



# Quino Party

## Throwing horseshoes



The active candy is placed on top of any other candy or candy tower on the board, irrespective of the direction or distance. It may happen this way, that a stack becomes more than 3 high.

**Important:** When using the Horseshoes and Pileup movement cards together, the 3 high stack formed in the first step must be moved together and the stack jumps onto the fourth candy. Otherwise, if we would apply the Horseshoe first, and jump with our active candy on top of an existing 2 high stack, then the rules of Pileup cannot be followed, hence this move cannot be carried out.

### Example





## Petanque



The active candy must be moved in a straight line next to the nearest candy in the row or column. At the end of the move, the moved candy must be stopped by another candy in the direction moved; if it is stopped by the side of the board, then the move cannot be made. The distance between the 2 candies does not matter. The moved candy must move at least 1 empty space on the board.

At the end of the move, the now neighboring candies are moved away from the moved candy in a perpendicular direction, and are only stopped by the next candy or the side of the board. They don't cause any further movement.

### Example

