

# TRÄXX®

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The best track wins!

Players: 1-4 people

Age: 8 years and up

Duration: approx. 15 min.

**Content:** 1 game pad, 15 playing cards, 4 pencils, 1 manual

## The track

During the game, each player creates (draws) a path on his game pad. The route has to be a **continuous line**. This line is **not allowed to have any gaps**, to touch or cross itself. In each round the track may only be extended at one of the two ends. Every player should try to reach as many number fields as possible in his course, because there are plenty of plus points for them. In addition, each player should try to reach as many fields as possible (ideally, all), because each field, which is not reached (whether with or without a number) counts at the end for one minus point.



### Example:

Maria reached the numbers 6 and 9 with her course and gets to fill in the values of the numbers in her value table.

## Game preparation

The 15 cards are shuffled and placed in the middle of the table on one stack faced down. Each player gets a note from the pad and a pen.

**Note:** The color and number arrangement is identical on all game plans. Only the printed starting point, from which each player must start his track, is different.

**Important:** Each player gets a different note (with a different starting point).

## Game play

Any player uncovers the top card from the pile and puts it face up. It shows 4 or 5 color patches. All players can now use the colored patches shown, as **many of them** and in **any order they want** to (also just one or none) on their game plan to expand their track. If a player cannot or does not want to expand his route, he says „I pass“.

**Note:** The clearest way is to first mark the fields you want to use with a small dot and then connect the points to a line.



**Example:** The revealed card shows one blue, green, yellow and gray patch. So Linus can use (maximum) these four color patches for his route.



From his starting point (yellow next to the number 3), he uses the fields blue, green, gray and yellow and connects them with a line. In the next round he can extend his course either from the yellow field next to the number 3 or from the yellow field next to the number 6.

If everyone has expanded their course accordingly, the next card from the stack is now revealed. Again, each player can use as many of the patches pictured on them (but never more than shown) to extend their route.

**Very important:** The course is only to be extended, in each round only at one (any) of the two existing ends.

In the manner as described, the playing will continue. In each round, the top card from the stack is revealed and each player can extend his or her line accordingly (at any end).

## Reach number fields and note points

When a player reaches a number field with his track (which of course can be the case in the first lap), he **says this loud and clear**:

- If he is **the first player** to reach this number, he will make a note of the **full score** in the value table.

**Example:** Sarah says, „I've reached 8.“ Since no other player has reached 8, she takes 8 points in the rating bar in box 8.

**Note:** If several players mark the same number in the same round, then all these players get the full score and note accordingly.

- If a player reaches a number on his track that has already been marked by another player in one of the **previous rounds**, then he only takes **half the value** of that number on his note. (rounded up if necessary).

**Example:** Tim says, „I've reached 7.“ Since Maria has already reached 7 in one of the previous rounds, Tim gets 4 points (3.5 rounded up).

**Hint:** It is possible and allowed to reach two number fields in one turn. For both fields, the player then notes as described points on his note.

**Tip for clarity:** It is important that each player notices which number fields are reached. Therefore, the players should announce the achieved number fields collectively **at the end of the round**. If a player announces a number, any player who has not reached that number should make a small point next to that number in his rating bar, so he knows he can only score half that score.

## End of the game and scoring

The game ends after all 15 cards have been uncovered and played.

- Each player adds all the plus points, noted in his scoring table during the game.
- Any field that a player has not reached with his track, on his note counts a minus point.  
**Note:** For better clarity, all unreached fields should be marked with an X. The minus points are to be noted in the appropriate box on the rating bar.
- The minus points are subtracted from the plus points. The player with the best score (total) wins.



### Example:

Linus has reached all numbers, except for the 4, with his track. For the numbers 3, 6, 8 and 9 he has received the full score, as he has reached this first (before his opponents). For the numbers 2, 5, 7 and 10 he has received only half the score. Linus thus has 39 plus points. Linus has not reached ten fields with his track, which makes 10 points minus. Linus's total score is 29 points (39-10 = 29).

## Solo game

The gameplay remains exactly as described above, all 15 cards are revealed one by one. The scoring changes as follows: The player only gets the full score for each number reached, if he has not reached a higher number before - otherwise he receives only half the score.

**Example:** Tim first reaches 4 and gets 4 points. Then he reaches 7 and gets 7 points. Next, he reaches 5. Since he has already reached a higher number than 5 (the 7), he gets only half the score, so 3 (2.5 rounded up). Next he reaches 9 and gets 9 points.

Results over 35 points are great!