

CHAIN REAXIS game rules

In this game, your moves will work together to form one long chain. By placing each tile, you directly define your opponent's options.

1. Preparation and goal of the game

Lay out the game board and create a supply of wooden tiles available to both players. Each tile has two different parts. Choose the blank part or the perforated one and place the corresponding token in front of you to remind who is who. The goal is to make a FOUR of your symbols in a row.

If your FOUR is completed within a turn of your opponent, you also win. An exception is a situation where placing 1 tile creates FOURS of both. In this case, the player who performed this maneuver wins the turn.

2. The principle of connecting stones

Players take turns until they build a FOUR or until the entire board is filled (such a game ends in a draw). Within your turn you must place one piece on the unoccupied fields so that it directly follows to the last placed piece in the game (the one just played by your opponent).

The only exception is when you don't have enough space to place a tile and it is therefore not possible to follow up on the previous piece. In such a case, the player can place his tile anywhere on the game board (unoccupied fields only), which is often the winning move. You just have to be prepared with a 3-in-a-row and finish the game with a free move without limitation of continuity. Otherwise (no FOUR formed) the game goes on normally, while again the follow up obligation (touching the last placed piece) applies.