

## CONTENTS

15 x (BLUE) Cogwheels  
15 x Blaue Zahnräder  
15 rouages BLEUS  
15 x Blauswe tandwielen  
15 x Ruote BLU  
15 ΜΠΛΕ γρανάζια

1 x Top Cogwheel (GOLD)  
1 x Goldenes Zahnrad  
1 rouage OR  
1 x Hoofdtandwiel (goudkleurig)  
1 x Ruota Top (ORO)  
1 Γρανάζι Κορυφής (ΧΡΥΣΟ)

15 x (RED) Cogwheels  
15 x Rote Zahnräder  
15 rouages ROUGE  
15 x Rode tandwielen  
15 x Rote dentate ROSSE  
15 ΚΟΚΚΙΝΑ γρανάζια



1 x Game Disk Featuring 55 Pegs  
1 x Spielfeld mit 55 Stiften  
un plateau de jeu avec 55 axes  
1 x Speelbord met 55 pinnetjes  
1 x Disco del gioco con 55 Pioli  
1 Τραπέζι με 55 άξονες



1 x Game Book  
1 x Spielregel  
1 x Game Bòok  
1 x Speluitleg  
1 x Istruzioni del gioco  
1 Βιβλίο Οδηγιών

## Two ways to WIN!

Turn the Top cogwheel to the top wheel (fig. 1).  
The first player to su

It's that simple: BUT B...  
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- He/she will bloc into a loss with o
- Pre-empt your o and defend...
- Go on, shift your

The MeCanix game disk

Each player is assigned

Before play may comm

Each player now places

**The base wheel must**

All done? You are ready

## OBJECT OF THE GAME



### Two ways to WIN!

Turn the **Top cogwheel**, by creating a linked path from your base-wheel to the top wheel (fig.1).

**The first player to successfully create such a path: WINS!**

It's that simple: BUT BEWARE: After each move, you MUST be able to turn your base wheel freely (either independently or through all the linkages). If not, you must make a different move.

**If your opponent is able to block you such that after your move, your base wheel is still not able to turn, he/she WINS! (fig.2)**

Simple?! It is. But it's also compelling and multi-layered.

**Hear that? That's the sound of your opponent's mind shifting gears.**

- ⚙️ Your opponent is devious and will lull you into a false sense of security.
- ⚙️ He/she will block you at just the right moment so that a win can turn into a loss with one cog!
- ⚙️ Pre-empt your opponent's thinking, predict their next move, attack and defend...
- ⚙️ Go on, shift your mind into overdrive... Get into **MeCaniX**

### GAME SETUP

The MeCaniX game disk consists of a triangular array of pegs, onto which the cogwheels are to be placed.

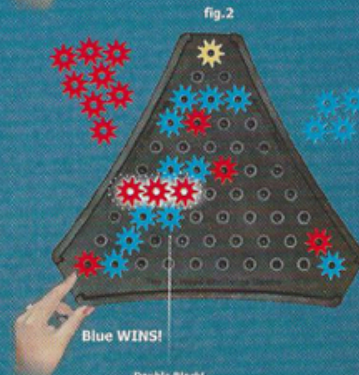
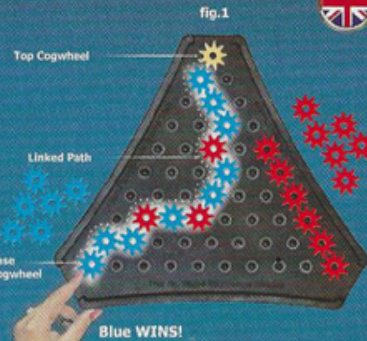
Each player is assigned one base wheel and all fourteen cogwheels in his/her chosen colour (Red or Blue).

Before play may commence, the Top Wheel (Gold) is placed at the apex of the game board.

Each player now places his/her base wheel in the designated pegs as shown.

**The base wheel must be in position at all times during a game and cannot be moved by either player.**

All done? You are ready to play MeCaniX!



**Double Block!**  
(The Blue Player has successfully blocked the Red player. Even if the Red player moves one of his/her cogs, he/she will still be blocked)



## THE GAME

- 1. The object of MeCaniX is to turn the top cogwheel (gold), by creating a linked path from your basewheel to the top wheel. Or to block your opponent's cog wheels such that even after their move, they are unable to turn their base wheel!
- 2. A toss of a coin may determine who will start the game.
- 3. The players take turns to place one wheel at a time on any available peg, anywhere on the board. Or alternatively, move one of their wheels already on the board to another vacant peg on the board.

A first move by player RED may be as shown in fig.3.

It is now BLUE's turn. BLUE may open the same way as RED, but may alternatively try to block his/her opponent's progress, by placing a wheel as in fig.4.

- 4. After every move made, the player should be able to rotate his/her base wheel freely, either independently by itself or through all the linkages. If the wheel cannot be turned, the player has to make a different move. Remember that if after a move, the player is still not able to rotate their base wheel, that player loses!

In the picture shown (fig.4), RED can now no longer turn his/her base wheel, because it is part of a **triangular formation, which can never be turned.**

Since it is a **game requirement** that after every move made, you **MUST** be able to turn your base wheel, RED is forced to move his/her first wheel to another location, perhaps as in fig.5.

RED has now advanced somewhat toward the top wheel and can freely turn his/her base wheel (and at the same time make all three cogs turn).

- 5. Each player is allowed only one action per move.
- 6. In any move, players may introduce a fresh cogwheel into the game (provided they have not already done so). Or alternatively, players may choose to move one of their cogwheels already on the board to another spot on the board. This is imperative when a player is blocked in such a way that his/her base wheel no longer turns.
- 7. Players are not allowed to move their opponent's pieces to a different location at any time in the game.
- 8. However, players **are** allowed to link through their opponent's cogwheels. In fact, it is highly likely that during the course of the game, turning a base wheel of one colour will turn several linked cogwheels (including some of the opponent's wheels and perhaps even his/her base wheel). This is permitted even while turning the top wheel.
- 9. The first player that is able to create a path to the top wheel such that a turn of his/her base wheel also turns the top wheel **WINS!**



A game in progress co

It is now BLUE's turn. then be able to rotate He/she would then wi

BLUE could counter th RED cog (the one near

- 10. As explained, if a move, he/she can (explained in gre

Any triangular formatio

No player is allowed to

No player is allowed to colour (see fig.9).

To win a game by block

BLUE has successfully No matter which of his base wheel turn.

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1. The game require opponent, which
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4. Try to create a d In doing so, you w
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A game in progress could look like the sample game shown in fig.6.

It is now BLUE's turn. The threat to BLUE is that RED will now place a cog on the peg as indicated in fig.7 and then be able to rotate the whole string of cogs, straight up to the top wheel. He/she would then win the game.

BLUE could counter this move by placing a cog on the peg as indicated in fig.8 and thus force RED to move a RED cog (the one nearest his/her base wheel).

- As explained, if a player is able to block his/her opponent's cogwheels such that even after the opponent's move, he/she cannot turn his/her base wheel, the player WINS! Typically this will involve a double block (explained in greater detail below).

### BLOCKING

Any triangular formation will not allow the cogs to turn and forms an effective block.

No player is allowed to create a triangular formation in his/her own colour only (see fig.9).

No player is allowed to block any of the corner cogs (the base wheels and the top wheel) by two of his/her own colour (see fig.9).

### THE DOUBLE BLOCK

To win a game by blocking, you will use a double block. See fig.10.

BLUE has successfully attacked RED's base wheel and RED is now blocked by the formation in the highlighted area. No matter which of his/her RED cogs he/she now moves, the block remains and RED cannot undo it to make his/her base wheel turn.

BLUE will therefore become the winner of this game.

### STRATEGIES

- The game requires you to try to think a few steps ahead. Be on the alert for placements of new cogs by your opponent, which could create a block for you and therefore force you to take a certain action.
- Watch out for the moving of any of your opponent's cogs, located in a block, which may suddenly open up the block and create a path to the top cog.
- Also watch out for the permissible locations for any of your cogs. Any triangular formation in your own colour is not allowed and will therefore exclude several positions on the board.
- Try to create a double block for your opponent, such that he/she can only eliminate one of them in a turn. In doing so, you will ensure a win.
- Similarly, be careful about any multiple blocks on the board. Sometimes several of these blocks could be connected to your base wheel by just a single move which will then make you lose the game.

Prenez le contrôle de l'engrenage pour faire tourner la roue dorée du sommet depuis votre rouage de base. Mais prenez garde: votre base doit être capable de tourner librement après chaque mouvement, et votre adversaire pourrait bien l'avoir bloquée !

**Mecanix**

### BUT DU JEU :

Faire tourner la roue dorée en créant un engrenage depuis son rouage de base (fig. 1) ou bloquer son adversaire en l'empêchant de faire tourner sa base à l'issue de son tour de jeu (fig. 2).

### MISE EN PLACE

Chaque joueur prend les 15 pièces d'une même couleur et en place une sur son axe dans un des coins inférieurs du plateau: les deux pièces ainsi placées sont appelées rouages de base. Elles ne peuvent jamais être déplacées et devront toujours pouvoir tourner à l'issue du tour de jeu de leur propriétaire. La roue dorée est placée au sommet du plateau (fig. 3). Un tirage au sort détermine qui commence.

### REGLE DU JEU

A tour de rôle, chaque joueur choisit soit de placer une nouvelle pièce à sa couleur sur un axe libre du plateau, soit de déplacer une de ses pièces déjà en jeu pour la transférer sur un autre axe libre.

A l'issue de son tour, le joueur doit faire tourner son rouage de base pour montrer qu'il est libre : si sa base est bloquée, il perd la partie.

Les joueurs n'ont pas le droit de déplacer les rouages adverses mais peuvent les utiliser pour créer un engrenage jusqu'à la roue dorée.

On ne peut pas créer de formation triangulaire à sa couleur (fig. 5).

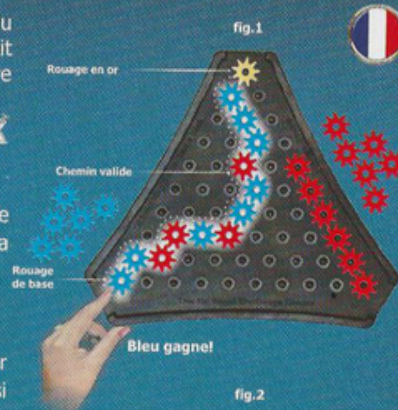
Bloquer un coin du plateau avec deux roues à sa couleur est interdit (fig. 4)

### FIN DE PARTIE

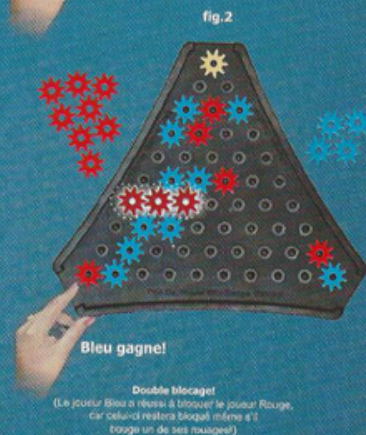
Le premier joueur qui réussit à faire tourner la roue dorée depuis son rouage de base gagne la partie (fig. 1).

Si un joueur ne peut pas faire tourner son rouage de base à l'issue de son tour, il perd la partie (fig. 2)

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Bleu gagne!



Bleu gagne!

**Double blocage**  
(Le joueur Bleu a essayé de bloquer le joueur Rouge, car celui-ci n'aurait pu tourner même s'il rouage un de ses rouages)