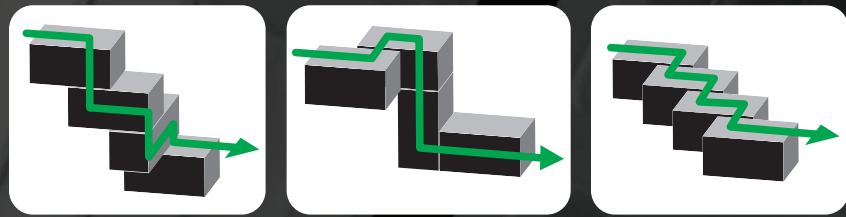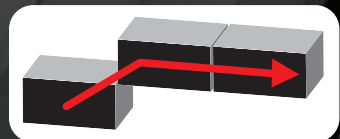## Continuous Paths of Blocks

CORRECT CONNECTIONS

Here are some examples of continuous paths that start on one side of the cube and end at the opposite side.

INCORRECT CONNECTION

Diagonal paths are not permitted.

Tip
Rotate the cube in your hands to see the tunnels from all angles!

Winning the Game

The first player to connect a path of blocks from his or her side of the cube to the opposite side wins!

Black wins!

Draw

The game is a draw (no one wins) if both players use all of their blocks without connecting a path of their color to the opposite side of the cube.

Strategy Tips

- Block your opponent by inserting a block in a tunnel of the opposite direction – but remember, your opponent may be able to push your block out of the way!
- Remember, blocks can be inserted into any side of the cube. Inserting blocks into the red sides of the cube may set you up for a win.
- Always look for opportunities to push a line of blocks through the cube. Push your opponent's blocks out of the way or push your own blocks into an advantageous position.
- Look for ways to connect with more than just one block on a turn. This opens up more opportunities to make connecting pathways through the cube.

Removing the Blocks

Use the red wand to push blocks out of the cube.

red wand

For 2 players

EI-2960
Ages 6+
Grades 1+

TUNNELZ™
Break through the grid block!

Educational Insights®

Object of the Game

Connect a path of blocks from your side of the cube (white or black) to the opposite side to win!

Playing the Game

1 Each player chooses a set of blocks (white or black).

2

Player 1 inserts a block into a tunnel on any side of the cube. The block must be pushed completely into the cube a maximum of two spaces.

3

Player 2 inserts a block into a tunnel on any side of the cube. It is permitted to push Player 1's block along a tunnel (see *Inserting Blocks*).

4 Players continue playing in this manner, taking turns pushing blocks into the tunnels of the cube. A new block must be inserted on every turn.

Inserting Blocks

- A block must be pushed completely into the cube (two spaces) unless it is blocked by another block.

- You can use a block to push any of the blocks (your blocks or your opponent's blocks) through a tunnel. A row of blocks can be pushed until half a block is sticking out of the other end of the tunnel.

- If there are three blocks already in a tunnel, no other blocks may be inserted into the same tunnel.

- If your opponent has pushed one of your blocks two spaces through a tunnel, you can partially undo the move by pushing the line of blocks back one space with a new block. Neither you nor your opponent can move this line of blocks again.

Connecting Your Blocks

Blocks of the same color must connect on at least one adjacent side to be part of a continuous path. They can overlap or connect end to end.

EXAMPLES OF CORRECT CONNECTIONS
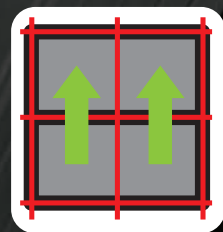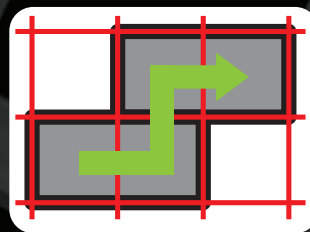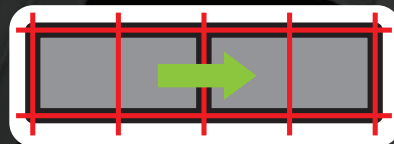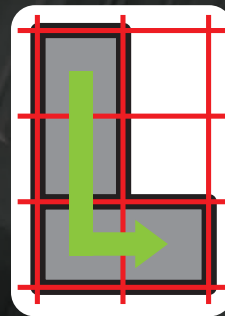
INCORRECT CONNECTION

Diagonals do not count as part of a continuous path.