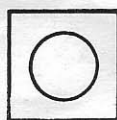
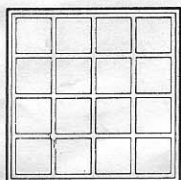


## CONTENTS

1 Game Board

16 Two-sided square panels—8 with circular pattern and 8 with diamond pattern.



## SET UP

A STRATEGY GAME for two players.

One player takes 8 panels with circle pattern and the other player takes 8 panels with diamond pattern.

## GAME OBJECTIVES

To win you must complete either a vertical, horizontal or diagonal line with three of your pieces, all of them of *the same background color*. For example, three silver backed panels or three black backed panels, not a mixture of silver and black. If your opponent cannot break this three piece line in this next move you have won the game.

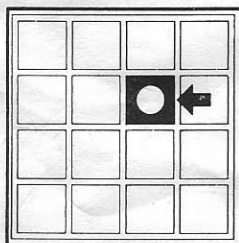
## HOW TO PLAY

STEP 1: The first player places a panel, either side facing up, on any one of the 16 spaces on the board. That player's turn is now over. See illustration below.

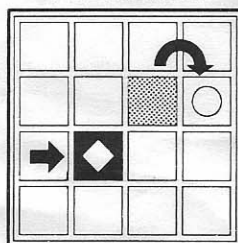
STEP 2: The second player flips an opponent's piece into an adjacent but not diagonal space (A black background panel becomes a silver background panel and visa versa). The player then places one of his own pieces, either side facing up, in any empty space. The turn is now over. See illustration below.

STEP 3: The first player takes a second turn by flipping an opponent's piece into an adjacent space then placing a piece of his own, either side facing up, on any empty space. See illustration below.

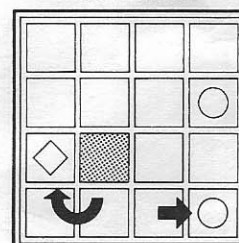
Circle moves first.



Diamond's move.



Circle's move.

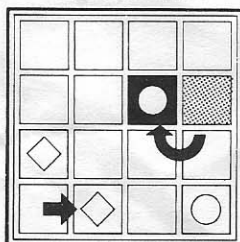


STEP 4: The game continues in this manner with the players taking turns to flip any one of their opponent's pieces, followed by placing one of their own. See illustration below. Note: Players can flip any one of their opponent's pieces, not just the last one played.

STEP 5: On every turn players must flip one of their opponent's pieces. If this is impossible, the player omits the flip and just places a piece. See illustration below.

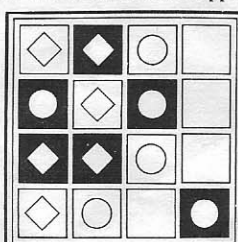
STEP 6: A player wins when a row of three is created *which cannot be broken on the opponent's next move* or when a player is forced to create a row of three of the opposing player's panels. See illustration below.

Diamond's move.

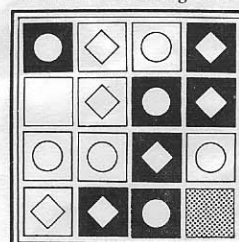


Circle to move.

No diamonds can be flipped.



Diamond's winning move.



### POINTS TO REMEMBER:

- ON EACH PLAYER'S TURN WHENEVER POSSIBLE, AN OPPONENT'S PIECE MUST BE FLIPPED BEFORE THE PLAYER'S PIECE IS PLACED.
- YOU HAVE WON THE GAME ONLY IF YOUR OPPONENT CANNOT BREAK YOUR THREE PIECE LINE IN THE NEXT MOVE.