



# TRIPLE CROSS

## The Shape Shifting Strategy Game.

### Contents:

- 1 x Triple Cross Tower Unit with base
- 24 x discs (12 red & 12 yellow)
- 8 x blockers (4 red & 4 yellow)
- Instructions

### Object of the game

The object of the game is to score more "Triple Crosses" (lines of three of same colored Discs) than your opponent.

### Set up

Place the Grid onto the Base and give each player 12 Discs and 4 Blockers of the same color.



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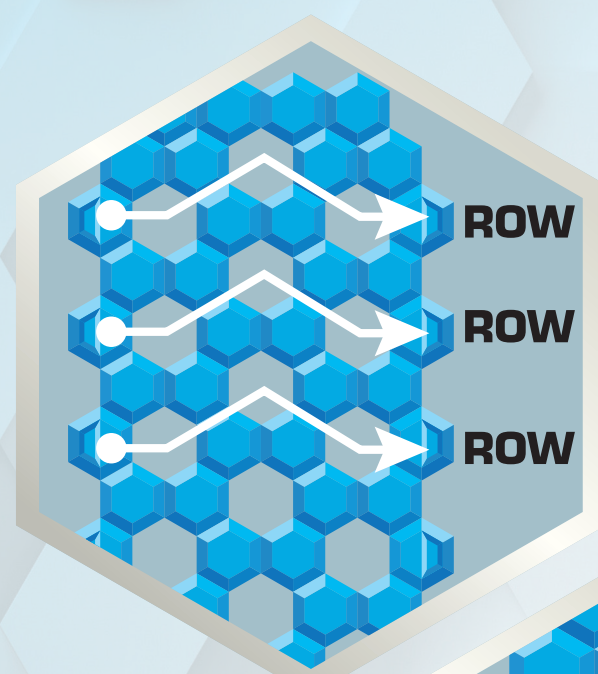
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1

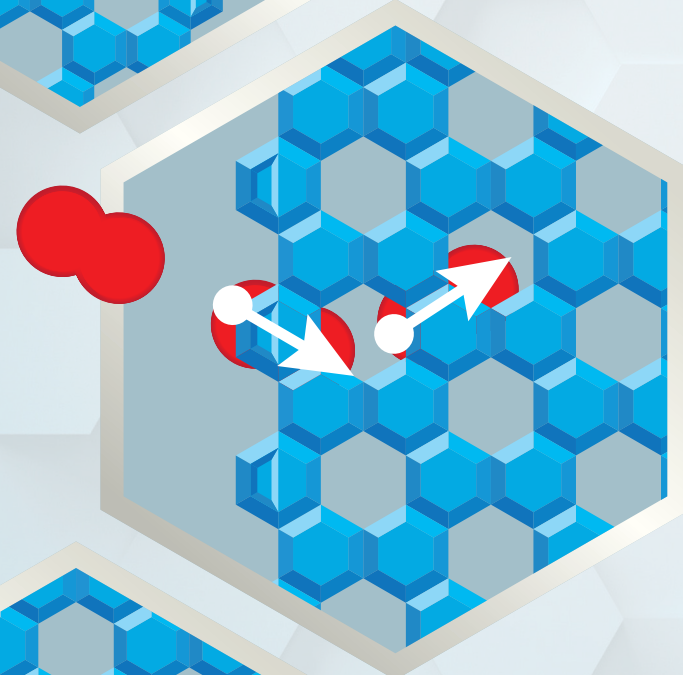
## How to play

- 1 Players take turns placing one Disc into the grid.
- 2 A Disc can be placed from either side.

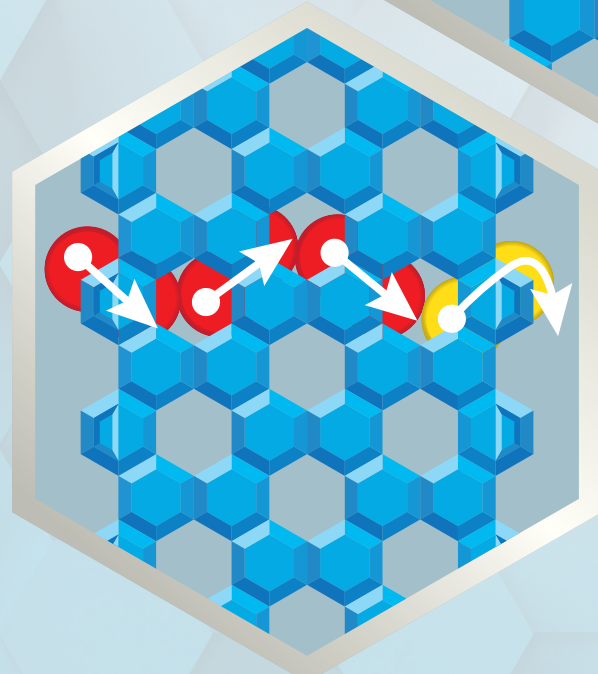


- 3 If a Row has a Disc in the first position when you push another Disc in, it will shift the first Disc up and into the middle position.

A Row is defined as left. Discs can be placed into the grid from either side into one of the eight Rows.



The next disc placed will push the previous 1 up to the middle of the Row.

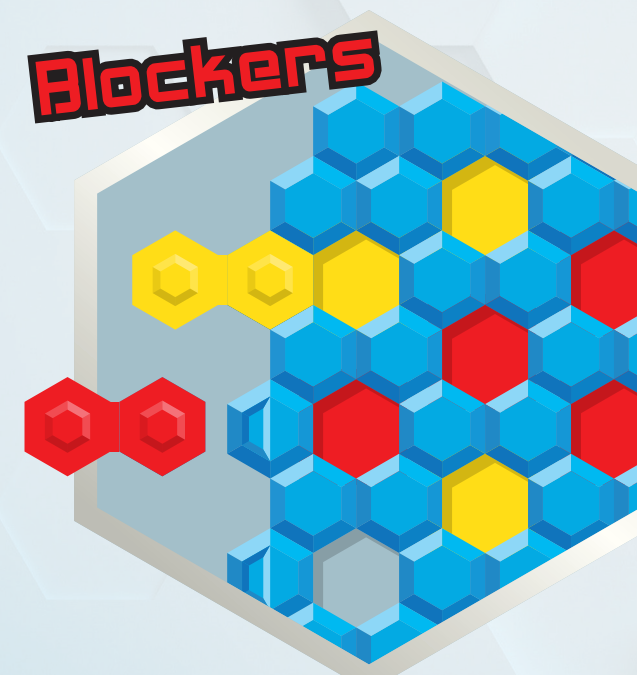


- 4 If a Row is full it is also okay to push another Disc in. By doing so, one Disc will pop out of the other side of the grid. The Disc that comes out is given back to the player of that color.

- 5 A player can use one of his Blockers, during his turn, to "lock in" a Row that is full. (Note: Use Blockers carefully and strategically during the game. They allow players to protect Discs involved in Triple Crosses that will score for them.)

A Blocker can be used at anytime during a player's own turn, but must stay in place for the rest of the game. Blockers can be placed at either side of a row, but the row must be full. Only 1 blocker can be placed per turn and a player must also place a disc.

No more than one Blocker can be played during a turn. During the turn that a player places a Blocker, he can place a Disc before or after he places the Blocker.

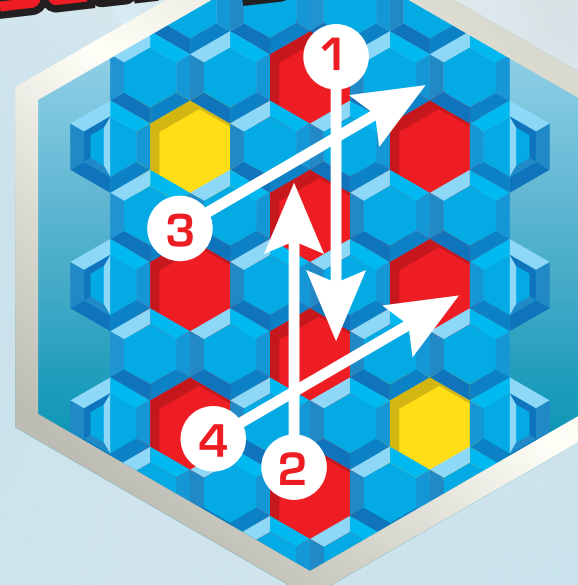


Each Player has 4 Blockers. Until a Row is blocked Discs can be placed to push out a Disc from a full Row, if desired.

Each Triple Cross of three Discs counts as 1 point. A Triple Cross can be either diagonal or vertical (A Row of the same color DOES NOT count as a Triple Cross and does not score a point).

A Triple Cross can share Discs from another same colored set, see left. Each line of 3 Triple Cross Pieces counts as 1 point. Here Red scores 4, Yellow scores 0.

### Scoring



- 6 Players continue to take turns placing their Discs into the grid one at a time.
- 7 When one player has no discs left and both players have taken the same number of turns the game ends.

The player with the most Triple Crosses wins. If there's a tie, play again to settle who wins.

2

3