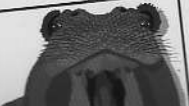


Animals

A math game of strategy and pattern recognition. Easy to learn. Challenging to master.

TICTACTWICE™



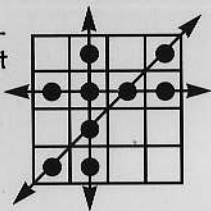

Aristoplay™

2 PLAYERS-AGES 7 AND UP

PLAYING TIC TAC TWICE:

Two players compete to be the first to place four of their magnets in a line – either across, up-and-down or diagonally – with the added challenge of playing on two game boards simultaneously.

To start, each player chooses a magnet color. Play begins with one player placing individual magnets on the same picture on each game board. (i.e., placing a purple magnet on the polar bear picture found on each of the two boards.)



Players continue, alternating turns. When a player positions three magnets in one row on one of the game boards, he/she calls out "check". The opponent then must "block" the line by placing a magnet on the fourth space.

Play continues until a player positions four magnets in a line to win the game.

TIC TAC TWICE TEACHES THESE MATH SKILLS:

- Pattern Recognition
- Logic and Reasoning
- Strategic, High-Level Thinking



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Patent No. 5,611,538
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