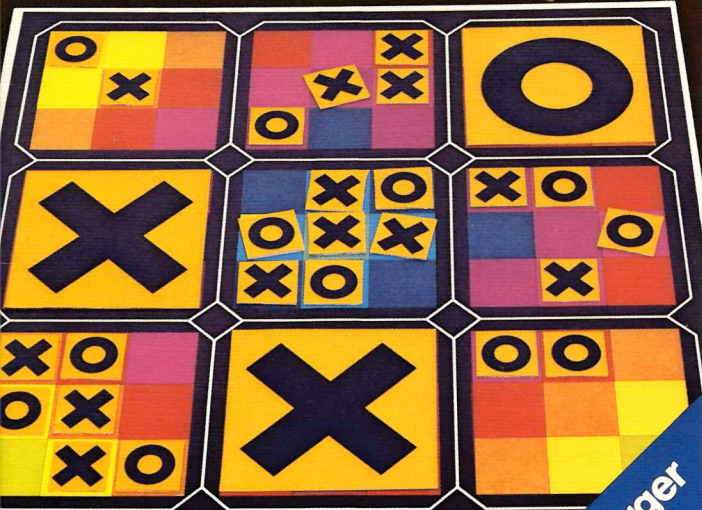


tri-o tri-x



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Ravensburger



The Traveller Series games are designed in a uniform and handy size which is both practical for taking on a journey and makes an unusual gift when visiting. The contents are largely made of high-quality plastic.

What counts in these games is rapid assessment of the situation, advance-planning and skilful tactics. The games are also ideal for two players.

The Traveller Series can be relied upon to test the mettle of any master-player!

tri-o tri-x

A classic game for two with a new twist!

Ravensburg Games No. **602 5 315 3**

Contents: Board, 40 small cards,
9 large cards.

The basic concept of this game has been popular for generations. It is known by many different names in English speaking countries where it is played on 9 squares.

Object of the game

The board consists of nine individual games. Each of these games is in itself, a

square within a Master Game. Thus, when a player wins an individual game, he will also be winning one of the areas in the Master Game. Winner of a match is the player who has won three areas in a row in the Master Game.

The players place their small cards in turn on the empty spaces of the board. They try to be first to place three of their cards in a row — horizontally, vertically or diagonally — and at the same time to stop their opponent doing so.

Play

Stage 1: Each player receives 25 small cards. One player uses the Noughts, and the other, the Crosses. To begin, the players place one card in turn on any of the empty spaces of their choosing.

Players may skip around from game to game. When a player has got three cards in a row he has won an individual game. To signify this win, he places one of the large cards bearing the sign he's playing over the entire area. The small cards in this area are left in their places and not used again during that match. Sometimes a game will be a draw. As soon as this becomes obvious players should try their luck elsewhere, and not add any more cards to that area. The cards which have been placed in such a game are left standing and can be repositioned in stage 2 of the match.

Stage 2: When all 40 cards are on the board, players reposition them move for move. Players use their own cards only. Cards can be moved to empty spaces within a game, or to a new game altogether.

End of play

The match ends when one player wins 3 areas in a row (horizontally, vertically or diagonally) in the Master Game. This is counted as a double win.

The match also ends when the Master Game is undecided. This could happen if the players have no cards left to move with. In such a case the individual games are counted, and the player with the highest number wins.

Tactics

There are several ways of placing the cards so that it is possible to complete more than one row. The opponent **cannot** win this game and should therefore not try to block one of the rows as he throws away one of his cards by doing so.

In stage 2 of the game the player with the lowest number of cards to play with is usually at a disadvantage. The games which were a draw are the ones which become important. When repositioning cards, players should be careful not to leave a space which would help the opponent.