

# SpinShif Official Game Rules

*A Rotating Color Strategy Game (1–4 Players)*

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## Objective

**Be the first player to reach 4 points.**

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## Setup

- 1–4 players
  - Each player selects a color
  - All players start at 0 points
  - Each player begins with 1 Lifeline (✖)
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## Gameplay

**Players take turns clockwise.**

**On your turn:**

1. Spin the wheel
  2. Open one window
  3. Apply ALL results
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## Wheel Results (Every Turn)



**Each window includes three elements:**

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## Color Dot

- Sets the active scoring color
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## Rotation Direction (Curved Arrow)

- A curved arrow indicates board rotation
    -  (left curve) → Rotate board left
    -  (right curve) → Rotate board right
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## Lifeline (X Symbol)

- The  represents a Lifeline

If an  appears, choose ONE:

- Use Lifeline:  
→ Remove 1 point from any opponent


OR


- Regain Lifeline:  
→ Recover your Lifeline if already used
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## Scoring

- After rotation, if the active color aligns with your position, you gain +1 point
  - First player to reach 4 points wins
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## Lifeline Rules

- Max 1 Lifeline per player
- Lifeline is represented by  on the wheel or board
- Points cannot go below 0

 *Best used to block a player at 3 points*

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## Winning

- First player to reach 4 points wins the game