

Double Knot (*strategy game*)

For 1 or 2 players
Ages 10 to adult

- Players:** Two.
- Start:** All tiles on the table face up in a common pool.
- Goal:** Score points for each tile placed that touches at least two neighboring tiles. Each unit edge of color matched is one point.

Play: Decide who plays first. The other player chooses two tiles and places them together on the playing field, meeting at corners: They need not match by color.

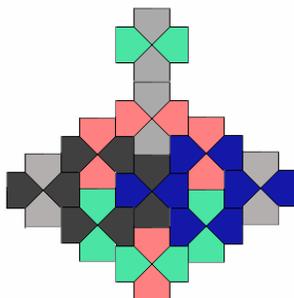


Take turns selecting a new tile and placing it against the others so that it touches at least two other tiles and matches at least one unit edge by color, in addition to any non-matches touching. Once all tiles have been placed, continue moving any non-enclosed tile to earn more points, for six rounds.

A tile may not be returned to its immediately previous position. A “unit” edge is the length of a corner segment. End-to-end touches are two units. A score of 4 is possible but very rare. After six rounds of movement tally the scores. Highest total wins. In case of ties, everyone wins.

Variation

Play as above, but have *no* colors match at all. Score 10 points each time your move creates a symmetrical shape of the ten tiles.



Bowties™

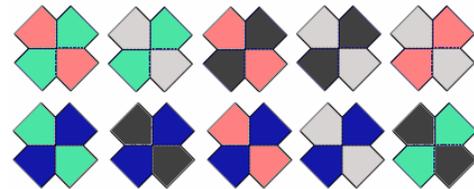
Ten easy pieces, elegant fun



Colorful puzzle designs
Unique strategy game

The Bowties set

Five colors in pairs arranged as crossed bowties make 10 unique tiles and can join (tessellate) in close formation or as a lattice, or both at the same time. Here are the ten amazingly versatile pieces:



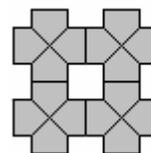
Puzzle designs

The wealth of figures in this booklet is just a start. You can get much pleasure from creating your own artistic designs. The major challenges for matching the tiles are:

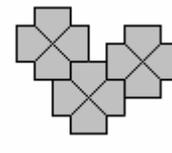
- ◆ Only matching colors touch (works with end-to-end contact, open lattice only).
- ◆ No matching colors touch (close formations).
- ◆ Each tile touches two matching colors in addition to non-matches.
- ◆ Symmetry of colors.

Fitting the tiles together

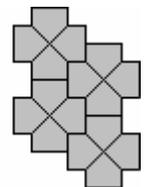
Here are examples of how you can assemble the bowties:



End to end

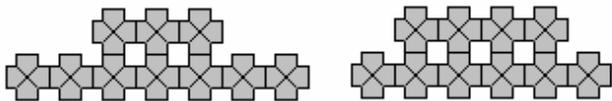
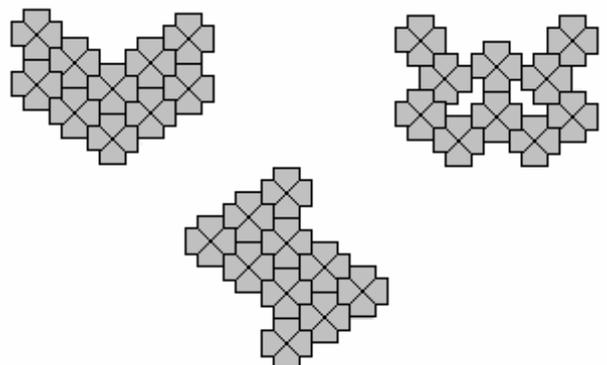
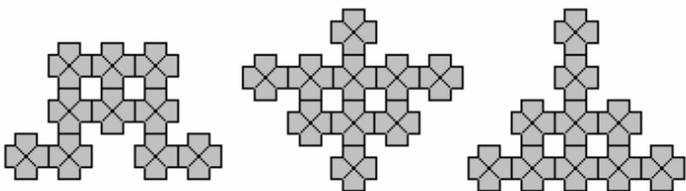
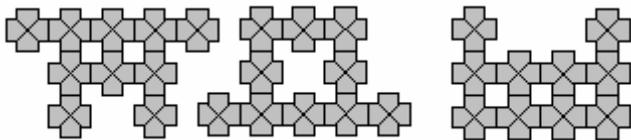
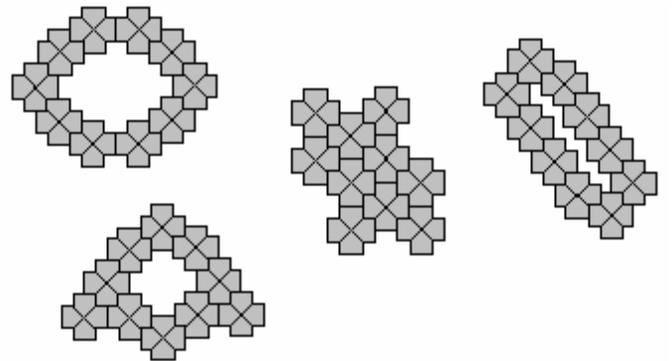
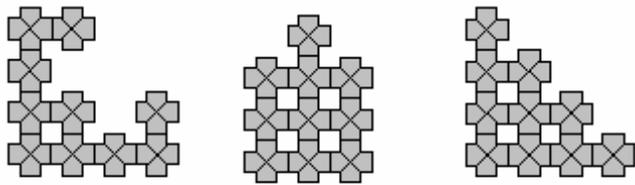
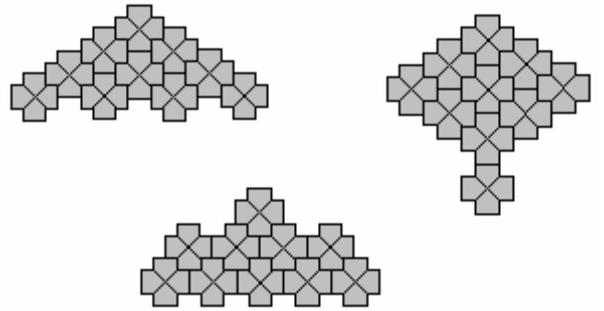
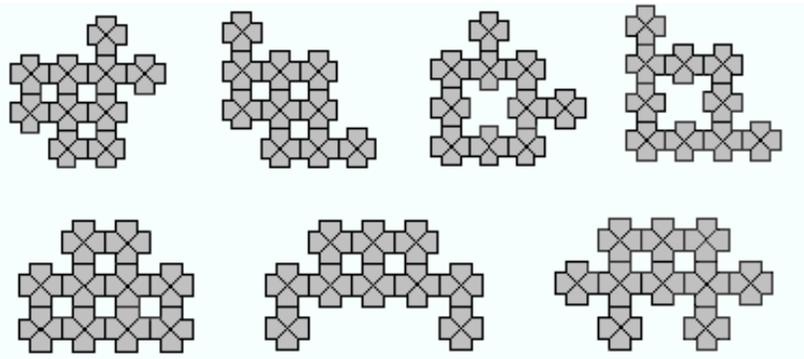
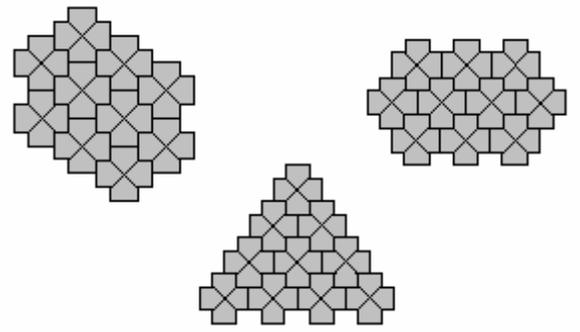
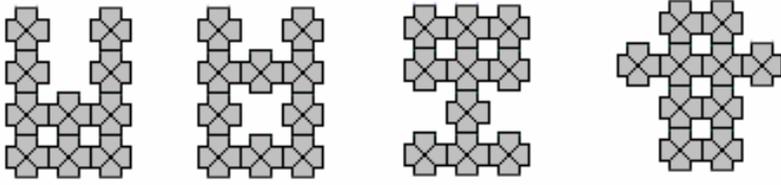


Corner to corner

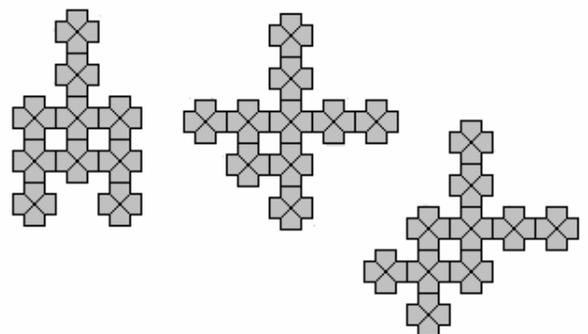
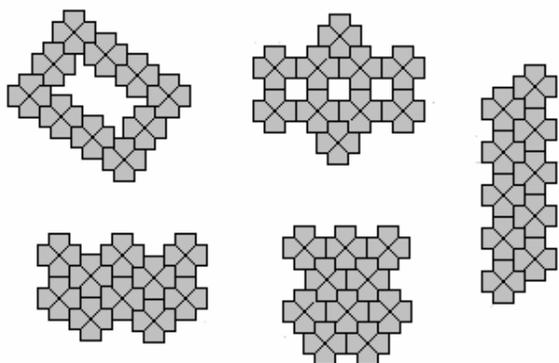
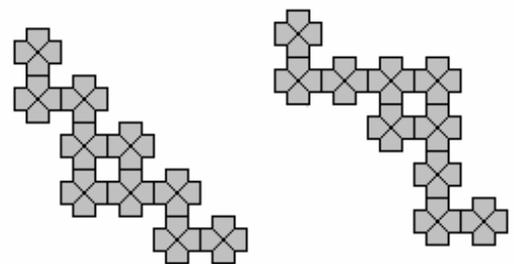
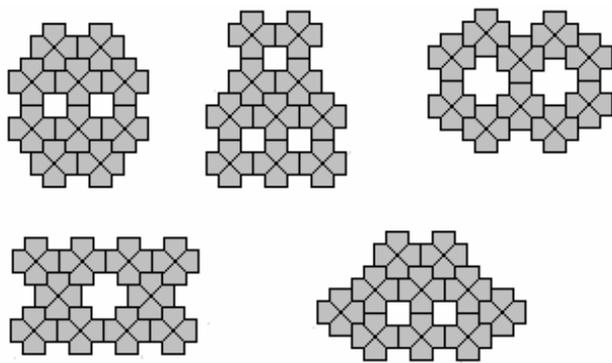
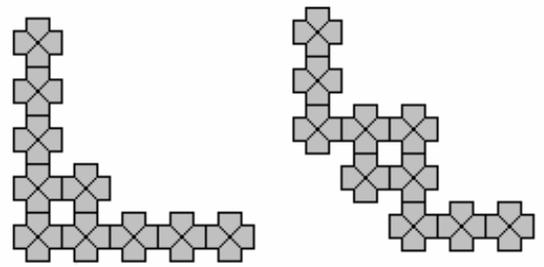
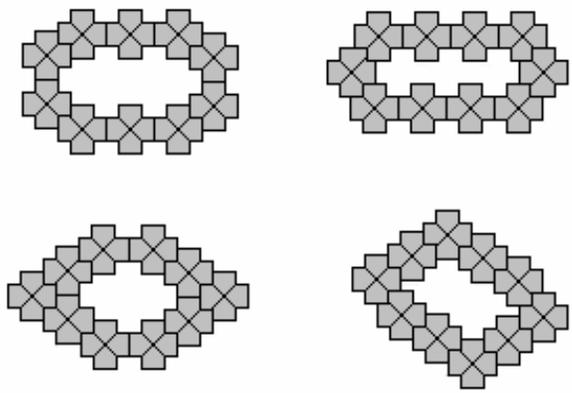
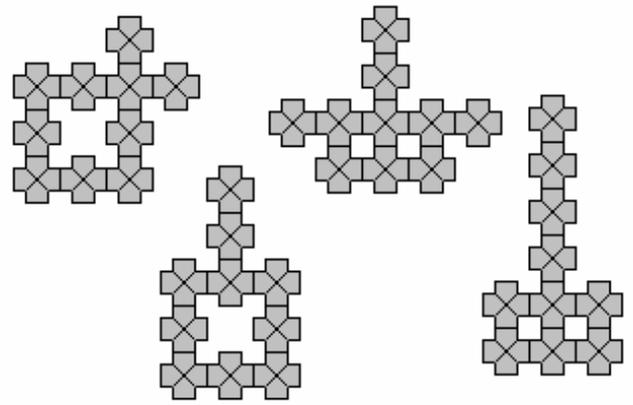
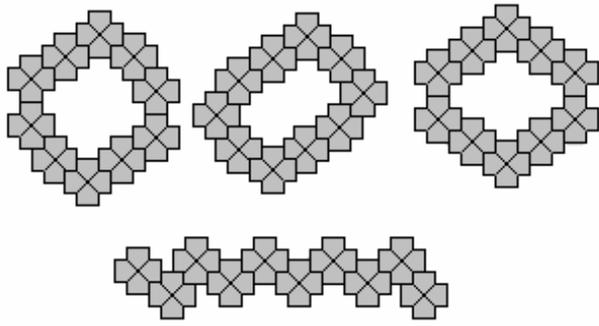


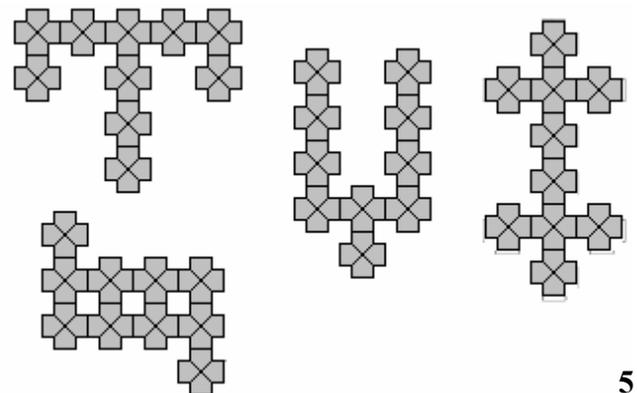
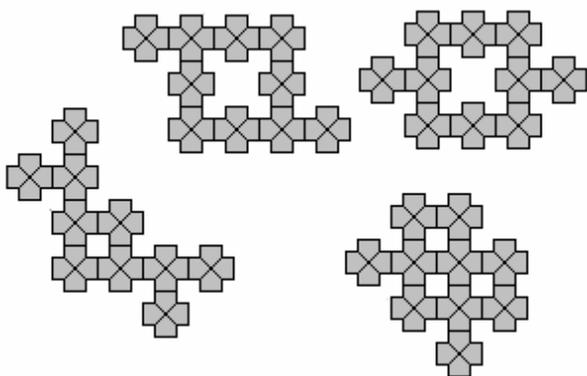
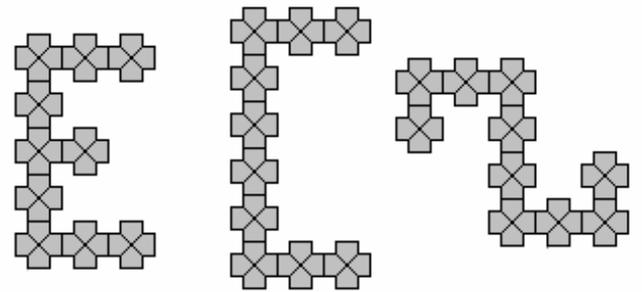
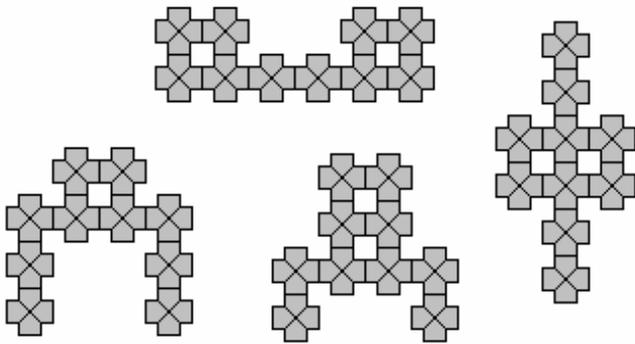
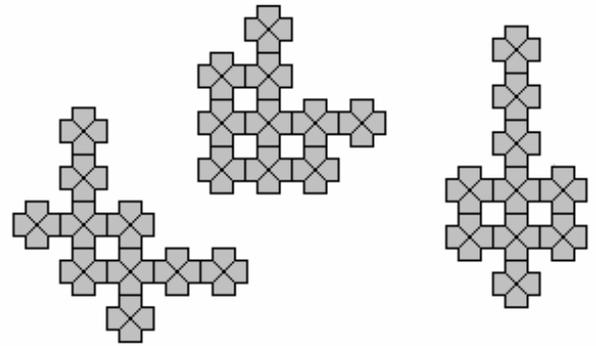
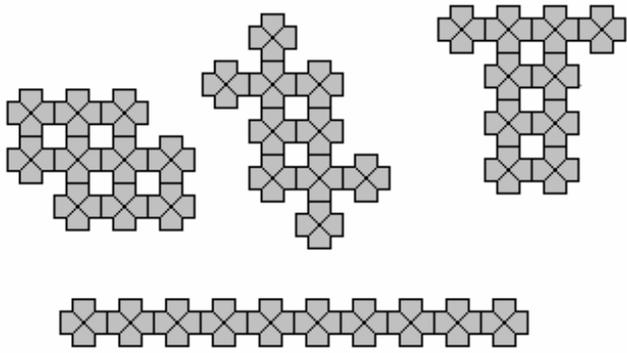
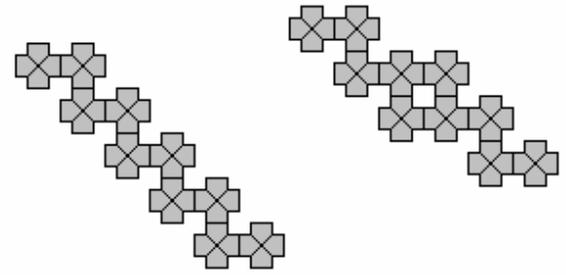
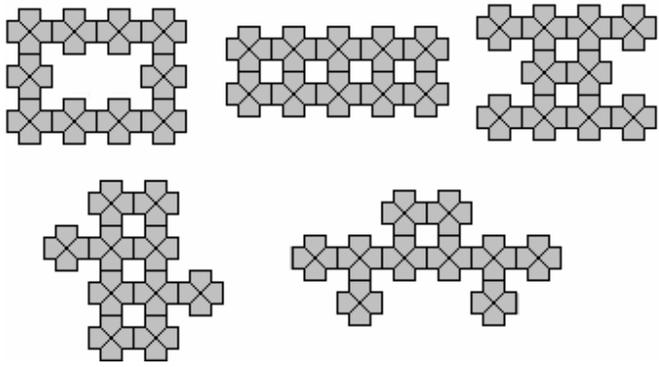
Mix both

Symmetrical square lattices



Complex symmetries

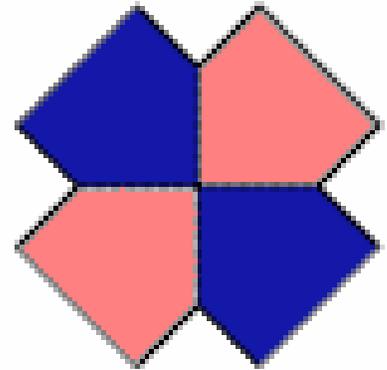
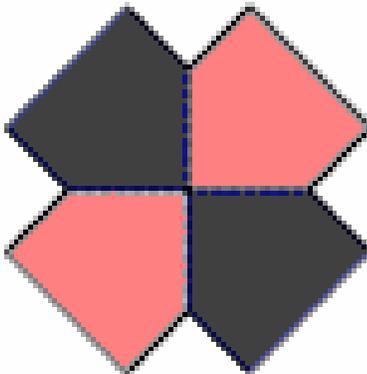
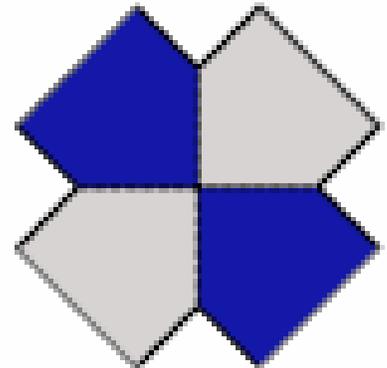
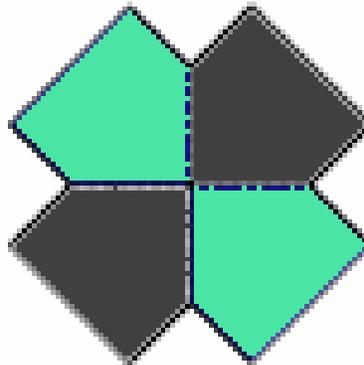
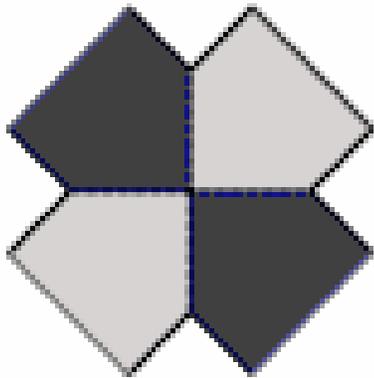




Bowties™

Created by Kate Jones

Special print edition
Ten X's as a gift puzzle for attendees at
The 10th Gathering for Gardner, G4GX
Atlanta, GA—March 2012



*Carefully cut around each "tile"
and play. Happy puzzling!*

