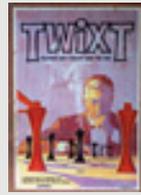


HUGO KASTNER RECOMMENDS

# TWIXT

**Strategic classic à la Alex Randolph**



Dear Reader! The game „Twixt“ has an incredibly lively history, the game has been published by five companies within the last fifty years, most recently in 1998 in a very attractive edition by the traditional company Kosmos. That it had enough quality to ensure a long live in the gaming community this creation of Alex Randolph already showed at the hour of it's birth at the cult publishing house of 3M, especially with friends of the logic head-to-head confrontation. Edi Fülleemann has composed an excellent, well illustrated introduction of 24 pages to the game for the at the moment most recent Kosmos edition, which makes it possible also for the totally uninitiated to explore the depths of Twixt to their full combinatory extent. Stil, in this Randolph classic, that even made it to the selection for the very first German Game of the Year Award, nothing much goes without practice and experience. One more reason among many to find your way into the Games Museum at Leopoldsdorf to enjoy dratted, darned, dodgy games of Twixt. Website: [www.spielen.at](http://www.spielen.at)

„Red and White“ are the colors reflected in the light of my lamp in an encounter with the game of Twixt in its Kosmos edition upon which this review is based. The colors are those of the components, pillars and bridges, which are placed by both opponents with aggression and far-sight in distances of a Chess Knight's move into the holes of a square board. Red and white are also the colors of the harmonious cover illustration of the box showing TWIXT in bright colors over a schematic, brooding, player's head. The head is that of Alex Randolph, the ingenious and versatile game designer Alex Randolph. The aim of the game can be explained in one sentence: Build a continuous connection in your own color from one side of the board to the opposite side. But the fiendish difficulties start immediately in the first try to do so. As the connection cannot cross each other and

the Knight's move (one step straight ahead, one step sideways) is hard to visualize over several moves, dead ends and meandering are pre-programmed. But are not exactly those mental quandaries the enticements that provide the lure of the game? How did Chess World Champion Emanuel Lasker express this in his groundbreaking opus "Brettspiele der Völker (Scherl, 1931)"? "... it is the leap into the unknown dark that attracts and enchants the mind. As it is not honest to bid on mathematical certainties it goes against a versatile mind to repeat for the 1001st time something that has already been proven, that has already been demonstrated a thousand times, to incorrectly win the reputation of creative thinking"! In "Twixt" you will quickly reach your logical boundaries, far earlier than you will reach the boundaries of the 24x24 board, despite the fact, that, as stated in the five-language rules book, four basic rules and two special rules are sufficient to play. The rest is creative accomplishment. The better you get the more clearly you will comprehend the famous chess motto: The threat is stronger than its implementation!

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## TIP #59

**Designer:** Alex Randolph  
**Price:** ca. 25,00 Euro  
**Jahr:** 1962 / 1998(Kosmos)  
**Publisher:** 3M Bookshelf Games  
[www.kosmos.de](http://www.kosmos.de)

PLAYERS

2

AGE

10+

TIME

30+

● Strategy/Tactics ● Info± ● Chance

As you can immediately see when looking at the beautiful Kosmos edition with its 24-pages booklet and 40 Twixt problems – chockablock full with strategy tips, example moves and model games – Twixt is a purely strategic-tactical game for two. All the same, Alex Randolph has managed to transfer a certain "ease of thinking" onto to board..

### Hugos EXPERTTIP

It is adamant that you play several game back to back, this is the only way to feel your way into the individual and unusual bridge building in this Randolph classic. Do not forget: The "cake" rule avoids the opening advantage of the starting player, that is a deciding fact in so many strategy games. If you play against a much weaker player you should give him the advantage to place the first (or even a second) pillar into the middle of the board (Handicap rule).

### Hugos FLASHLIGHT

Twixt is a classic in the art of strategy games. It was published first in 1962 at 3m, a company with cult status today, and enjoyed editions at Avalon Hill, at Schmidt Spiele, at Klee and finally in 1998 at Kosmos, all in new outfits. This long success story without doubt is the best proof for the ingenuity of the German-American optional Venetian Alex Randolph! Unforgotten!

### PREVIEW:

**MEDINA**  
 Three-dimensional city construction on desert sands

## IMPRESSUM

**Offenlegung nach dem Mediengesetz:** Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl.Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: [office@spielen.at](mailto:office@spielen.at), Internet: [www.spieljournal.at](http://www.spieljournal.at) - [www.gamesjournal.at](http://www.gamesjournal.at) - Chefredakteur: **Dipl.Ing. Dagmar de Cassan**

**Blattlinie:** Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Zeit der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-,Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) - Englische Ausgabe Version 1.0

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Icon explanation



GABIS explanation on page 5