



Meep Tac Toe

2 player **Components:** 4 magnetic grids, 4 magneMeepls per player

Each player has 4 meeples of a unique color or type. Meeples are placed in the starting positions as shown below.

RULES: Alternating turns, players move their meeples in an attempt to get them into a three-in-a-row position. Players can move to an immediately adjacent open square. They may move forwards, backwards, horizontally and vertically. **They may not move diagonally.** They may not jump over another meeple.

WINNING: The winner is the first player to achieve three-in-a-row. A winning three-in-a-row may be **horizontal, vertical, or diagonal.**

Maneuver rules: Win conditions are calculated *AFTER* a player's required actions (such as moving and rotating a grid).

(Optional) **MANEUVER RULE:**

After moving your meeple, you **MUST** rotate the grid you placed the piece in by 45° (a quarter turn either clockwise or counter-clockwise).

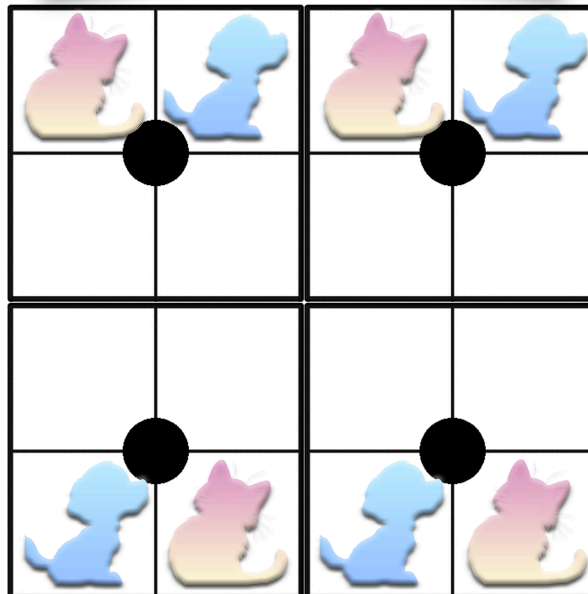
Advanced MANEUVER RULE:

After moving your meeple, you **MUST** apply **2 ACTIONS** to the grid in which you placed the meeple: **MOVE** it one square and/or **ROTATE** it a quarter turn.

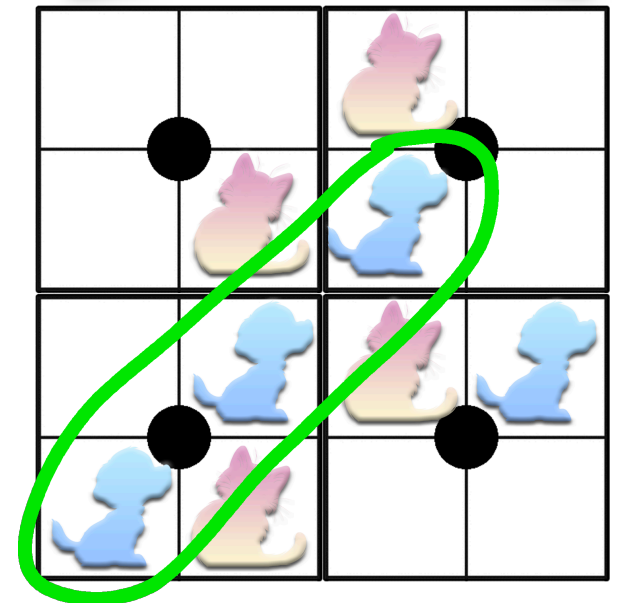
Your 2nd move/rotate action may not undo the first action.

All 4 grids must **always** be touching by at least a corner. One grid's movement does not push or move adjacent grids.

MeepTacToe Setup

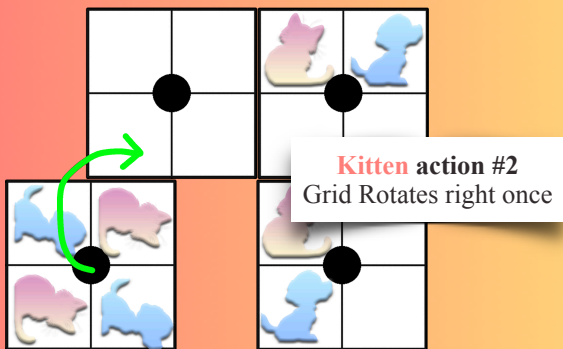
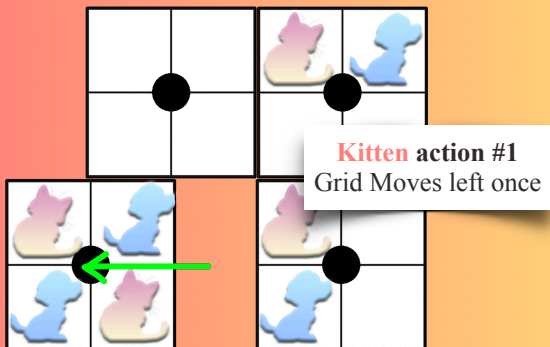
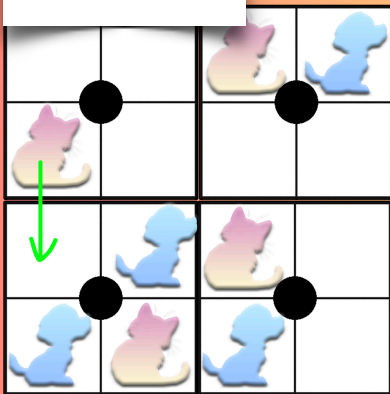


MeepTacToe **Win**

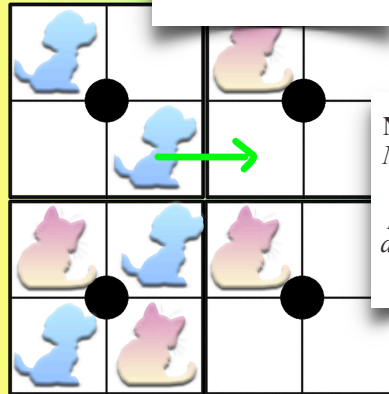


Meep Tac Toe Maneuver Examples (advanced)

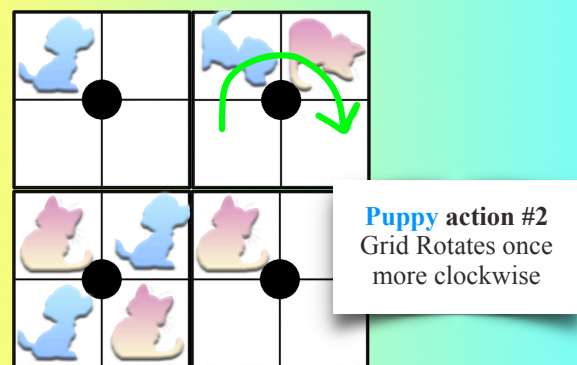
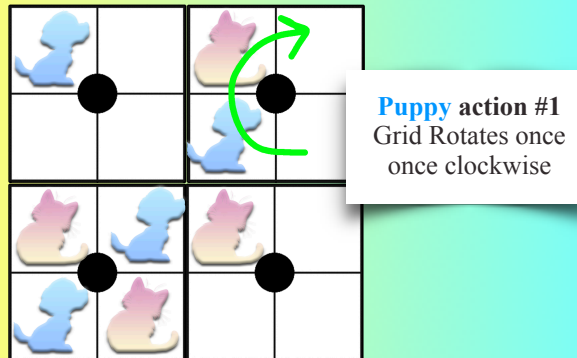
Kitten move



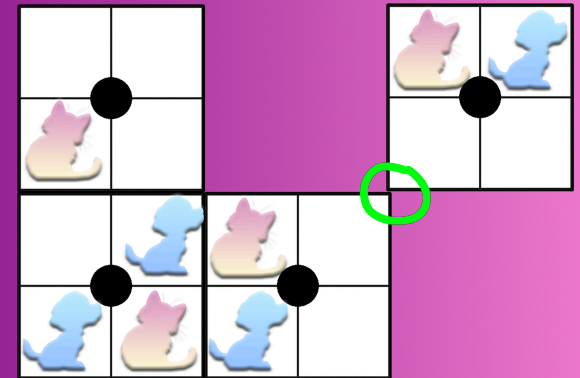
Puppy move



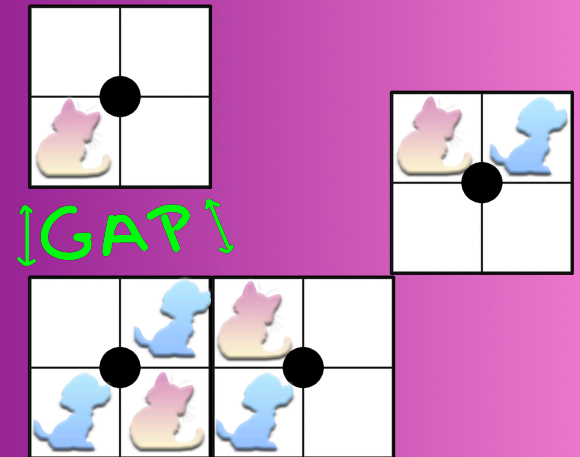
NOTE: this does NOT set up a win condition as the player must still apply 2 actions to the grid



Legal grid positioning



NOT Legal grid positioning





Developed by Jeremy Jones & Layman Kingsford

2-player Components:

- 5 magnetic grids
- 3 different color sets of magneMeeps (each set has 3 copies of 2 different types)

OBJECT of the game is to be the first to capture 3 neutral meepls by sandwiching them between two of your own meepls.

SETUP

Each player chooses one color set of meepls leaving the third color set as the “neutral” meepls for the game.

Place all 6 of the **neutral** meepls in alternating positions in the grids as depicted.

GAMEPLAY

On your **TURN** you **MUST PLACE** 1 of your meepls into an open grid space. Then you **MUST ROTATE** and/or **MOVE** that same grid piece **twice**.

Moving grid pieces is measured by the individual squares, not by whole grid pieces. Moving a grid piece once will slide that piece halfway across another. Moving it twice will fully line it up with a different grid piece or leave it touching only at the corners.

Grid pieces may not be free-floating and must always be in contact with at least one other grid piece.

Rotating grid piece is done in either direction but only in quarter turns (45°) increments.

You may **not**, as your second action on a turn, move or rotate a grid piece to undo your first move/rotate action.

Capturing a meeple occurs at the end of your turn IF two (or more) of the same **type** (puppy or kitten) of your meepls are orthogonally “sandwiching” a meeple of another **color** of the **opposite type**.

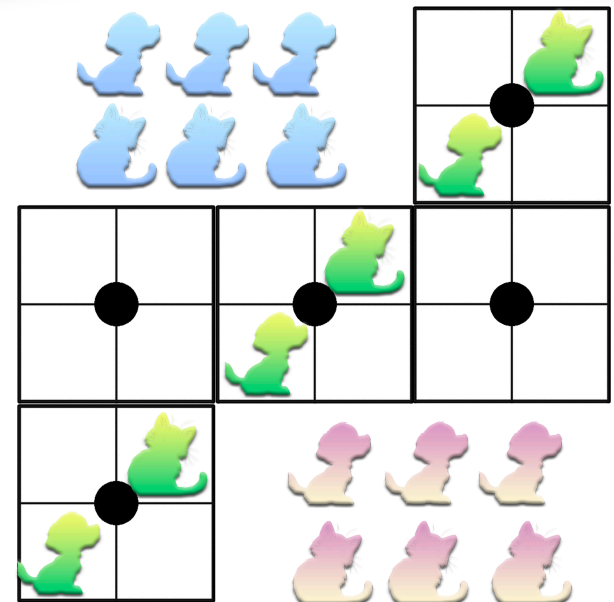
Kittens capture puppies. Puppies capture kittens. *Note: Diagonal sandwiching does not count.*

If the captured meeple is of the neutral color you keep it. If it is of your opponent’s color it returns to their possession.

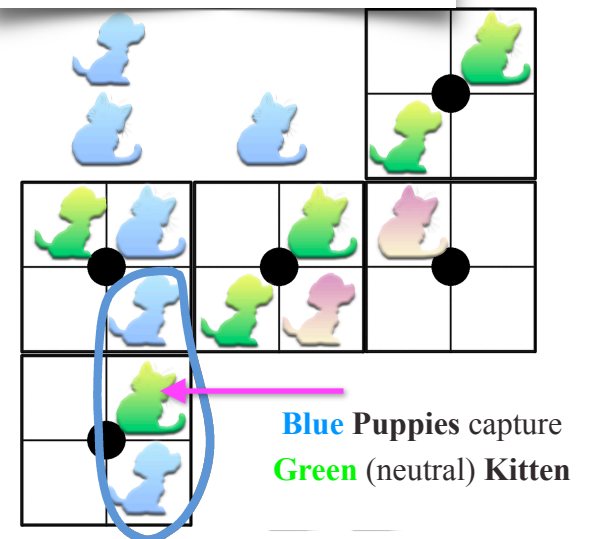
WINNING

The game ends immediately at the end of a turn when one player captures their **third neutral** meeple or when one player is unable to place/move a meeple of their own color.

Meeple Maneuver Setup

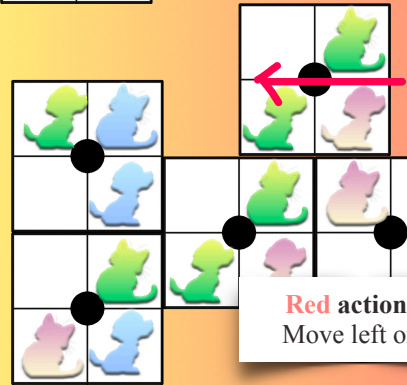
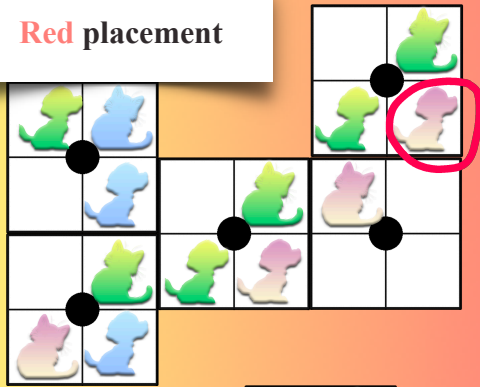


Capture example

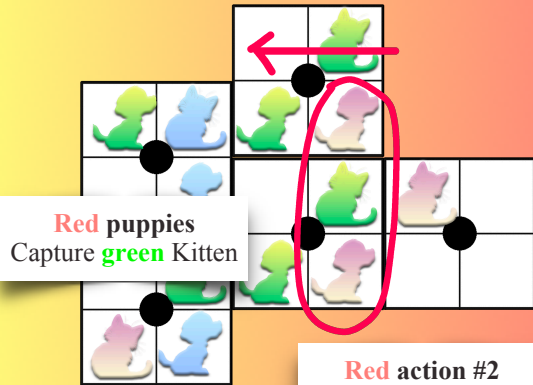


Meeple Maneuver Examples

Red placement



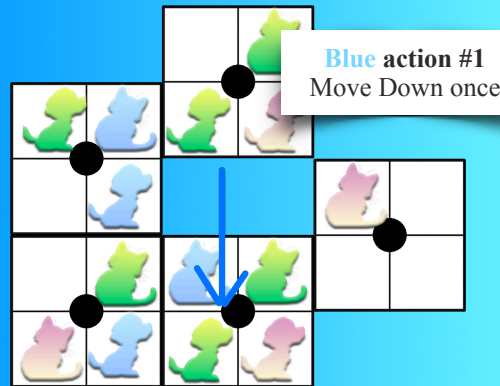
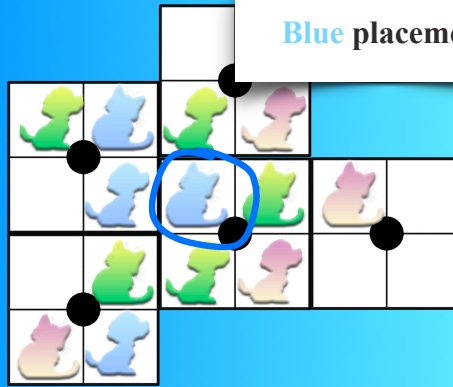
Red action #1
Move left once



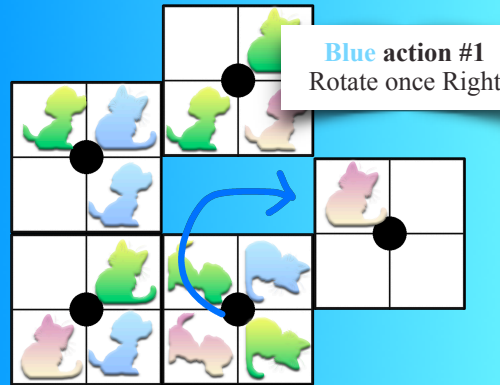
Red puppies
Capture green Kitten

Red action #2
Move left again

Blue placement

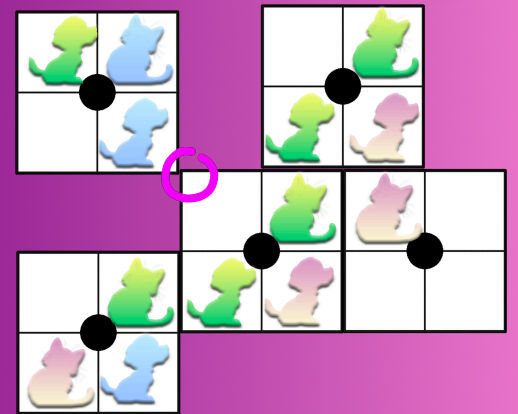


Blue action #1
Move Down once



Blue action #1
Rotate once Right

Legal grid positioning



NOT Legal grid positioning

