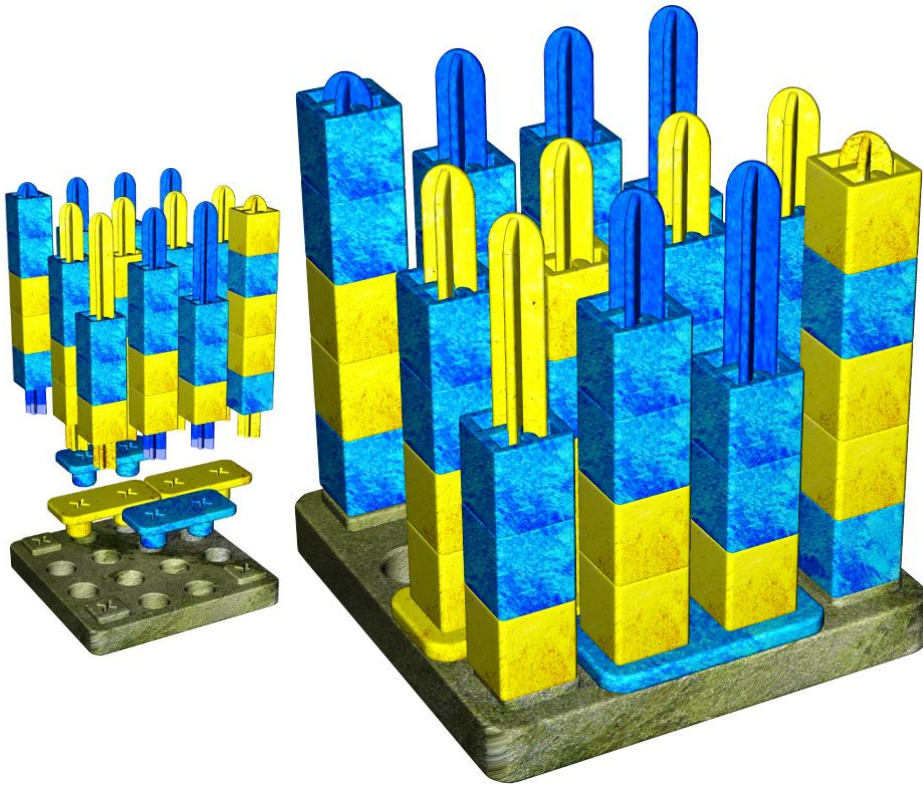
K 12



310x310x42



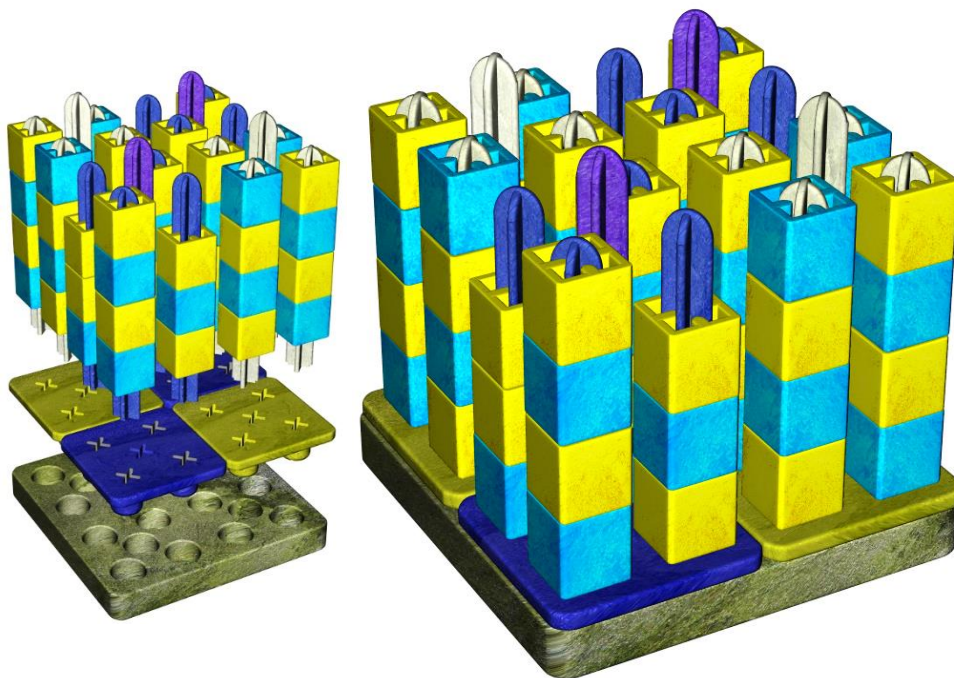
1. Meant for 4 players or 4 teams.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. There are two ways to spend ones turn: either place a new pawn on any stick or moving and turning the central piece.
4. When a winner is declared, the players may continue a new match continuing the current state of the board.
5. Each player must have an equal number of turns



150x160x60

K 13

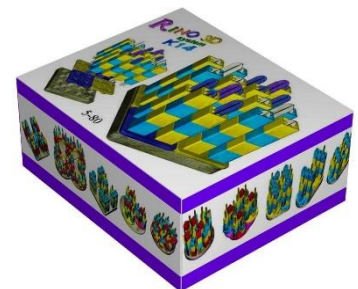
1. Meant for two players.
2. Win by placing four pawns in a row; vertically, horizontally or diagonally.
3. Two types of turns: placing one's own paw anywhere on the board or rotating/changing the place of one's own group/groups.
4. Each player must have an equal number of turns.

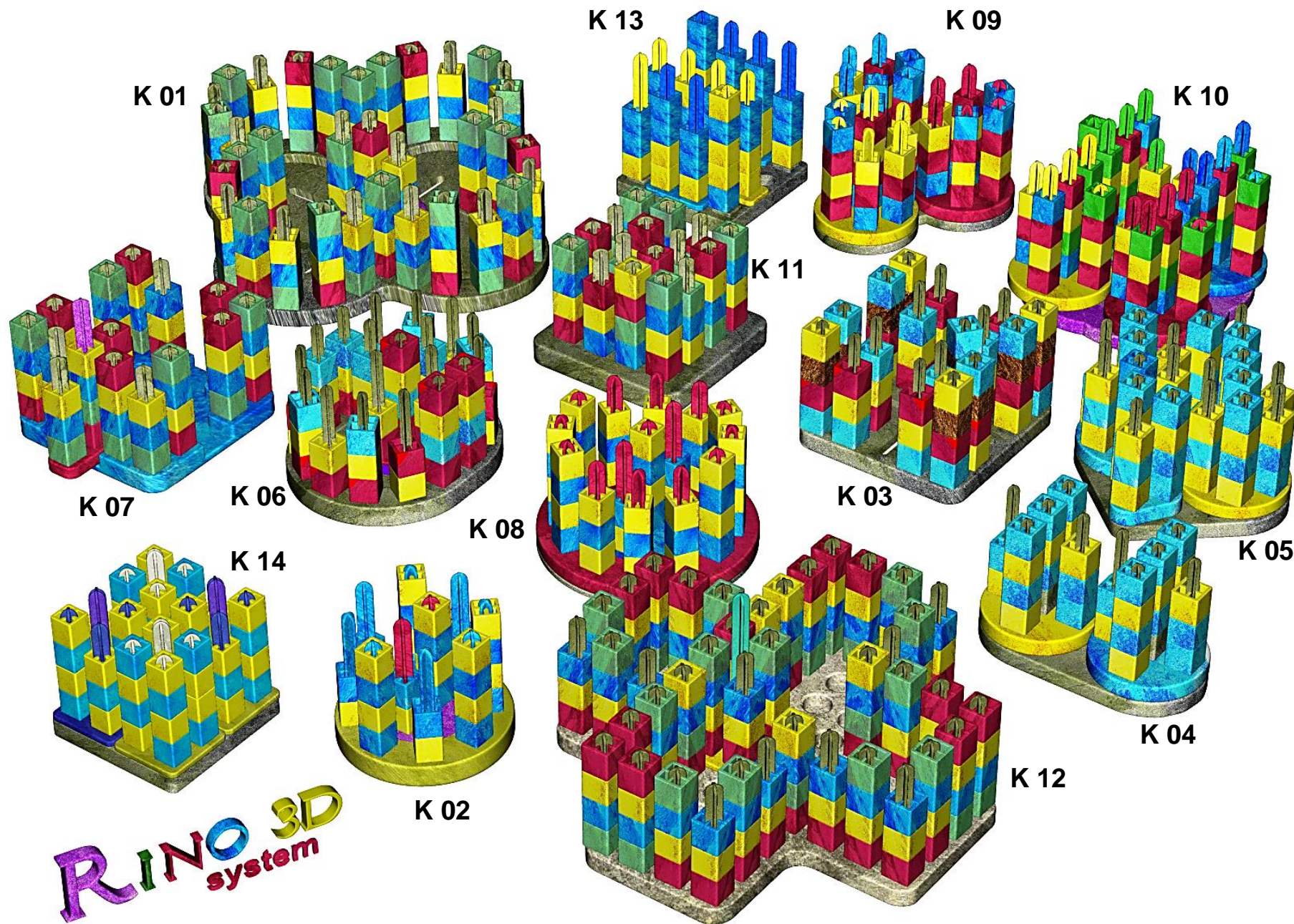


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K 14

150x160x60





RINO 3D PRODUCTION MODEL (Salo and Viitasaari)

