

# Winning the Game

EI-2961  
Ages 6+ / Grades 1+  
2 – 4 players

4-Player Game



**MAGENTA WINS!**

Get **three** of your color in a row—horizontally, vertically, or diagonally—and win!

2- or 3-Player Game



**BLUE WINS!**

Get **four** of your color in a row—horizontally, vertically, or diagonally—and win!



**The cross-action strategy game!**

## Draw

### 4-PLAYER GAMES

If no player gets three in a row, then the player with the highest number of 2-in-a-rows wins!

### 2- OR 3-PLAYER GAMES

If no player gets four in a row, then the player with the highest number of 3-in-a-rows wins!

## STRATEGY TIPS

- ▶ Pay attention to your opponent's position on the board. You can prevent your opponent from placing a piece in a particular spot by making sure that your move does not have *either* slider lined up for your opponent to place a winning piece.
- ▶ If you are playing with more than two players, then it is best to concentrate on blocking *only* the player who plays immediately after you.
- ▶ Try to line up your color pieces so that you could win by placing a piece on *either* end of the line. This doubles the number of spots where your opponent has to remember not to leave an intersecting slider.



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A game by Ariel Laden.

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# Pixel

Ready for some cross-action strategy fun? Move a slider, place a piece in the grid, and go for the win! But there's a catch—you can move only one slider per turn. Which move will position you for a three-in-a-row victory?

## Contents

- game board
- 95 game pieces (30 blue, 30 orange, 20 yellow, 15 magenta)

## Object of the Game

Be the first player to get three of your color pieces in a row—vertically, horizontally, or diagonally. (If there are only two or three players, then the object is to get four in a row to win.)

## Setting Up

- 1 Choose a color. In a two-player game, use blue and orange. In a three-player game, use blue, orange, and yellow.
- 2 Each player places one game piece in one of the four center squares.

*Note: If there are only two players, then the two pieces are placed diagonally from each other.*



4-Player Set Up



3-Player Set Up



2-Player Set Up

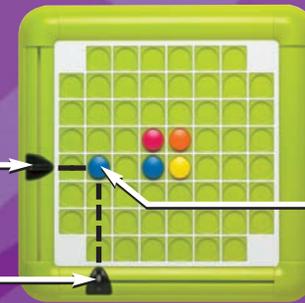
- 3 Choose a player to go first. Move the sliders so that they are intersecting at the starting player's piece.



Blue starts.

## How to Play Pixel

- 1 Player 1 moves ONE of the sliders to create a new intersection on the board. Player 1 places a piece in that square.



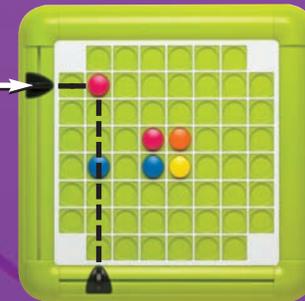
*This slider was not moved on this turn.*

*Blue moved this slider on this turn.*

*Blue places a piece at the new intersection.*

- 2 Players take turns moving one slider per turn and placing a piece in the new intersection.

*Magenta went second and moved this slider.*



On each turn, a player chooses which slider to move. Sliders must be moved to intersect on an *empty space*. Once a piece is placed, it cannot be moved.