TrakkX

A tricky game for two to four players, eight years and older, created by Thade Precht.

Game materials

- 112 tokens, numbered from 1–14, two each with four colours
- 4 action tokens (2x 🎲 , 2x 🔄)
- 1 bag for the tokens
- rules of the game

Object of the game

The players take turns laying down tokens on the table in order to combine them with each other or with already laid down tokens. Existing groups may not only be expanded or reduced, but also completely rearranged or eliminated. The winner is the player who has first put down all of his tokens.

Game preparation

All 112 tokens as well as the four action tokens are put in the bag. All players in their turn then blindly pull out **15 tokens** and set them down upright in front of them so that the other players cannot see the printed side. In addition, **six tokens** are pulled out of the bag randomly set down **openly** and accessible for all players next to the edge of the game area. This is the open display. The other tokens stay in the bag for now.

The youngest player starts the game.

Game description

When your turn comes, you **must** carry out **one** of the following four actions. The next player in clockwise direction is then up.

1. The players in their turn take one random token from the open display and set them down in front of them. The open display is then filled to make up six tokens again.

2. The players then pull one random token each from the bag.

3. The players play off one action token. The action token is subsequently removed from the game and put in the box. These are the action tokens:

When this token is played off, all players in their turn select two of the tokens in front of them and pass them hidden to the player on their left. Only players who have already passed the tokens may look at the tokens received from the player on the right. The players with only one token left will pass on only that token. They will still receive two tokens from the player on their right though.

This token is played off against a random fellow player. This player has to take three random tokens out of the bag and add them to his tokens.

4. The players in their turn add one or more of their tokens to the already laid out tokens in the centre of the table. The already set down tokens can be rearranged at random here.

The rules for **sequences, rows and groups** as well as for **adding and regrouping** must not be forgotten here though.

Sequences, rows and groups

1) A **sequence** is made up of **three or four tokens** with the same value but different colours and can be horizontal or vertical.

A sequence example with 4 tokens

2) A **row** is made up of **three to fourteen tokens** with the same colour forming an uninterrupted numerical sequence in ascending or descending order whose values differ exactly by 1 on either side. Just like a sequence – this row may also be horizontal or vertical.

Example of a row with 5 tokens

3) Tokens set down in succession form a **group** which may consist of a random number of rows and groups. With two to three players, the game field will be divided into three groups at most. The maximum number of groups with four players is four.

There are no groups yet at the start of the game. A **group** is **opened** by one player setting down **at least three tokens** on the table as either a sequence or a row.

Players must first open an "individual" group before they are allowed to add tokens to other groups. No players may lay down other groups until all players have set down "their" first group. These laid down groups are then available for all players.

With games with two players, the 3rd group cannot be opened until both players have opened one group each.

Adding and regrouping

Adding: Players can add one or more tokens to already set down tokens. You must note that sequences and rows must always consist of **at least three tokens**.

A player wants to add a yellow "5" as well as a red "5" vertically to the blue "5" in this group. This is not allowed like this because it would create horizontal rows with only two tokens (5 6. and 5 6.).

Instead, the player decides to add the red "5" and the yellow "5" vertically below the blue "5" which creates a sequence of 3 tokens (5 5 5).

Unlike the example above, this has only created a new sequence with three tokens which is permitted. No additional – too short – sequences or rows were created.
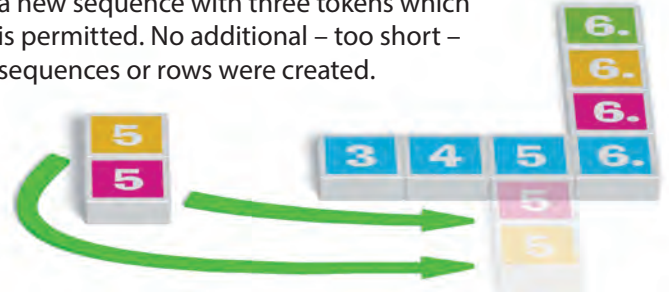
In a game with three players, only two players have set down tokens yet. So there are also only two groups now in which tokens were laid down:
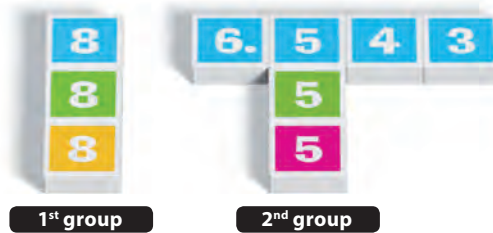
1st group   **2nd group**

The third player now puts down tokens for the first time and opens the 3rd group with four green tokens (4 5 6. 7), which are laid down in a row. The player then adds two yellow tokens (6. 7) to the 1st group. This was impossible before because the player had not opened an individual group yet. After completing the move, the 3rd group is now open for players for adding and regrouping.

NEW

1st group   **2nd group**   **3rd group**

Regrouping: Players can regroup already set down tokens in all groups **at random** and lay them down again so that own tokens can then be added. Players must observe the rules for **adding** as well as for **sequences, rows and groups** here though. Also, no tokens must be left over after regrouping but all tokens must be integrated in the groups again.
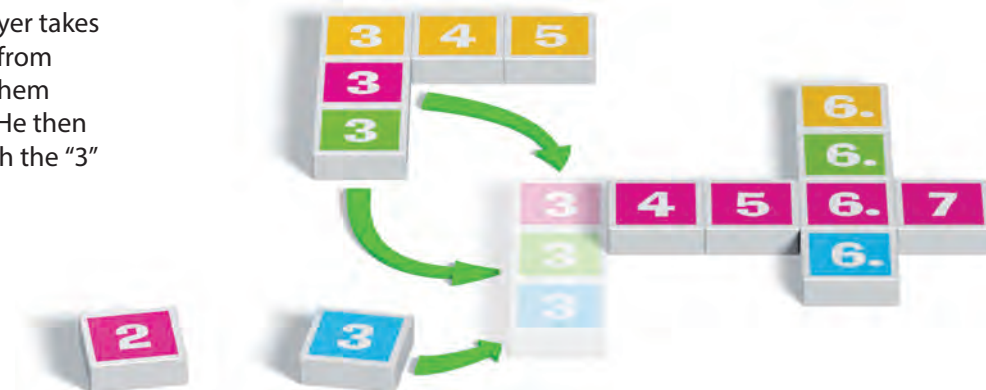
1) A player wants to add these three tokens to the groups shown on the right.
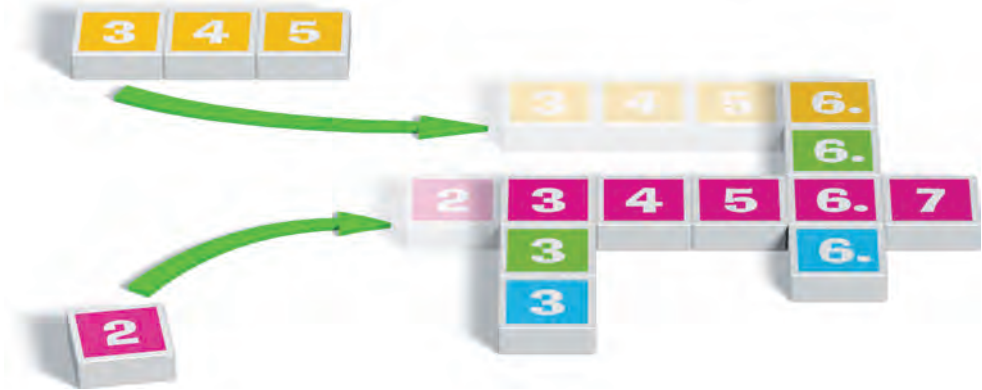
2) The player first adds the red "4" to the red row.
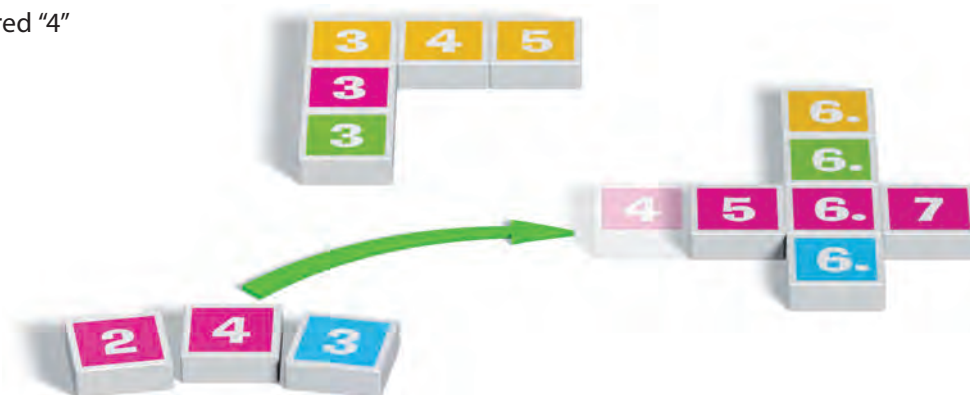
3) In the next move, the player takes a red "3" and a green "3" from the left group and adds them vertically to the red row. He then places the blue token with the "3" below the green "3".

4) The player finally puts the red "2" next to the red "3" and moves the yellow row to the yellow "6".

5) The player has combined two groups into one with the move thus creating fewer groups than permitted. He can thus start setting down a new group anywhere now.

End of the game

The game is over when one player has put down all of his tokens on the table. This player is the winner.

When you play several games in a row, the other players will add up the values of the tokens they have to been able to set down. Every one of the four special tokens is worth 20 points here. The winner always gets 0 points.

The player with the **least points** after a previously specified number of games is the winner.