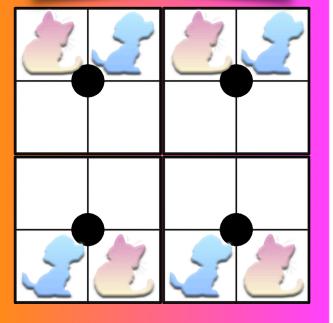


## Setup



## Tic Tac Toggle [2 players]

Components: 4 magnetic grids, 4 magneMeeps 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 space. They can only move horizontally and vertically. **They may not move diagonally.** They may not jump over another meeple.

## ON YOUR TURN you must:

- · Move a meeple then
- Turn the grid that meeple is in a quarter turn to the Left or Right

**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**.

Win conditions are calculated **AFTER** a player's required 2 actions (moving and rotating a grid).

