

Skipping your turn

You skip your turn either by choice or when you cannot play any of the four available cards.

In which case, **play ends here for you until the game is over.**

Game end

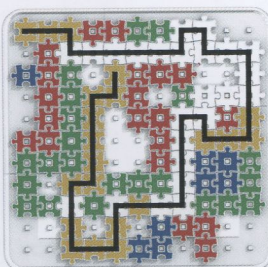
Play ends when **all the cards have been used** or **all the players have skipped their turn.**

Calculating your score

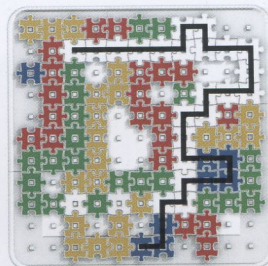
Determine **your longest uninterrupted path** made up of pieces of your color and white pieces. A path **cannot cross the same piece twice**. Count the pieces on this path and award yourself one point per piece.

The player with the highest score wins.

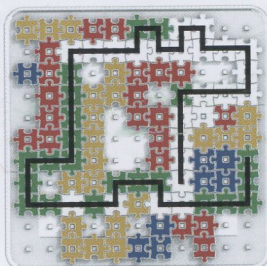
Yellow = 43 points



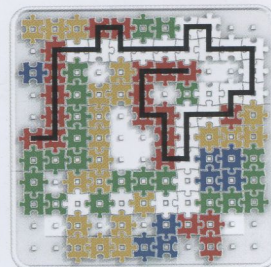
Blue = 29 points




Green = 45 points




Red = 35 points

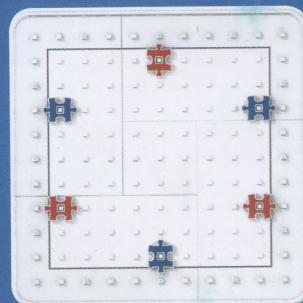


For 3 players

The preparation is the same. Place the three  pieces of the unplayed color on the game grid even if they will not be used.

For 2 players

The preparation is the same but the play area is reduced. The  pieces are placed as shown here :

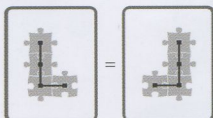


Pattern cards

After picking a Pattern card, replicate the pattern shown with your puzzle pieces.

You must connect the pattern to one of your puzzle pieces already on the game grid.

You may connect the pattern to any side of said piece and in any direction, by way of rotation or symmetrically (mirror image).

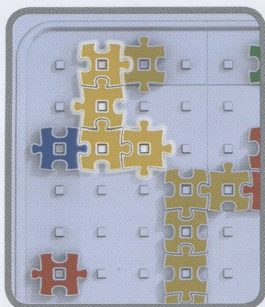


The puzzle pieces shown on the card are suggested pieces. You may use pieces that are shaped differently if you prefer.

You may not use a Pattern card, Flip card or *Tracktic*™ token if your move will result in the formation of a "T" consisting of four pieces of your color.

White pieces **are not involved** in the formation of a "T."

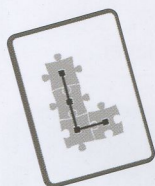
YES



NO

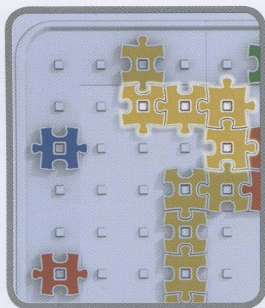


NO



E.g.
The yellow player replicates the pattern s/he has picked.

YES



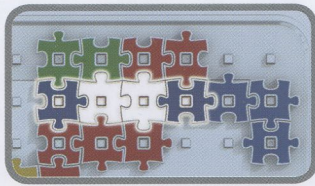
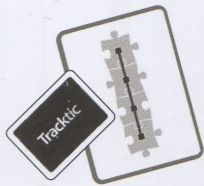
NO



NO



Four same-color pieces can never form a "T."

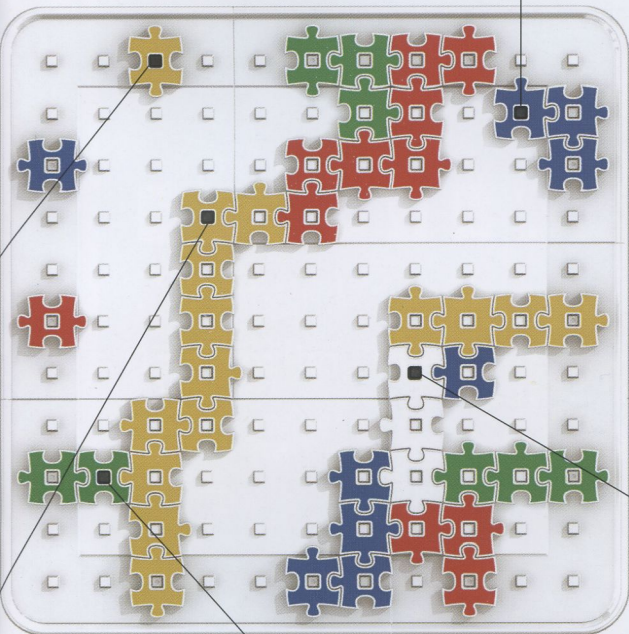


Tracktic™ tokens

After picking a Pattern card, you may use one of your Tracktic™ tokens. This would allow you to flip over any opponents' pieces that might be preventing you from replicating your pattern.

Discard the token as it may not be used again.

E.g. The blue player uses his/her Tracktic™ token with the pattern s/he has picked.



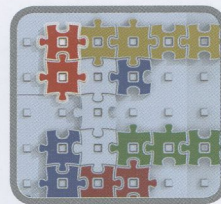
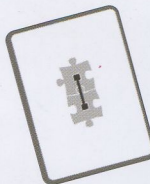
White pieces

White pieces are pieces that were flipped over using a Flip card or a Tracktic™ token.

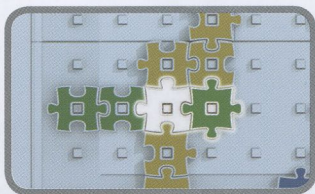
White pieces serve to extend paths. You may therefore connect a new pattern from a white piece extending your path.

More than one player can simultaneously use the same white piece to extend their path.

White pieces may not be flipped back.



E.g. Three white pieces extend the red player's path. S/He connects a new pattern from the third white piece.



Flip cards

After picking a Flip card, select an opponent's piece connected to one of your pieces.

Flip it over and connect one of your pieces to it.

E.g. The green player extends his/her path by flipping over the yellow piece and adding one of his/her own pieces.

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Game end

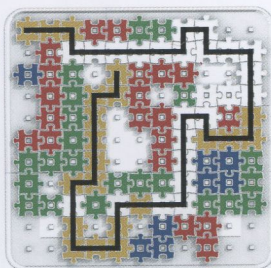
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Calculating your score

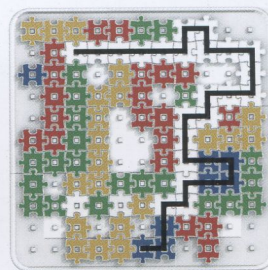
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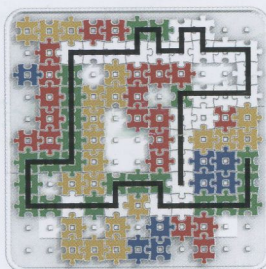
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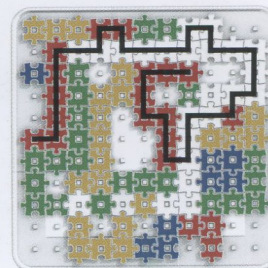
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