

D E L U X E



# TRAX™

*For Those Who Love A Challenge*



*An Exciting  
Strategy Game*

*For Two Players  
Ages 10 to Adult*



D E L U X E

# TRAX™

*For Those Who Love A Challenge*

*For Two Players*

*Ages 10 to Adult*

*Easy to Learn*

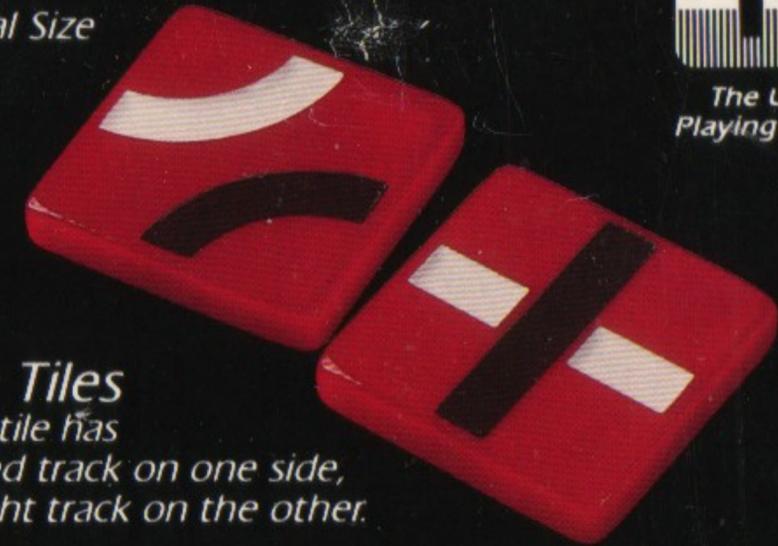
*Exciting to Play*

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D E L U X E

# TRAX™

*Actual Size*



### *The Tiles*

*Each tile has curved track on one side, straight track on the other.*

*Contents: 64 TRAX Tiles, Elegant Travel Case, Instruction and Strategy Booklet.*

*TRAX™ is a challenging and exciting game for two players which can be played at many levels of complexity from basic to brilliant!*

*The basic strategy of TRAX is to build tracks of the same color to form a complete loop or line.*

*But beware, TRAX strategy is deceptively simple and the real challenge begins when you learn to recognize the basic threatening formations, how to create them, and how to defend against them!*

### *The Start*



*White begins with a tile placed either side up.*

### *The Threat*



*Black replies with a loop threat.*

### *The Defense*



*White diverts Black Track away from a potential black loop win.*

### *The Mistake*



*Black mistakenly creates a white loop threat by moving here.*

### *The Win*



*White now has two moves which lead to a white loop win.*

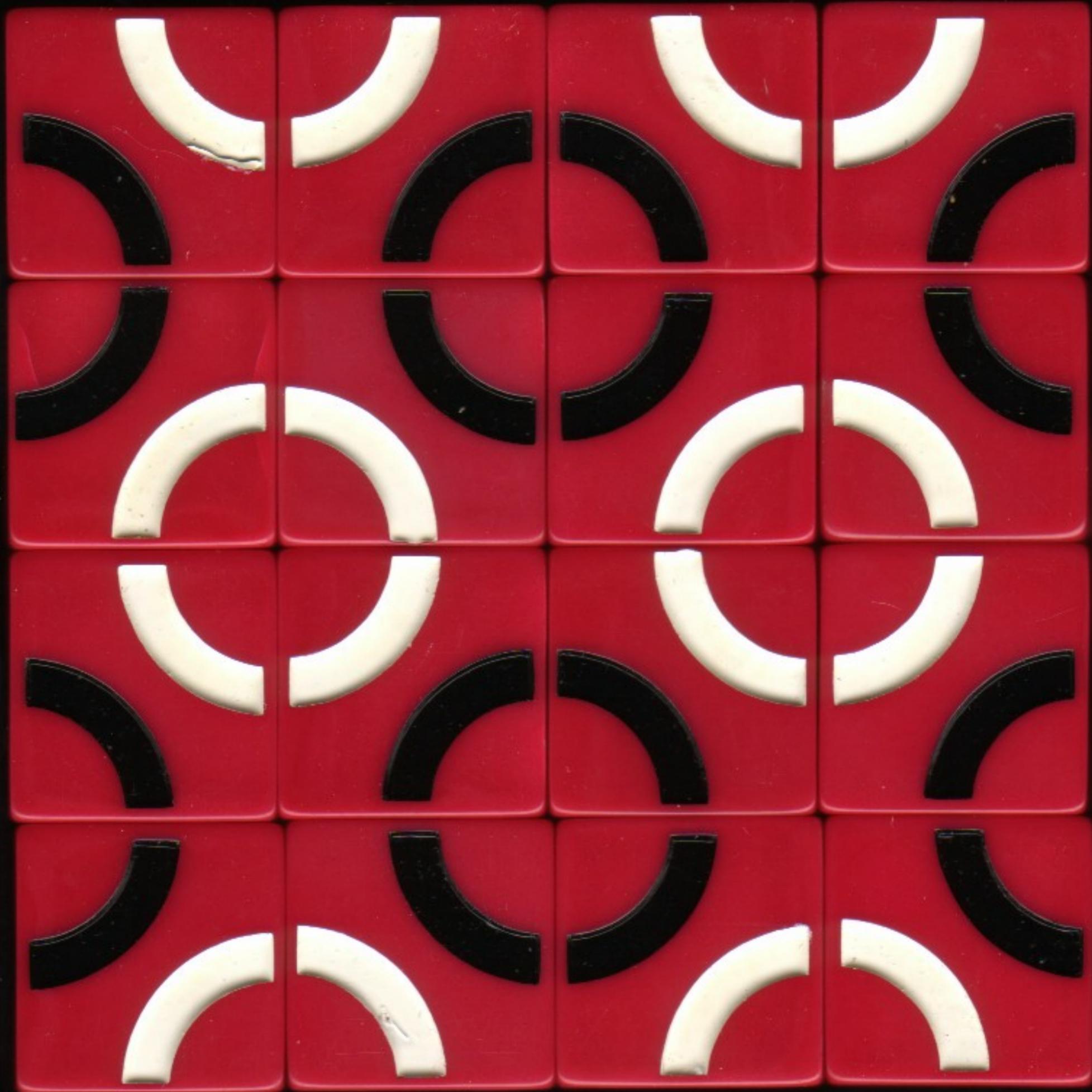


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Tiles Made in Hong Kong or Taiwan.



**TRAX**





# TRAX™

For Those Who Love A Challenge



**Instruction  
And  
Strategy Booklet**

# TRAX

## **Welcome to the world of TRAX!**

TRAX is an exciting game of strategy for two players, ages 10 to adult.

The rules of TRAX are simple enough to be learned in just minutes, yet the strategy and beauty of the game will intrigue you for many years.

### **This booklet contains:**

- Rules of TRAX Pages 1–11
- Common Rule Questions and Answers Pages 12-14
- Strategy Hints Pages 15–19
- Condensed Laws of TRAX Pages 20–21
- TRAX Information Pages 22–23

# RULES OF TRAX

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## The Tiles

Your TRAX set consists of 64 identical tiles. Each tile has "straight" sections of black and white colored track on one side, and "curved" sections of track on the other.



Players take turns placing tiles onto any flat surface. One player is represented by the black-colored track, and the other by the white-colored track. (Note: The maximum size to which the formation may grow is eight rows wide by eight rows deep. Players may not place a tile beyond the eighth row in any direction. This rule is explained in further detail in the section titled: **Playing Area Limitation.**)

2

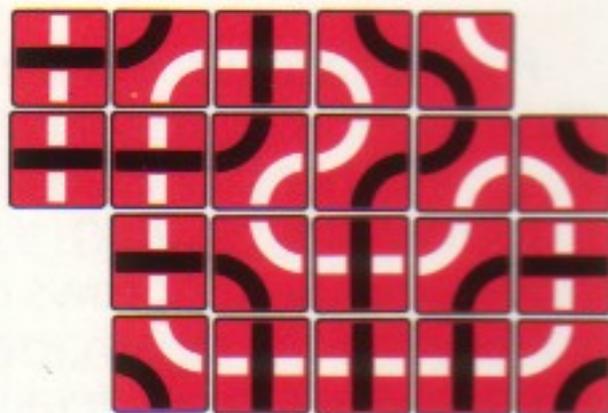
## How to Win

The winner is the first player whose track forms either a **LOOP** or a **LINE**.

## LOOP

A **LOOP** is any path of track that connects with itself, whatever its shape.

Here are some examples of LOOP wins for White.



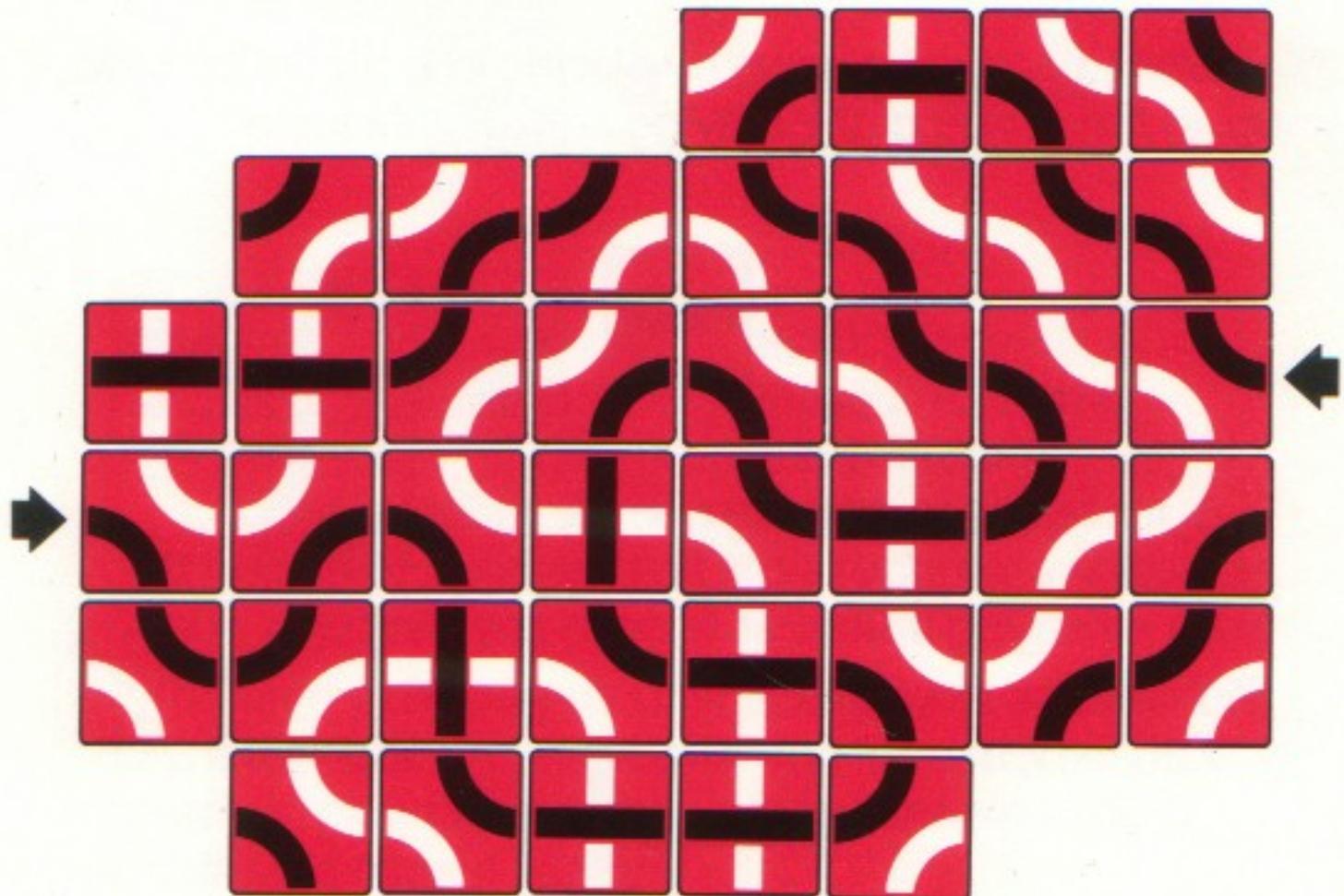
## LINE

3

A **LINE** is a continuous path that connects opposite sides of the playing area that are eight rows apart.

It can be of any shape and may run either from side to side or from top to bottom.

Here is an example of a LINE win for Black.





## How to Play

First, clear a space on a table (or any flat surface).

Choose, by any method of chance, who will play the White track in the first game. Change colors for succeeding games.

White always plays first. (No advantage)

White begins the game by placing one tile, either side up, in the center of the playing area. For example:



Black replies by placing one tile, either side up, alongside any edge of the first tile, so as to extend the track emerging from that edge in any direction. For example:



Each new tile must be placed edge-to-edge alongside one or more of the tiles already in play. **Connecting sections of track must always be of the same color and a player may join track whether or not they are of the player's own color.** For example:



White's second move might be



Black's second move is to divert the white track from a near win.

Thereafter, the players simply take turns adding new tiles, either side up, to the growing formation of tiles already in play. Once played, all tiles remain in place, and are not moved again.

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## ILLEGAL PLAYS

The next diagram shows two examples of **illegal** plays.



Color Mismatch.



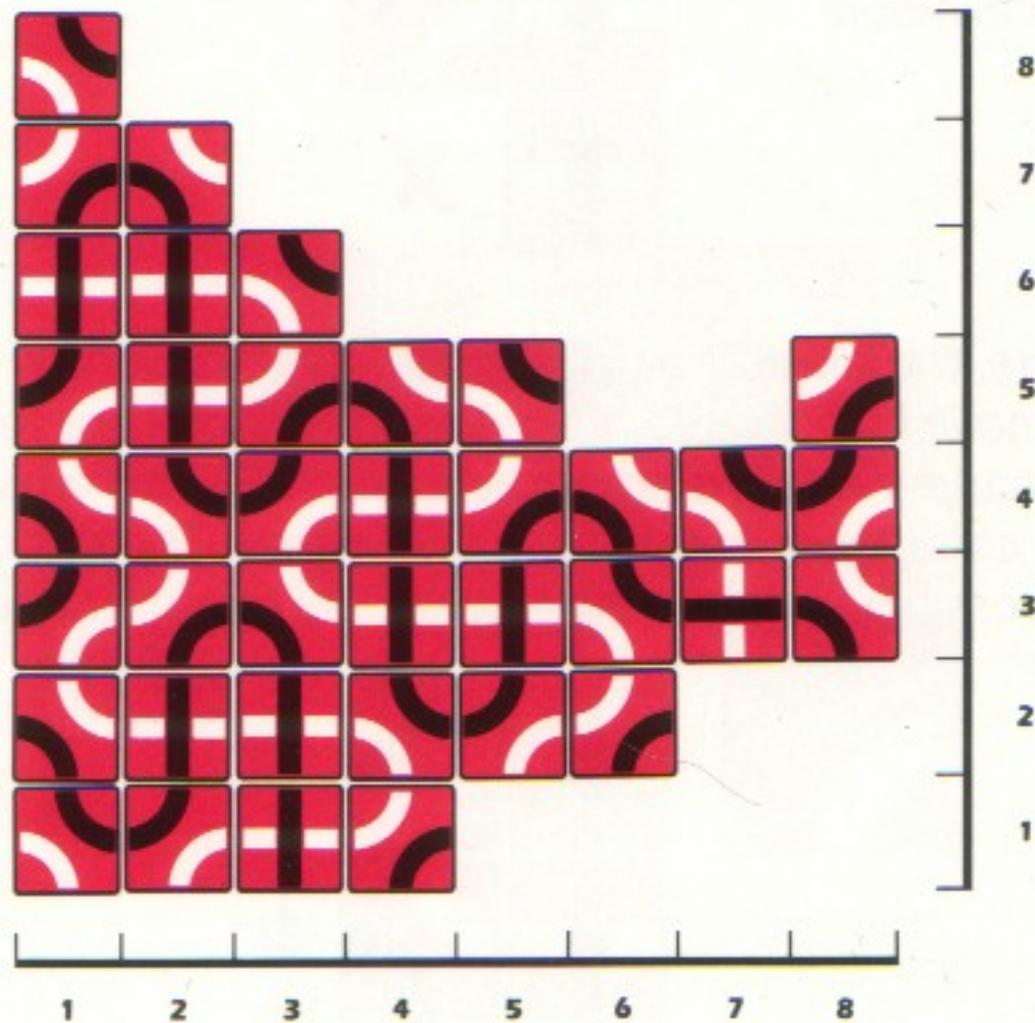
Not  
edge to edge.

## Playing Area Limitation

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The maximum size to which the formation may grow is eight rows wide by eight rows deep. Players may not place a tile beyond the eighth row in any direction.

After the limits of the 8x8 playing area have been defined, players continue to place tiles within this area until a win or a draw is achieved.

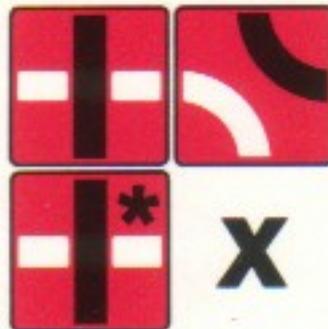


# 8

## Forced Plays

Sometimes a tile is played which creates an adjoining space into which there is only one possible way for a new tile to be played. When this happens, the same player is required to go ahead and fill in this new space as a continuation of the same turn. This is called a **FORCED PLAY**.

For example:



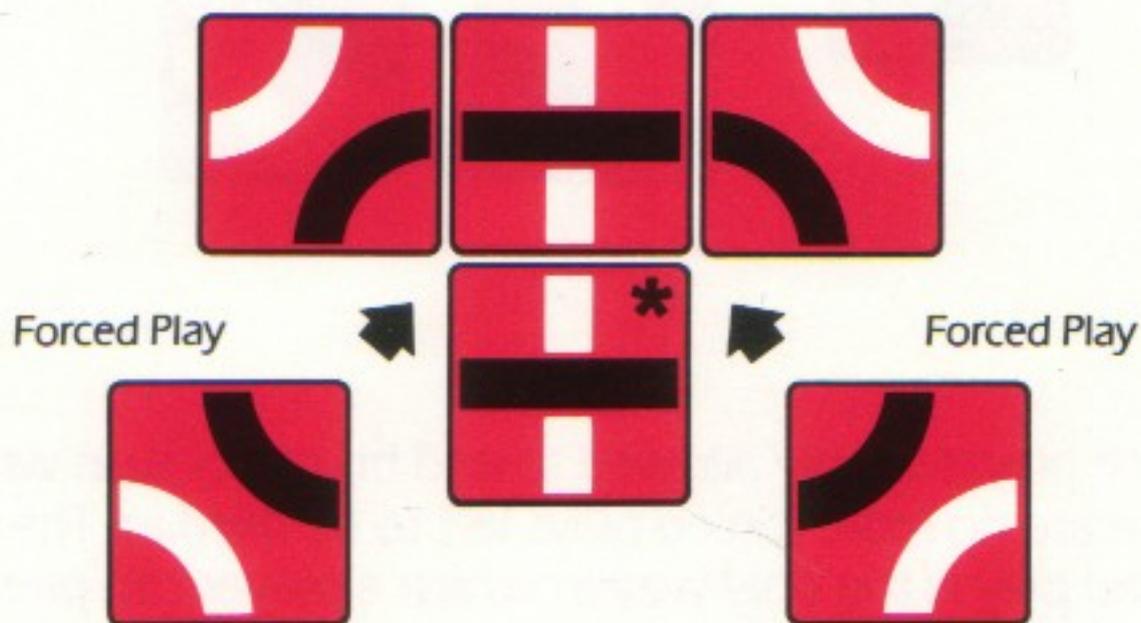
Here, the player has just played the tile marked “\*”. This move has created a playing space adjacent to the tile (marked in the diagram with an “X”) into which the same color track enters from two edges. There is only one possible way in which a new tile might fit into this space:



No other move is possible, since any other placement would breach the rule that prohibits connecting black to white track.

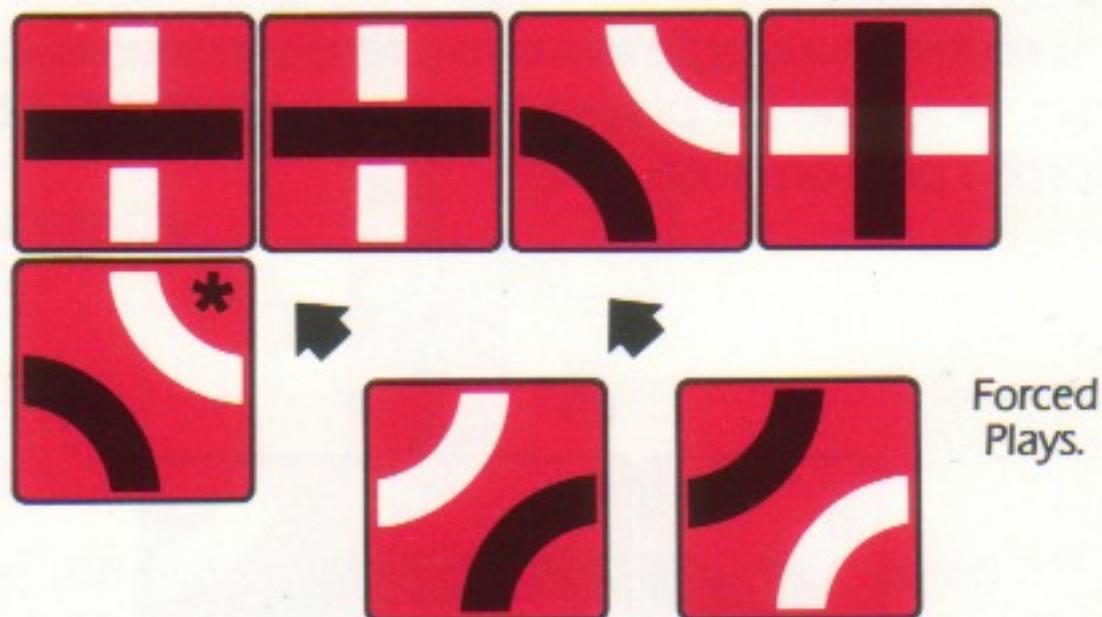
In these situations, the player is required to go ahead and complete all such forced plays as a continuation of the same turn.

Sometimes a single move can result in several forced plays. Here, the tile played (marked with an “\*”) creates a forced play on both sides:



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The next example shows one forced play which, when filled in, leads to another, as a chain reaction:



The player is only allowed to end his or her turn when there are no more forced plays left to be filled in. The forced play is the only way in which a player can place more than one tile per turn, and thus can often be used to great strategic advantage. (See the strategy section.)

## Drawn Games

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Occasionally a game of TRAX may end in a draw if neither player has formed a Loop or a Line after all 64 tiles have been played, or if a move creates a win for both players on the same turn.

## Common Rule Questions

**Q: Must I play track of my own color at my turn?**

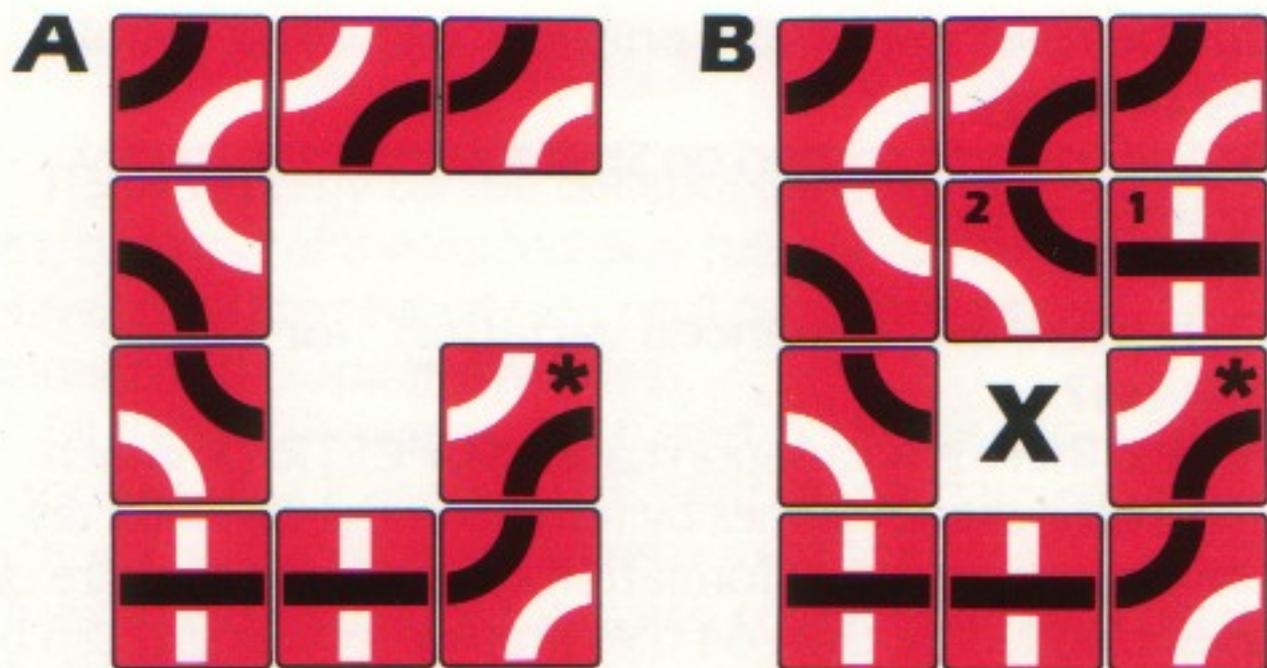
**A:** No, you may play track of either color as long as you are joining track of the same color.

**Q: What happens if I overlook a Forced Play?**

**A:** Your opponent should point out any forced plays that you overlook. However, if both players overlook a forced play only to discover it several moves later, go ahead and fill in the forced tiles immediately, with no penalty.

**Q: What happens if a series of Forced Plays results in an illegal move?**

**A:** This happens very rarely, but is possible. For example, suppose the player wishes to play the tile marked "\*" as show in diagram A:



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This move would lead to a series of forced plays, shown as tiles numbered 1 and 2 in diagram B. After these two forced plays, three white tracks are left running into the playing space marked with an "X". This is an "impossible" position to allow, since no tile could legally be played there without breaching the rules of tile placement.

Therefore, the player is not allowed to make the move shown in diagram A, and instead must make an alternative move which does not lead to an illegal forced play.

**Q: The rules are simple enough, but what should my strategy be?**

**A:** See the next section on Strategy for some handy strategy hints!

**Q: Is there an “advanced variation” for expert players?**

**A:** Yes. There is a variation called **SUPERTRAX** which eliminates drawn games by removing the 8x8 limit on the playing area. The formation can grow to any size or shape, and more than 64 tiles (from a second set) can be used. The winner is the first to form a **LOOP** (as usual) or a **LINE** which joins the opposite and outermost edges of the playing formation across at least eight rows of tiles.

# STRATEGY HINTS

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TRAX strategy can be deceptively deep and subtle. Yet, because of the forced play rule, which allows a player to place several tiles on a turn, threats can appear with sudden swiftness.

All threats, however, are based upon the very simple concepts of LOOP and LINE. With a few games practice, you will soon learn to recognize the basic threatening formations, how to create them, and how to defend against them.

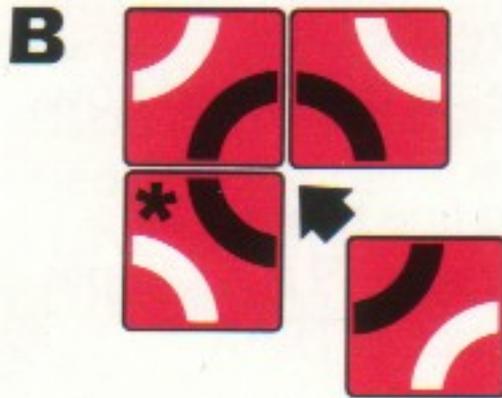
There are many kinds of loop and line threats as shown on the next two pages. On page 19 is a sample game which shows some of the tactics of TRAX.

**16**

For example, the most simple threat in TRAX is known as the LOOP THREAT:

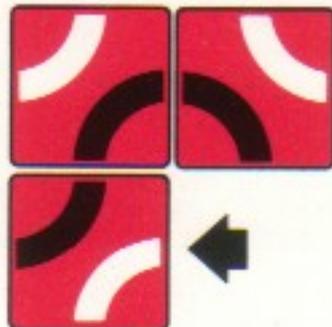


The curved Black track shown at left threatens to win the game in one more move!



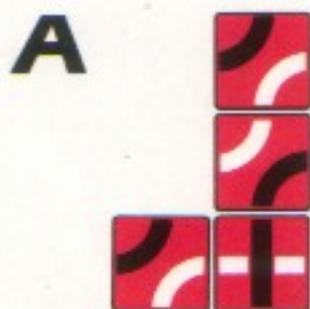
Black threatens to play his or her next move, (\*), as shown at left in diagram B. This move would, as a continuation of the same turn, require the Forced Play of a further tile.

The result is a LOOP WIN for Black!

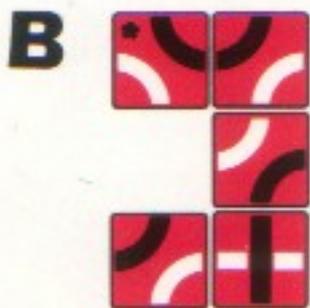


White should prevent Black from closing the loop by playing the next move to turn the black track off in another direction, as shown at left.

Of course, since a good opponent can spot simple loop threats and turn them aside, the winning strategy consists of learning how to make **DOUBLE THREATS**. A double threat is a move which results in two completely separate Loop or Line threats. Since the opponent can only block one of them, a double threat will quickly lead to a winning position. For example:



Assume it is Black's move as shown in diagram A. Black has a move available which can set up a double threat!



Black plays the tile marked "\*" in diagram B. After one forced move, the position in diagram C results, with White to move. Notice, however, that Black's move has created two separate loop threats (one at the left, one at the top). No matter which one White turns aside, Black will complete the other loop to win!

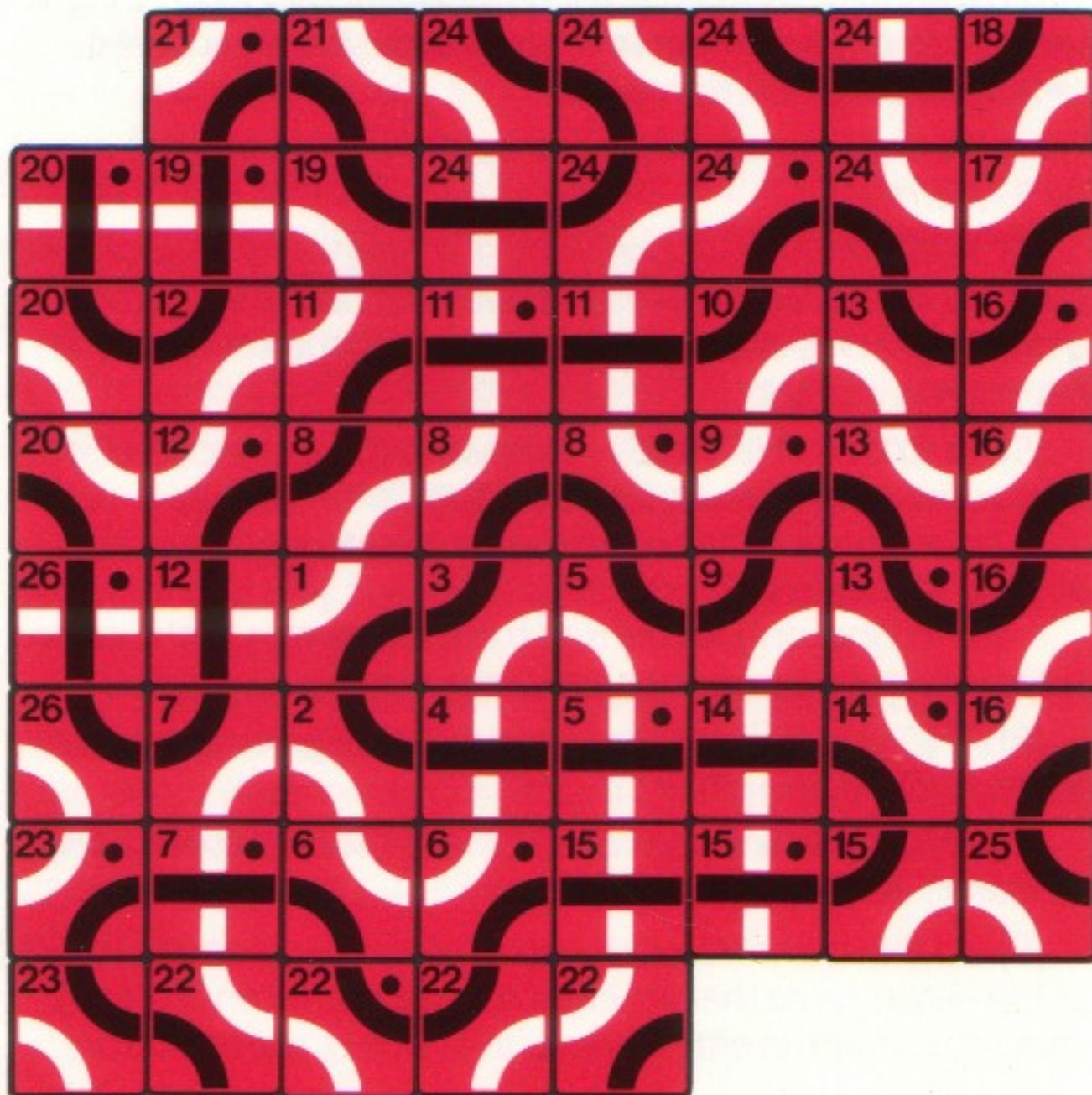


## SAMPLE GAME

You can play through this sample game by playing the tiles, turn by turn, as they are numbered. Dotted numbers (such as 5•) indicate the first tile played in a move involving one or more forced plays. Note the strategies involved in the play as Black wins on turn 26 with a LINE from left to right.

# SAMPLE GAME

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## LAWS OF TRAX

- (1) TRAX is a game of strategy for two players.
- (2) The TRAX set consists of 64 identical tiles with straight sections of black and white track on one side and curved sections of track on the other.
- (3) One player is represented by black track and the other by white track.
- (4) **FIRST MOVE**—Choose, by any method of chance, who will play White. White always moves first, and begins the game by placing one tile, either side up, in the center of the flat playing surface.
- (5) **PLAYING THE TILES**—Following the first move, players take turns adding new tiles to the formation so that
  - (a) each tile rests edge-to-edge beside any tile or tiles already in play, and
  - (b) connecting sections of track are always of the same color (whether or not they are of the player's own color).
- (6) **THE GAME IS WON**—by the first player whose track forms a **LOOP** or a **LINE**.
- (7) A **LOOP** is any path of track that connects with itself, whatever its shape.
- (8) A **LINE** is a continuous path that connects opposite sides of the playing area that are eight rows apart. It can be of any shape and may run either from side to side or top to bottom.

(9) **THE GAME IS DRAWN**—if neither player has formed a **LOOP** or a **LINE** after all 64 tiles have been played, or if a move creates a win for both players on the same turn.

(10) **FORCED PLAYS**—if a player makes a move which creates an adjacent playing space or spaces into which there is only one possible way for a new tile to be played, then the player has created a “forced play” and is required to go ahead and fill in this space as a continuation of the same move, as well as any other forced plays which derive from the initial move or from any of the resulting forced plays.

(11) If a forced play is overlooked it should immediately be filled in as soon as it is discovered, with no penalty to either player.

(12) **ILLEGAL FORCED PLAYS**—In the rare case that a tile is played which creates a series of forced plays that lead to a breach of rule 5(b) above, an alternative first tile must be played.

(13) **PLAYING AREA LIMITATION**—The maximum size to which the formation may grow is eight rows wide by eight rows deep. Players may not place a tile beyond the eighth row in any direction. After the limits of the 8x8 area are defined, players continue to place tiles within this area until a result is achieved.



# TRAX™

## For Those Who Love A Challenge

For additional information regarding TRAX contact:

**Customer Service Department**

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**Just print your name and address below** and you will receive all announcements regarding Tournaments, Contests and much, much more!

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# TRAX

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Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

**TRAX COMMENTS:** \_\_\_\_\_

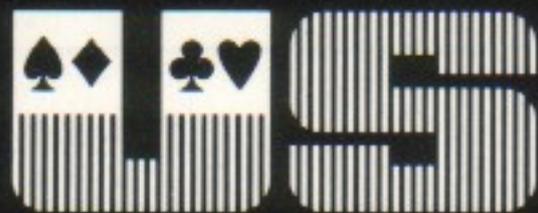
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