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Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

# Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★☆☆ modulaire de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m<sup>2</sup> pour jouer, ripailler et dormir.

  
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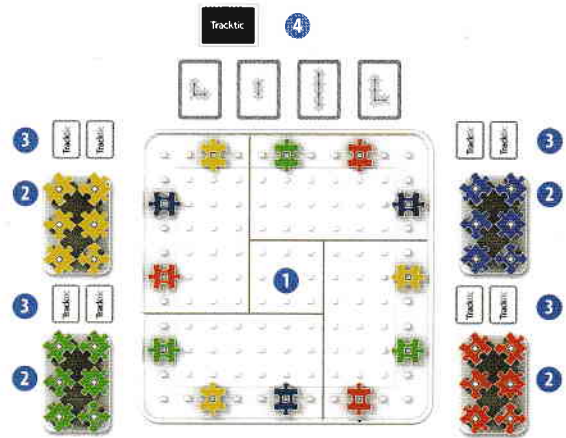


# Tracktic™

Connect your path to win!

10+ | 30min | 2-4

WATCH OUR  
**VIDEO TUTORIAL!**  
[gamebrotherz.com/tracktic](http://gamebrotherz.com/tracktic)



## Content

- 1 game grid (5 parts)
- 140 puzzle pieces (6 shapes in 4 colors)
- 40 cards : 36 Pattern cards and 4 Flip cards



- 8 Tracktic™ tokens
- 4 puzzle piece racks


## Object of the game

Piece together the longest uninterrupted path.

## Before starting your first game

Unpack the puzzle pieces.

Separate the pieces according to color onto each rack, stacking them over the corresponding shape.


Place three  pieces next to the rack.

Detach the Tracktic™ tokens.

## For 4 players

(For 2 or 3 players, see instructions on the back.)

Assemble the game grid **1**.

Each player picks a color and places three  pieces on the game grid as shown above.

Each player places their rack of 32 pieces in front of them **2**.

Each player takes two Tracktic™ tokens and places them next to their puzzle pieces **3**.

One player shuffles the cards, turns the top four cards from the deck face up, and lays them one next to the other along the game grid **4**. Stack the remaining cards face down.

Play begins with the youngest player.

## Game turn

On your turn, pick one of the four face up cards and perform the corresponding move.

A **Pattern card** allows you to create a path by replicating the pattern shown with your puzzle pieces.

A **Flip card** allows you to flip over an opponent's piece.

A **Tracktic™ token** is used together with a Pattern card and allows you to cross opponents' paths.

Your turn ends once you have performed your move.

Discard the card you picked and draw a new card to restore the number of cards lined along the game grid to four.

Play passes to the left.

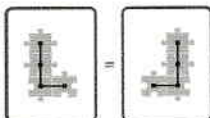


## Pattern cards

After picking a Pattern card, replicate the pattern shown with your puzzle pieces.

You must connect the pattern to one of your puzzle pieces already on the game grid.

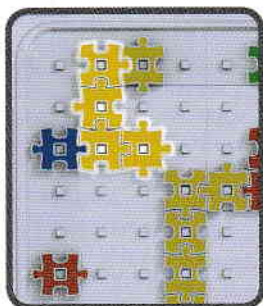
You may connect the pattern to any side of said piece and in any direction, by way of rotation or symmetrically (mirror image).



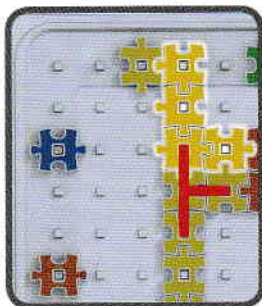
The puzzle pieces shown on the card are suggested pieces. You may use pieces that are shaped differently if you prefer.

You may not use a Pattern card, Flip card or *Tracktic™* token if your move will result in the formation of a "T" consisting of four pieces of your color. White pieces are not involved in the formation of a "T."

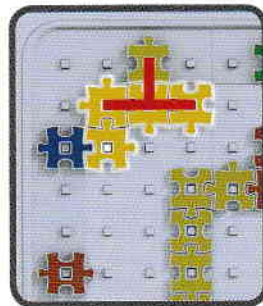
YES



NO



NO



E.g.  
The yellow player replicates the pattern s/he has picked.

YES



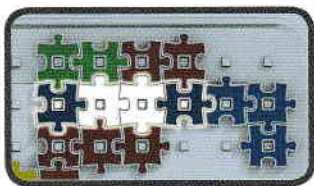
NO



NO



Four same-color pieces can never form a "T."

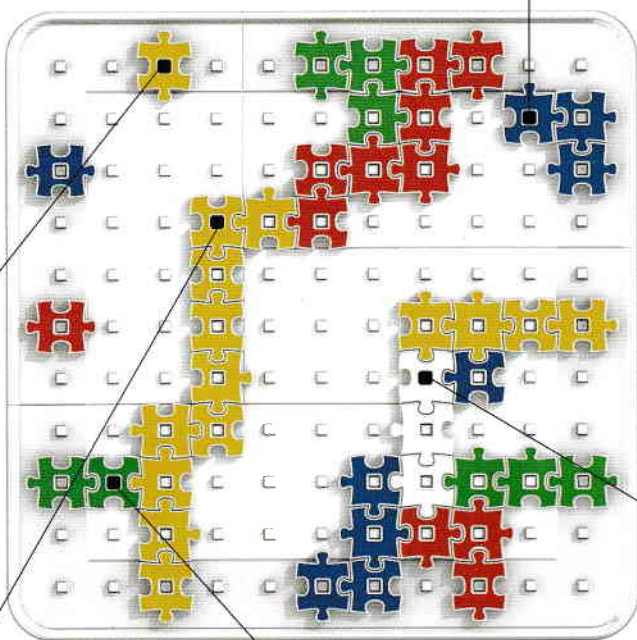


## Tracktic™ tokens

After picking a Pattern card, you may use one of your Tracktic™ tokens. This would allow you to flip over any opponents' pieces that might be preventing you from replicating your pattern.

Discard the token as it may not be used again.

*E.g. The blue player uses his/her Tracktic™ token with the pattern s/he has picked.*



## White pieces

White pieces are pieces that were flipped over using a Flip card or a Tracktic™ token.

White pieces serve to extend paths. You may therefore connect a new pattern from a white piece extending your path.

More than one player can simultaneously use the same white piece to extend their path.

White pieces may not be flipped back.



*E.g. Three white pieces extend the red player's path. S/He connects a new pattern from the third white piece.*



## Flip cards

After picking a Flip card, select an opponent's piece connected to one of your pieces.

Flip it over and connect one of your pieces to it.

*E.g. The green player extends his/her path by flipping over the yellow piece and adding one of his/her own pieces.*

## Skipping your turn

You skip your turn either by choice or when you cannot play any of the four available cards.

In which case, **play ends here for you until the game is over.**

## Game end

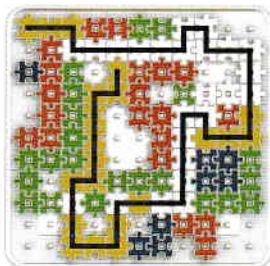
Play ends when all the cards have been used or all the players have skipped their turn.

## Calculating your score

Determine your **longest uninterrupted path** made up of pieces of your color and white pieces. A path **cannot cross the same piece twice**. Count the pieces on this path and award yourself one point per piece.

The player with the highest score wins.

*Yellow = 43 points*



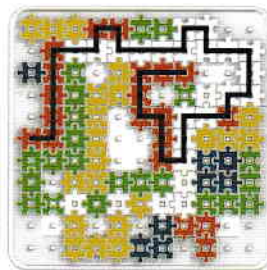
*Blue = 29 points*




*Green = 45 points*




*Red = 35 points*



## For 3 players

The preparation is the same. Place the three  pieces of the unplayed color on the game grid even if they will not be used.

## For 2 players

The preparation is the same but the play area is reduced. The  pieces are placed as shown here :

