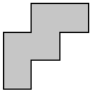
Ages 8 to adult
1 to 6 players

Build and travel on colorful paths

LineDance™

Closed and open lattices
Match and non-match
Curvaceous patterns
Strategy game



A product of
Kadon Enterprises, Inc.

LineDance™ is a trademark of Kadon Enterprises, Inc., for its puzzle set of 16 hexagonal tiles, each with a distinct pattern of three paths, each joining two sides, each path a different color. A subset of Kadon's *Kaliko* set. Game created by Elijah Allen. Puzzles developed by Kate Jones and Elijah Allen.

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LineDance is crafted in lasercut acrylic by
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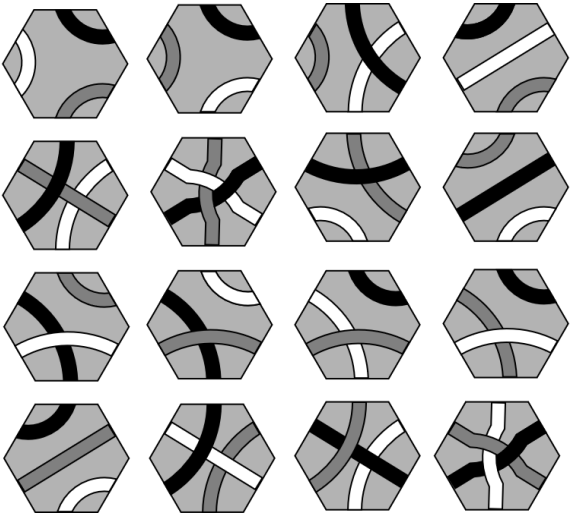
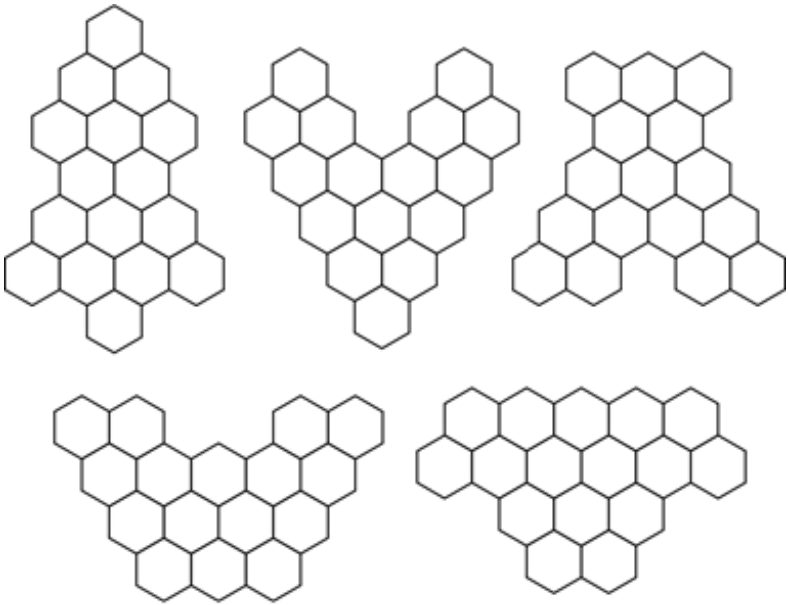
The LineDance set

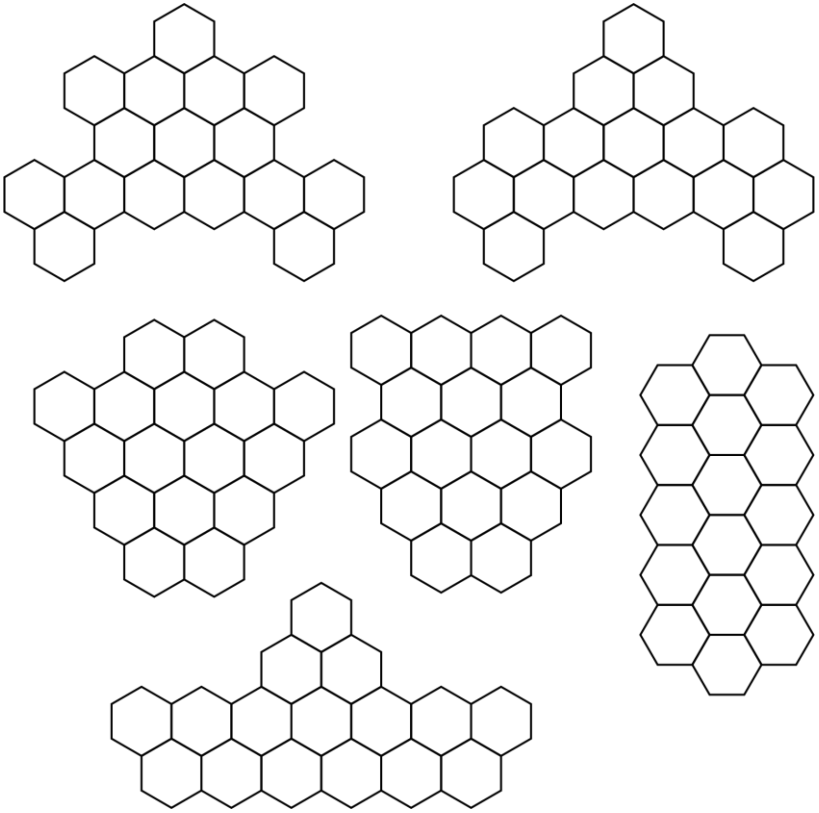


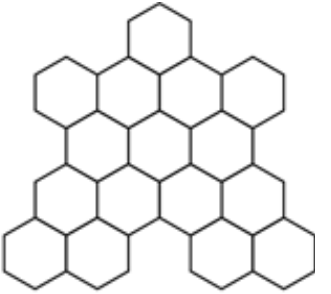
The sixteen tiles represent all the different ways that three paths on a hexagon can be used to connect two sides each, with every combination of three colors. These are the three-color subset of Kadon's full Kaliko set of 85 tiles. They lend themselves beautifully to forming designs with paths of matching colors joined and a game of building segments that lead to the goal.

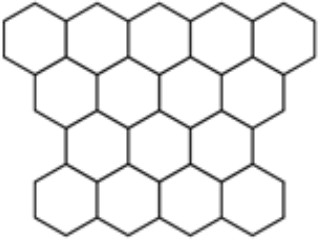
Forming symmetrical shapes

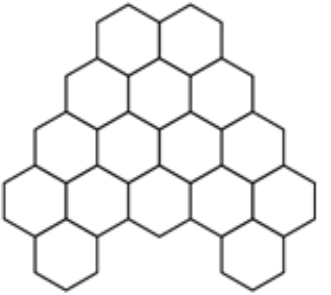
Using all 16 tiles, join them to make any of the shapes shown, with paths of matching colors meeting throughout. Then create your own symmetrical patterns with continuous color paths.

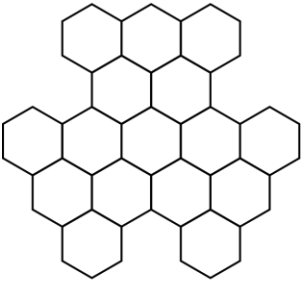


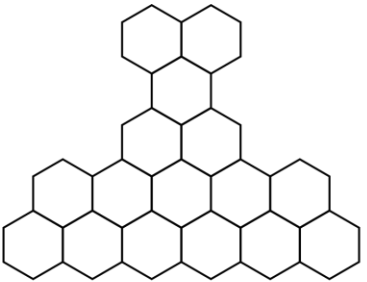


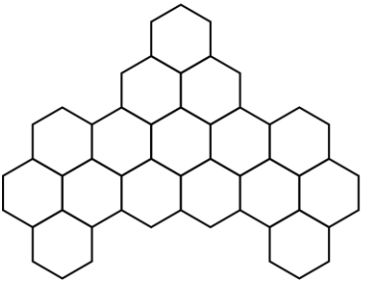


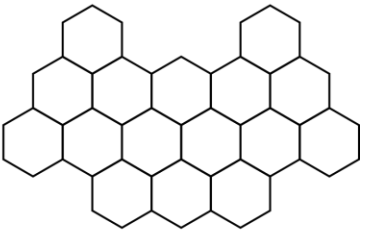


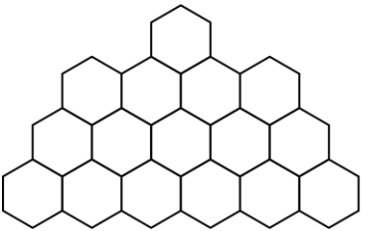


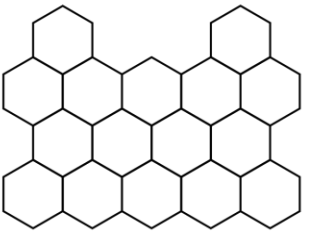


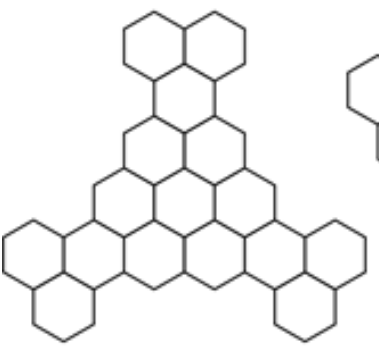


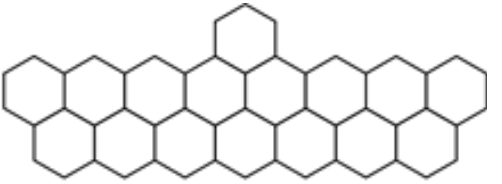


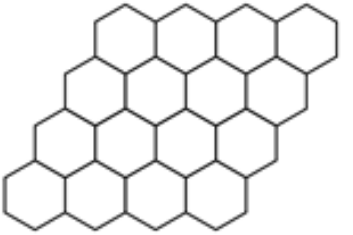


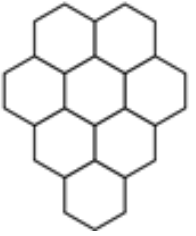










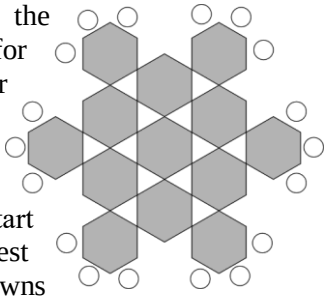


Closed loops

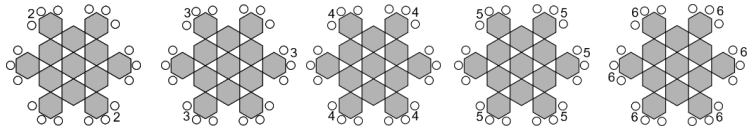
Form the rhombus above and the little pair at left to contain a closed loop of one color, all other edges matched by color. The loops will run through every tile!

Where's My Line?

Board-crossing strategy game for 2 to 6 players

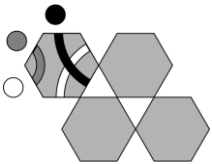


Start: The gameboard between the players, the tiles face-up in a stack off to the side for all players to draw from; for each player 3 pawns of their own color (the "travelers" with three different caps that match the path colors) placed in any order on the three triangles ("start points") on the edge of the board nearest to that player. For 2 players, place pawns on opposite sides of the board. For 3 players, on every other position, skipping one place between them. For 4 players, adjacent pairs diagonally opposite each other. For 5 players, omit any one position. For 6 players, all six positions are occupied. See diagrams:

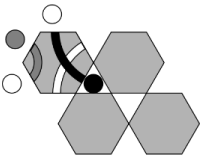


Goal: To be the first player to get all three travelers to the circles on the opposite side of the board.

Play: Players take turns clockwise around the board. On a turn, a player takes the top tile off the stack and places it on a hexagonal space of the board so that a color path is next to a traveler with that color on top, and the other end of that path leads to an empty triangular space (a "hub"). The traveler then moves along that path to the empty hub. *Note*: The board has 12 internal hubs and 12 external hubs besides the 18 start points.



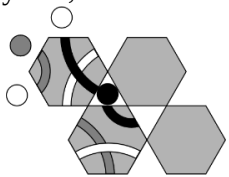
Placing tile to match the traveler's cap color



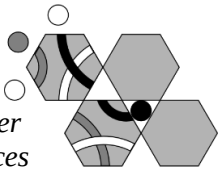
Moving traveler along the matching path to the hub

If a same-color path leads from that hub across an adjacent tile to another empty hub, the traveler may advance to the next hub.

Color path continues

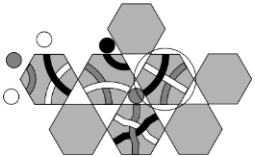


Traveler advances

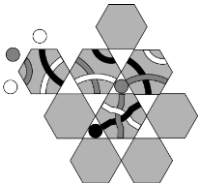


When there are no more paths to continue the traveler's passage, the traveler rests on the last hub reached and ends that turn.

On a turn, a player may place a new tile on an empty space or on one that is already filled. If the new tile being placed can make a good connection (matching color to an empty hub) in the occupied space, the player may remove the previous tile and replace it with the new one, then move the matching traveler across it. Recycle the removed tile to the bottom of the stack.



Circled tile doesn't match.



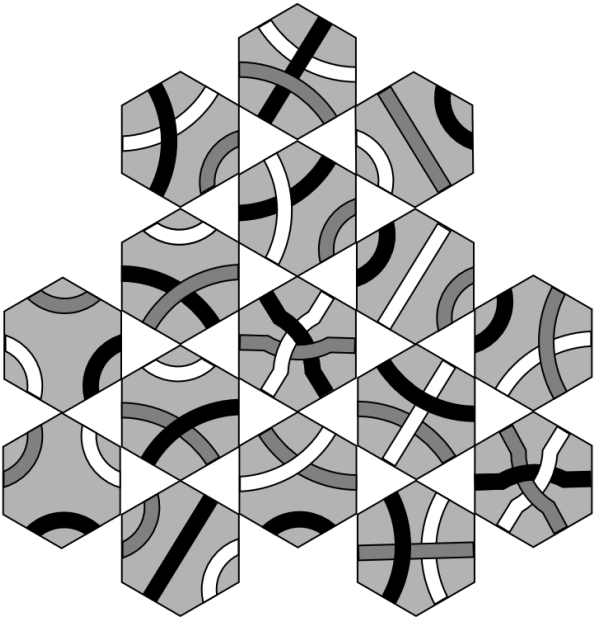
Replaced tile advances traveler 3 steps.

If, on a turn, none of a player's travelers have any move available anywhere on the board, one of that player's travelers is returned to a starting point and ends that turn.

The board has 13 spaces for tiles. Once all spaces are filled, there will be 3 tiles in the stack to use as replacements. Always use the top tile for the next turn.

Tiles may face in any direction, and travelers may follow their color paths in any direction and land on any empty hub. They may not enter other players' goal spaces. ***Strategies count!***

Rare solution: All hubs have non-matched colors. Can it be solved with all matched colors? The gameboard pattern of 13 tiles can have a fully matched solution. Can you find it?



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