

# SECOND CHANCE

A Paper and Pencil Game by Uwe Rosenberg  
for 1–6 players, ages 8 and up, 10–15 min.

## GOAL OF THE GAME | How do I win?

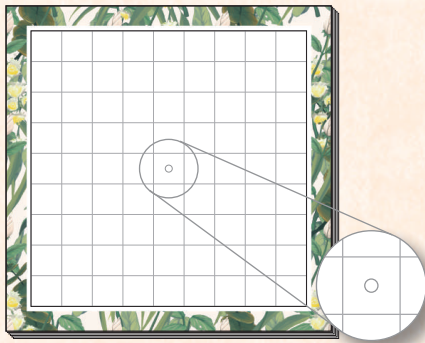
Draw Puzzle Tiles in your Grid to fill it as completely as possible. If you have the fewest empty squares by the end of the game, you win.

## GAME OVERVIEW | Which Tile shall I choose?

Each round you have the choice between two Puzzle Tiles. Draw one of them in your Grid. If you cannot fit either of the two Tiles, you receive a Second Chance - your personal Tile. If you manage to fit it, you continue to play. If not, you drop out.

## COMPONENTS | What's inside the box?

- Block with Grid Sheets



- 13 Starting Tile Cards (8 squares)



(front)



(back)

(The Center Space is marked.)

- 40 Puzzle Tile Cards (1 to 7 squares)

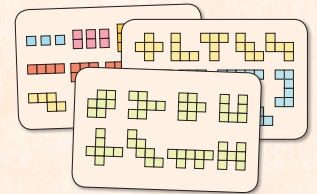


(front)



(back)

- 3 Overview Cards



(front and back identical)

You can use the Overview Cards and the Inlay to see which Tiles are in the game.

## SET-UP | How do we start?

Every player takes a Grid Sheet and a pencil.

Shuffle the Starting Tile Cards and deal one to each player. Draw your Starting Tile into the Grid in a way that one square is filling the **Center Space** indicated by the circle. After all players have drawn their Starting Tile, return all the Starting Tiles back into the box as they won't be needed anymore.

Shuffle the Puzzle Tile Cards and place them as a face down Deck in the center of the table.

**Tip:** Whenever you are drawing Tiles in Second Chance first draw the outlines of the shape and then mark off all its squares. That way you can avoid mistakes or confusion later in the game.



You can mirror and rotate the Starting Tile.

## GAME FLOW | How does it work?

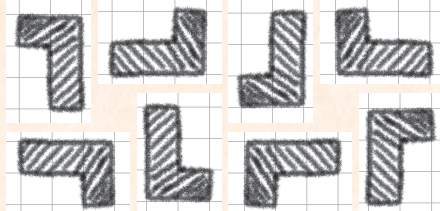
Reveal **two Cards** from the Deck each round. Every player chooses **one** Puzzle Tile and draws it in their Grid. Multiple players can choose the same Tile.

As soon as all players have drawn a Tile, reveal two new Cards from the Deck and place them on top of the previous Cards.

## PUZZLE RULES | What is important?

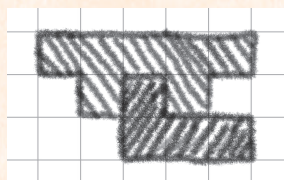
You may ...

- ✓ rotate and mirror the Tiles.



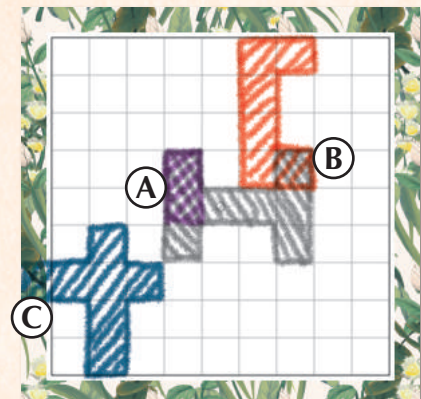
You can draw this Tile in eight different ways.

- ✓ draw the Tiles adjacent or separate.



You may **not** ...

- ✗ change the position of drawn Tiles.
- ✗ draw Tiles **on top** of each other (A) or **overlapping** (B).
- ✗ draw Tiles in a way that they **exceed** the Grid. (C).



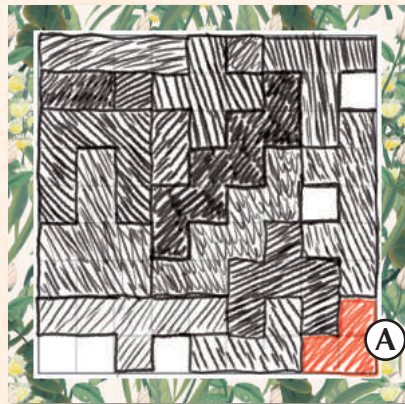
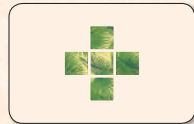
## SECOND CHANCE | What happens when no Tile fits?

If you **cannot** draw either of the revealed Tiles in your Grid, wait until the other players have drawn their Tile. Afterwards, reveal an extra Puzzle Tile Card just for yourself – this is your **Second Chance**.

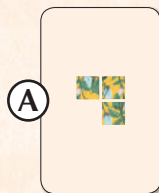
### CASE A | It fits!

Draw the Tile in your Grid and continue to play normally in the next round.

You may receive **multiple** Second Chances during a game.

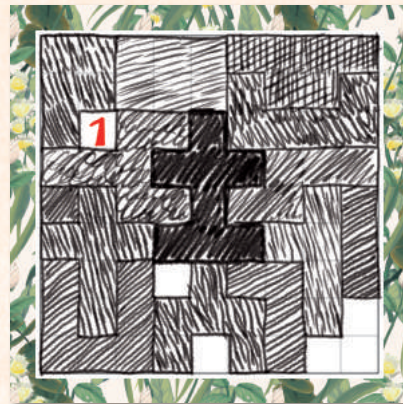
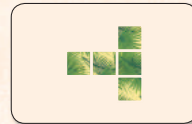


Allegra cannot draw any of the two revealed Tiles in her Grid. She receives a fitting Second Chance and draws the Tile in her Grid.



### CASE B | It doesn't fit!

If you cannot draw the Tile, you drop out from the current game. Multiple players can drop out in the same round. The players who drop out first in each game, write the number 1 as a bonus into an empty square. This 1 has two functions: it **fills** the square and is a **tiebreaker** at the end of the game.



Phileas Second Chance does not fit, and he drops out of the game. Because he is the first to drop out, he writes a 1 in an empty square.



You still might win the game, even though you dropped out first.  
Your Second Chance will be **discarded** and is **not** available for the other players.

## GAME END | Who won?

The game can end in three ways.

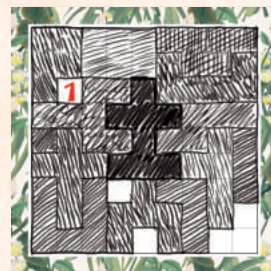
- 1) All players dropped out.
- 2) The Deck runs out of Cards.
- 3) Someone fills their Grid entirely.

If you cannot reveal two new Puzzle Tile Cards for the next round or if everybody dropped out, the game ends.

If there are not enough Puzzle Tile Cards left for every player to receive a Second Chance when they would get one, the game ends as well and **nobody** receives a Second Chance.

Count all your empty squares. Whoever has the least empty squares remaining wins the game! In case of a tie, the tied players with the 1 in their Grids win.

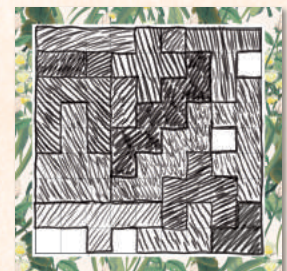
If one or more players **completely fill** their Grid, the game ends prematurely. All players who completely filled their Grid win the game.



**Phileas**

Phileas dropped out first and has five empty squares. Sylvester has seven empty squares left. Allegra has also five empty squares.

Although Phileas and Allegra have the same amount of empty squares, Phileas wins the tie because he has the 1 in his Grid for dropping out first.



**Allegra**



**Sylvester**

## SOLO MODE | Can I play alone?

Play three games consecutively and sum up the empty squares on all Grids. Your goal is to have less than ten empty squares. You **don't** get the bonus for dropping out in the Solo Mode.

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