

TETRIX

COMBINE CLEVERLY
TO WIN POINTS

A simple dice game
for 1 to 4 players age 8+




moses.

Roll the dice and enter the score on the sheet of the score pad! That's all there is to it. But even so, Te-Trix develops an unexpected depth and suspense. That's because your fellow players use exactly the same dice score. But who is able to fit the geometric shapes into their grid most skilfully? Are you always one step ahead with your tactics? Suspense abounds to the very last roll of the die.

THIS IS INSIDE:

4 dice

1 score pad

You also need some pencils.



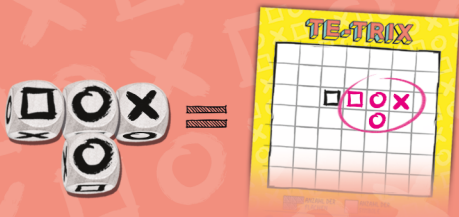
You may arrange the symbols on the dice in any order within the shape.

Of course, you may not turn the dice over onto another side! Have you decided on a shape?

Then each of you enters the dice symbols into the empty boxes of your score sheet, keeping them in exactly that shape. When entering the symbols, pay attention to the following:


 You must **keep the shape and symbols as they are**.

That means you may not swap the dice around or change them within the shape and you may not omit any symbols.

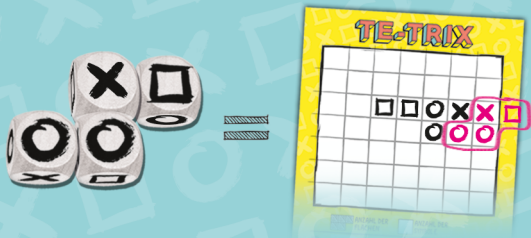


 You may turn the whole shape by 90° , 180° or 270° .



 You may enter the shape and its symbols into **any** boxes. That means they do not have to border on any other (already entered) symbols.

- Individual symbols of a shape may “run over” the edge of the play area. It’s not necessary to fit the whole shape on the score sheet by hook or by crook. Just don’t enter any symbols that run over the edge. But in each round, you must enter **at least one symbol** in one box.



- When you enter the symbols of a shape, **each symbol gets its own box**. You may never use several symbols for one box or layer shapes on top of boxes already “occupied”.

After that, the player on your left rolls the dice and rearranges the symbols rolled to make a new shape. That’s now the shape that you must enter next. Play then continues in a clockwise direction.

END OF THE GAME:

The game ends, as soon as **one player** is no longer able to enter the shape rolled on their score sheet. Ideally, they have filled all the boxes on their score sheet. It can happen that individual boxes are left empty because they are in an isolated position. If you are able to enter the shape just rolled, then do so. After that, count up the scores.

SCORING:

Each of you draws around or shades in the areas on your score sheet with identical symbols. Areas are boxes that **border on each other horizontally and vertically** and show the same symbol. The printed symbol may be included in the score. On the other hand, symbols bordering diagonally may not be included.

Cross out all areas comprising **less than 5 identical symbols**. Unfortunately, you do not score anything for those.

Now count up the **areas with 5 or more spaces** per symbol on your score sheet and enter the figure in the first column of the corresponding line on the score pad.

Then count how many **boxes within these areas** have the same **symbol** and write the total figure in the second column of the corresponding line on the score pad.

Multiply the figures from “number of areas” (first column) and “number of symbols” (second column). Now add up the three subtotals. The result is your total points score. The player with the most points wins. In the event of a tie, there is more than one winner.

* ADD UP THE SUBTOTALS!

TE-TRIX

	ANZAHL DER FLÄCHEN		ANZAHL DER SYMBOLE	
○	2	X	11	= 22
□	1	X	17	= 17
X	2	X	13	= 26
moses.				GESAMT 65

* * *

SOLO VERSION:



SOLO-VARIANTE

TE-TRIX

You can also play Te-Trix on your own. The game is played as in the standard version but with the following amendment: Play with the black and white back of the sheet, marked as the Solo version. Take note that only **eight symbols** are allowed to run over the edge. For each symbol that you do not enter on your score sheet or that you let run over the edge, you must cross out one space on the band along the top edge. Are all the spaces in the band crossed out? If so, then you may not let any more symbols run over the edge.

Can't you enter any more symbols on your score sheet? Then the game ends. However, you can end the game sooner, if you think you have collected enough areas.

Scoring is done in the same way as in the standard version. In addition, you receive **one point for each** free space in the band at the top edge. These are added to your total score. The table below shows how good you were:

130 and more points	Respect! No one can hold a candle to you! Incredible, how the points just fly to you.
120 to 129 points	Your result is impressive, and you know what you're doing. Keep it up!
0 to 119 points	Well, that wasn't really the top notch. But, not to worry! No one is born a master. Keep at it - you'll get there with a little more practice!

Autor: Christof Tisch
Licence: www.whitecastle.at
Graphics / Design: Kreativbunker
Editing: Elke Vogel
Editor: Anneli Ganser
Production: Anja Trentepohl
Translation: Birgit Irgang

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