TELL TWEE

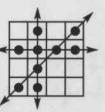
2 Players Ages 7 & Up

PLAYING TIC TAC TWICE:

Two players compete to be the first to place four of their playing pieces 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 playing piece color. Play begins with one player placing individual playing pieces on the same symbol on



each game board. (i.e., placing a purple piece on the red diamond shape found on each of the two boards).

Players continue, alternating turns. When a player positions three of his or her playing pieces in one row on one of the game boards, he/she calls out "check." The opponent then can "block" the line by placing a playing piece on the fourth space.

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

NOTE: If you have the choice of winning or blocking your opponent's row you can go ahead and win!

TIC TAC TWICE TEACHES THESE MATH SKILLS:

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

Warning: By playing this Aristoplay game, you are gaining special powers.

We don't mean secret powers. Anyone can gain and use these powers. We're talking about powers of the mind. By playing **Tic Tac Twice**, you're pumping up your brain's power to think and reason. You're stretching your mind to the limits as you map new strategies of play. You're learning and practicing thinking skills that you can put into action the rest of your life.

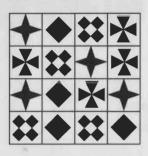
Best of all, you're having fun doing it!

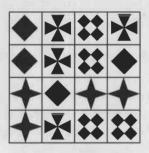
Just as **Tic Tac Twice** makes math both challenging and amusing, all Aristoplay games combine education and fun in intelligent ways. And after many years of making educational games, we have no doubt that people learn better and faster when they're having fun. In dozens of games, we've applied that idea to almost all subject areas: art, science, geography, history, and even mythology!

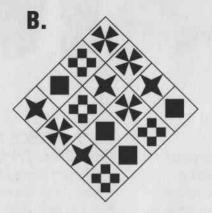
FOR ADDITIONAL CHALLENGE:

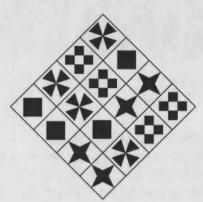
Players may place the game boards in new and unusual positions. The following diagrams suggest some possibilities.
Or flip the boards over for new patterns.

A.

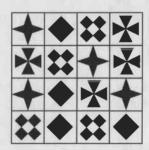


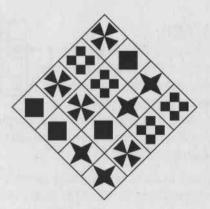






C.





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