

TETRAFLUX

Player: RED

YOUR GOAL:

Hide RED face-down on ALL pieces

ON YOUR TURN:

1. Place 1 pyramid on empty cell
2. Choose: which face hidden + rotation
3. Resolve any collisions

COLLISION:

Same visible colors touch =
Stationary piece FLIPS away
(You choose direction if options)

EXILE:

Off board = removed from play

DESTRUCTION:

Can't flee = BOTH pieces destroyed

SCORING:

Count RED in hidden position
on ALL surviving pieces

*Fight in the middle,
leave edges peaceful*

TETRAFLUX

Player: BLUE

YOUR GOAL:

Hide BLUE face-down on ALL pieces

ON YOUR TURN:

1. Place 1 pyramid on empty cell
2. Choose: which face hidden + rotation
3. Resolve any collisions

COLLISION:

Same visible colors touch =
Stationary piece FLIPS away
(You choose direction if options)

EXILE:

Off board = removed from play

DESTRUCTION:

Can't flee = BOTH pieces destroyed

SCORING:

Count BLUE in hidden position
on ALL surviving pieces

*Fight in the middle,
leave edges peaceful*

TETRAFLUX

Player: GREEN

YOUR GOAL:

Hide GREEN face-down on ALL pieces

ON YOUR TURN:

1. Place 1 pyramid on empty cell
2. Choose: which face hidden + rotation
3. Resolve any collisions

COLLISION:

Same visible colors touch =
Stationary piece FLIPS away
(You choose direction if options)

EXILE:

Off board = removed from play

DESTRUCTION:

Can't flee = BOTH pieces destroyed

SCORING:

Count GREEN in hidden position
on ALL surviving pieces

*Fight in the middle,
leave edges peaceful*

TETRAFLUX

Player: YELLOW

YOUR GOAL:

Hide YELLOW face-down on ALL pieces

ON YOUR TURN:

1. Place 1 pyramid on empty cell
2. Choose: which face hidden + rotation
3. Resolve any collisions

COLLISION:

Same visible colors touch =
Stationary piece FLIPS away
(You choose direction if options)

EXILE:

Off board = removed from play

DESTRUCTION:

Can't flee = BOTH pieces destroyed

SCORING:

Count YELLOW in hidden position
on ALL surviving pieces

*Fight in the middle,
leave edges peaceful*