AGES: 8+  PLAYERS: 1-4

CONTENTS: 110 Cards (13-1, 2, 3, 4, 5; Rotate; 5-Drop 2; 2-Drop 4; 4-Power Up; 3-Bomb)

OBJECT: Be the first player to complete 10 lines by completely filling a horizontal row of the Matrix with a Tetromino.

Note: The cards used in this game are unique. The cards have two facings – the Tetromino side, and the Matrix side (see fig. 1).

fig. 1

The Score Row cards are used only for score keeping to help showcase the number of lines that each player has completed toward their goal of completing 10 lines. For each line that is completed, a card is flipped over to show the Matrix side.

Then deal 1 card to each player to form their hand (Queue). Each player may look at the Tetromino side of their cards, but not the cards of the other players.

fig. 2

The remaining cards are then placed in the center of the play area Matrix side up, to form the draw pile. As players discard to solve the Matrix side, a discard pile will be formed next to the draw pile.

fig. 3

3) The player discards 1 card that completes a line in the shown Matrix.

Note: Playing a Tetromino shape that fits into the Matrix, but does not complete a line is not a scoring play. Please reference “Dropping” in the SCORING section below.

In discarding, the player may show the other players how the shape fits into the Matrix by rotating, if need be, the card over the Matrix. The player does not discard ON TOP of the Matrix, but NEXT to it, on the discard pile. The second card remains in the players hand (Queue) for the next round.

SCORING: The card played may have completed 1, 2, 3 or 4 lines of the Matrix. The player flips over the many cards in their Score Row to the Matrix side of the card.

EXAMPLE: To continue with the previous example, (fig. 3), the Matrix shows that there is a gap that an □ Tetromino shape would fit into perfectly, without extending out the top of the Matrix. The player has an □ Tetromino and an □Tetromino in their hand (see fig. 3).

fig. 4

If the player instead plays the □Tetromino shape, they would complete only one line and they would flip over only one of the cards in their Score Row.

In the case that a player cannot complete a line, that player announces that they are just “Dropping” and discards a card. They are also penalized and have to flip a card in their Score Row back over to the Tetromino side. If there are no Score Row cards to flip over, then no penalty is applied.

Play passes to the player on the left, who draws a card from the top of the draw pile and reveals a new Matrix on the draw pile.

SPECIAL CARDS: These cards are played from a players hand (Queue), and may be played during a player’s turn instead of playing a Tetromino.

Note: With the exception of the POWER UP card, all special cards are played by discarding to the discard pile. The POWER UP card is swapped with a card in an opponent’s Score Row.

Rotate: Reverses the order of play. If the play was going to the left, it now goes to the right and vice versa.

Power Up: A player may swap any card that is revealed in an opponent’s Score Row with the Power Up card.

Drop 2: The player must choose an opponent to flip back over two cards in their Score Row to the Tetromino side. If the player has less than two lines scored, then they must flip as many cards over as possible.

Bomber: All players, except the player who played this card, must flip one card in their Score Row over to the Tetromino side.

SPECIAL RULES:

Contested Play: IF ANY player feels that a card was played incorrectly, they may contest the play. If the contesting player is correct, that player gets a free line and flips a card over to the Matrix side in their Score Row while the offending player must retract the lines they scored incorrectly. If the contesting player is incorrect, that player loses a line and flips a card in their Score Row over to the Tetromino side.

Drop 4: The player must choose an opponent to flip back over four cards in their Score Row to the Tetromino side. If the player has less than four lines scored, then they must flip as many cards over as possible.

Steal Play: IF a player discards a Tetromino on their turn that could have been used to solve the Matrix, ANY player may speak up and show that the Tetromino card could have been used to complete a line or lines. If the stealing player is correct, that player gets the score of the lines completed. If the contesting player is incorrect, that player loses a line and flips a card in their Score Row over to the Tetromino side.

Beginning players and advanced players: Deal the number of cards in the Score Row based on the experience level of each player. Beginning players may need only 5 cards, while intermediate players get 7 cards and advanced players get 10 cards. Then play progresses as normal.

Solitaire Play: Remove the special cards from the deck and deal out 10 cards Matrix side up on the table. Set the remaining cards off to the side forming a draw pile. Then draw 2 cards from the top of draw pile. The player must complete a line on each of the 10 Matrix cards by placing a correct Tetromino on top. Once a card has been played, the player may draw another card back into their hand (Queue), but their hand (Queue) may not exceed 2 cards. To win, cover all 10 Matrix cards with out discarding. For a competitive challenge, count the number of lines completed on the 10 Matrix cards and use as a HIGH SCORE to beat in future games.