

THE GAME CONTINUES

Players continue dropping tiles until all tiles have been played or until no more tiles can fit into the tower. Tiles CANNOT extend above the top of the tower.

- Passing a turn is not permitted. If a player can play a piece, he/she must do so.
- When one player doesn't have a move, the other player may continue placing tiles as long as they don't extend above the top of the tower.
- If a player succeeds in using up all of his/her pieces, that player earns two bonus points. It is possible that both (or neither) players may earn the two bonus points.
- The two-square tile may only be inserted horizontally into the tower.



WINNING THE GAME

When no more tiles can be placed, the player with the highest score wins.

In this example, black wins!

Strategy Tips

- Try to score more than one point when dropping a tile.
- Check out your opponent's tiles before you drop your tile. A good drop could block your opponent from scoring multiple points on the next turn.



EI-2977
Ages 6+ / Grades 1+
2 players

TetraTrax™



Contents

- Game tower with built-in Score Tracker
- 24 TetraTrax tiles (black and white)
- Game instructions

Drop in to win!



WARNING:

CHOKING HAZARD— Small parts.
Not for children under three (3) years.



Setting up the Board

OBJECT OF THE GAME

Drop your tiles into the TetraTrax tower and score as many points as possible by touching your tile to your opponent's tile — or tiles! But watch out – don't leave holes or you'll lose points!



1 Connect the sides of the tower into the bottom.



2 Slide the rack into the tower.



3 Drop the clear panel into the tower so that it sits on top of the rack.

GETTING READY TO PLAY

- Place the TetraTrax tower between the players.
- Each player chooses a set of tiles (black or white). Tiles should be placed in plain view of the other player.
- Slide the Score Trackers to zero.
- Decide which player will go first.

How to Play TetraTrax

DROPPING AND SCORING

Players take turns dropping their tiles into the TetraTrax tower, scoring or losing points with each move. You earn one point for each of your opponent's tiles that you touch (or are next to).



Player 1 (white) drops a tile into the tower.



Player 2 (black) drops a tile into the tower and scores 1 point for touching one of white's tiles

SCORING

You score a point for every one of your opponent's tiles that you touch (or are next to) when you drop a tile into the tower.



Record points earned by sliding the Score Tracker ahead. Lift the arrow up to slide the Score Tracker along the track.

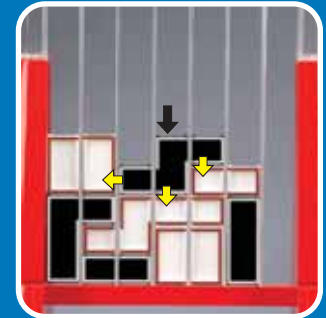
SCORING – WAYS TO EARN POINTS



This white tile **earns 1** point for touching one black tile.

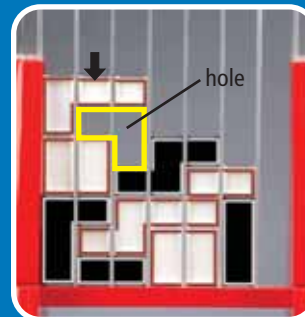


The black tile **earns 2** points for touching (in this case, being next to) two white tiles.

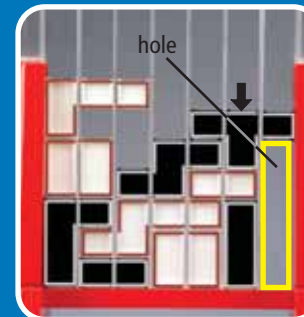


This black tile **earns 3** points for touching (or being next to) three white tiles.

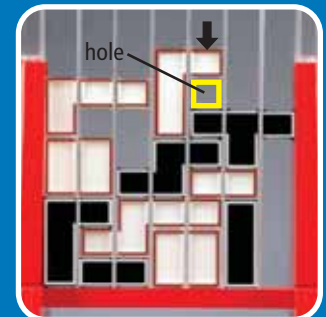
SCORING – LOSING POINTS



This white tile loses 1 point for creating a hole.
Score for this turn: -1



This black tile earns a point for touching a white tile but loses a point for creating a hole.
Score for this turn: 0



This white tile earns 2 points for touching two black tiles but loses 1 point for creating a hole.
Score for this turn: +1

If you drop a tile and create a hole (any size) that cannot be filled, you lose 1 point.

You cannot lose more than one point per turn.

Continued on back