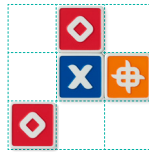


GAME OBJECTIVE

Try to create winning streaks of 3 identical symbols and collect the most tiles!

SET UP

- Place all tiles face down on the table and shuffle them.
- Each player now picks 4 tiles and places them upright in front of them so they cannot be seen by the other players.
- The rest of the tiles remain face down on the table, forming the Reserve.



PLAY & ADAPT

The youngest player plays first and the game continues in a clockwise fashion. On each turn, a player places 1 tile face-up in the center of the table and picks a new tile from the Reserve. The tiles must be placed edge to edge or corner to corner with the other tiles. When placing a tile, the new layout of all tiles combined cannot extend beyond an imaginary 3x3 grid.

STACKING TILES

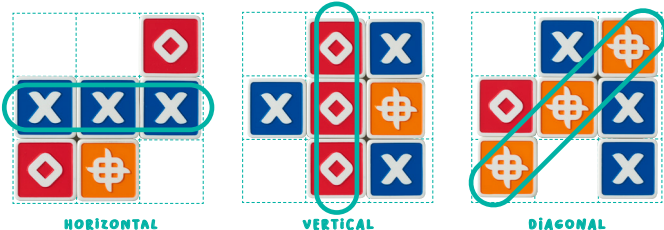


Tiles can also be stacked on top of each other up to a maximum of 3 tiles high on the condition that the symbol of a newly stacked tile is different from the symbol of the tile on top of which it is placed.



WINNING STREAK

A winning streak is formed when any 3 identical tiles are placed in a horizontal, vertical or diagonal line.



A player creating a winning streak collects all the tiles forming the streak, so including all those forming a stack in that streak.

TRIXO TILES



There are only 5 Trixo tiles!



Besides using these tiles to create your own winning streak, they can also be used tactically to block your opponents from making one.

ARROW TILES



There are also 3 arrow tiles in the game.

Each arrow tile can be used once to slide an entire row or column in any direction, as long as the imaginary 3x3 grid is preserved. Once used, the arrow tile is removed from the game.



After using the slide tile, a diagonal winning streak of 3 X's is created.

NOTE If a player slides a row or column in which there is a gap between 2 tiles, then the gap is closed.

TEAM PLAY (OPTIONAL)

The 4-player game can also be played in teams of 2 players. Teammates sit opposite each other. Each player plays on their turn but the won tiles are aggregated. The team which collected the most tiles wins the game!

END OF THE GAME

The game ends when all players have played all of their tiles.

THE WINNER!

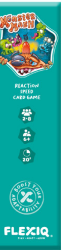
The player who collected the most tiles wins the game! In case of a tie, the player with the most Trixo tiles is the winner.



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