Winning the Game

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!

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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WARNING: CHOKING HAZARD — Small parts. Not for children under three (3) years.
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.

**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.

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

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

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.